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| | | | Race Tabaxi | | | | | | | | | | |
| | | | Background Entertainer | | | | | | | | | | |
| Character Name | | | Alignment | | | Player Name | | | | | | | |
| +2 Proficiency Bonus | | | Class(es) Warlock (Celestial) 2 | | | Inspiration Points | | | | | | | |
| Ability Scores | 10 | | 16 | | 13 | | 8 | | 12 | | 16 | | Ability Scores |
| | Strength | +0 | Dexterity | +3 | Constitution | +1 | Intelligence | -1 | Wisdom | +1 | Charisma | +3 | |
| Skills (proficiency / expertise / bonus) | | | Saving Throws (prof. / bonus) | | | 14 16 | | Hit Dice & Rolls 2d8 | | | | | |
| Athletics <input type="checkbox"/> <input type="checkbox"/> +0 | | | Strength <input type="checkbox"/> +0 | | | Leather Mage Ar. | | 9 6 | | | | | |
| Acrobatics <input checked="" type="checkbox"/> <input type="checkbox"/> +5 | | | Dexterity <input type="checkbox"/> +3 | | | Armour Class | | Hit Point Max 15 | | | | | |
| Sleight of Hand <input type="checkbox"/> <input type="checkbox"/> +3 | | | Constitution <input type="checkbox"/> +1 | | | +3 30ft | | Current HP | | | | | |
| Stealth <input checked="" type="checkbox"/> <input type="checkbox"/> +5 | | | Intelligence <input type="checkbox"/> -1 | | | Initiative | | Speed | | Temp. | | | |
| Arcana <input type="checkbox"/> <input type="checkbox"/> -1 | | | Wisdom <input checked="" type="checkbox"/> +3 | | | Death Saves | | Success | | | | | |
| History <input type="checkbox"/> <input type="checkbox"/> -1 | | | Charisma <input checked="" type="checkbox"/> +5 | | | | | Failure | | | | | |
| Investigation <input type="checkbox"/> <input type="checkbox"/> -1 | | | Other Proficiencies & Languages | | | | | | | | | | |
| Nature <input type="checkbox"/> <input type="checkbox"/> -1 | | | | | | | | | | | | | |
| Religion <input type="checkbox"/> <input type="checkbox"/> -1 | | | Armor | | | Attacks and Spellcasting | | | | | | | |
| Animal Handling <input type="checkbox"/> <input type="checkbox"/> +1 | | | Light | | | Name Bonus Damage / Type | | | | | | | |
| Insight <input type="checkbox"/> <input type="checkbox"/> +1 | | | Weapons | | | Dagger +5 1d4+3 piercing | | | | | | | |
| Medicine <input type="checkbox"/> <input type="checkbox"/> +1 | | | Simple | | | Finesse, light, thrown (range 20/60) | | | | | | | |
| Perception <input checked="" type="checkbox"/> <input type="checkbox"/> +3 | | | Tools | | | Eldritch Blast +5 1d10+3 force | | | | | | | |
| Survival <input type="checkbox"/> <input type="checkbox"/> +1 | | | Disguise Kit, Lute | | | Range 120ft | | V, S | | Ranged Spell Attack | | | |
| Deception <input checked="" type="checkbox"/> <input type="checkbox"/> +5 | | | Languages | | | Sacred Flame | | DC 13 | | 1d8 radiant | | | |
| Intimidation <input checked="" type="checkbox"/> <input type="checkbox"/> +5 | | | Common, Dwarvish | | | Range 60ft | | V, S | | Dexterity Saving Throw | | | |
| Performance <input checked="" type="checkbox"/> <input type="checkbox"/> +5 | | | Spell Attack Modifier +5 | | | Light Crossbow | | +5 | | 1d8+3 piercing | | | |
| Persuasion <input type="checkbox"/> <input type="checkbox"/> +3 | | | Spell Save DC 13 | | | Ammunition, Range (80/320), Loading, Two-handed | | | | | | | |
| 13 Passive Wisdom (Perception) | | | Spellcasting Stat Cha | | | Dart | | +5 | | 1d4+3 piercing | | | |
| | | | Notes | | | (ranged) Finesse, thrown (range 20/60) | | | | | | | |
| Cat's Claws. Because of your claws, you have a climbing speed of 20 feet. In addition, your claws are natural weapons, which you can use to make unarmed strikes. If you hit with them, you deal slashing damage equal to 1d4 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike. | | | Darkvision 60ft Feline Agility. When you move on your turn in combat, you can double your speed until the end of the turn. Once you use this trait, you can't use it again until you move 0 feet on one of your turns. | | | Guiding Bolt | | +5 | | 4d6 radiant | | | |
| | | | | | | Range 120ft | | V, S | | Ranged Spell Attack | | | |
| | | | | | | Witch Bolt | | +5 | | 1d12 lightning | | | |
| | | | | | | Range 30ft | | V, S, M | | Ranged Spell Attack | | | |
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| Features & Traits | Eldritch Invocations | Agonizing Blast When you cast eldritch blast, add your Charisma modifier to the damage it deals on a hit. | | | Spells | C | Light | 1 | Cure Wounds | | | | |
| | | | | | | C | Sacred Flame | 1 | Guiding Bolt | | | | |
| | | | | | | C | Eldritch Blast | 1 | Witch Bolt | | | | |
| | | | | | | C | Booming Blade | | | | | | |
| | | | | | | | | | | | | | |
| Equipment | Light crossbow, Quiver, 20 Bolts, Arcane focus, Dungeoneer's pack, Leather armour, Dagger x2, Dart x2 | | | Lute, Flamboyant costume, Belt pouch | | | Gold 15 | | | Money | | | |
| | | | | | | | Silver | | | | | | |
| | | | | 100gp notes | | | Copper | | | | | | |
| | | | | 10gp notes | | | Bits | | | | | | |

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| | | | Race Tabaxi | | |
| | | | Background Entertainer | | |
| Character Name | | | Alignment | | Player Name |
| Age | Height | Weight | Eye Colour | Hair Colour | Motivations |
| | | | | | |
| Character Appearance | | | | Personality Traits | |
| | | | | | |
| | | | | Ideals | |
| | | | | | |
| | | | | Bonds | |
| | | | | | |
| | | | | Flaws | |
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| Notes | <p>Healing Light</p> <p>At 1st level, you gain the ability to channel celestial energy to heal wounds. You have a pool of d6s that you spend to fuel this healing. The number of dice in the pool equals 1 + your warlock level.</p> <p>As a bonus action, you can heal one creature you can see within 60 feet of you, spending dice from the pool. The maximum number of dice you can spend at once equals your Charisma modifier (minimum of one die). Roll the dice you spend, add them together, and restore a number of hit points equal to the total.</p> <p>Your pool regains all expended dice when you finish a long rest.</p> | | <p>Feature: By Popular Demand</p> <p>You can always find a place to perform, usually in an inn or tavern but possibly with a circus, at a theater, or even in a noble's court. At such a place, you receive free lodging and food of a modest or comfortable standard (depending on the quality of the establishment), as long as you perform each night. In addition, your performance makes you something of a local figure. When strangers recognize you in a town where you have performed, they typically take a liking to you.</p> | | Notes |
| | <p>Eldritch Invocations</p> <p>At 2nd level, you gain two eldritch invocations of your choice. When you gain certain warlock levels, you gain additional invocations of your choice, as shown in the Invocations Known column of the Warlock table.</p> <p>Additionally, when you gain a level in this class, you can choose one of the invocations you know and replace it with another invocation that you could learn at that level.</p> | | | | |