



# DUNGEONS AND DRAGONS

srdTest

Warlock 11

Class

Red Dragonborn

Race

Acolyte

Background

Chaotic

Alignment

Player Name

Experience Points

STRENGTH

+1

12

INSPIRATION

+4

PROFICIENCY BONUS

14

ARMOR  
CLASS

+2

INITIATIVE

30

SPEED

PERSONALITY TRAITS

DEXTERITY

+2

14

- ☐ +1 Strength
- ☐ +2 Dexterity
- ☐ +2 Constitution
- ☐ -1 Intelligence
- ☒ +3 Wisdom
- ☒ +9 Charisma

SAVING THROWS

Hit Point Maximum: 80

CURRENT HIT POINTS

IDEALS

CONSTITUTION

+2

15

- ☐ +2 Acrobatics
- ☐ -1 Animal Handling
- ☐ -1 Arcana
- ☐ +1 Athletics
- ☒ +9 Deception
- ☐ -1 History
- ☒ +3 Insight
- ☒ +9 Intimidation
- ☐ -1 Investigation
- ☐ -1 Medicine
- ☐ -1 Nature
- ☐ -1 Perception
- ☐ +5 Performance
- ☐ +5 Persuasion
- ☒ +3 Religion
- ☐ +2 Sleight of Hand
- ☐ +2 Stealth
- ☐ -1 Survival

SKILLS

Total: 11d10

HIT DICE

SUCCESSSES O-O-O

FAILURES O-O-O

DEATH SAVES

BONDS

INTELLIGENCE

-1

8

FLAWS

WISDOM

-1

8

CHARISMA

+5

20

ACTIONS

(a) Breath Weapon(\_/1)  
(fr.) Dark One's Blessing  
(fr.) Dark One's Luck(\_/1)

FEATURES

fire resistance  
Agonizing Blast  
Ascendant Step  
Devils Sight  
Expanded Spell List  
Pact Magic  
Sculptor of Flesh  
Voice of the Chain Master

9

PASSIVE PERCEPTION

**Armor:** Light Armor

**Weapons:** Simple Weapons

**Languages:** Common, Draconic, Elvish, Gnomish

**Tools:**

**OTHER PROFICIENCIES & LANGUAGES**

EQUIPMENT	
CP	Dagger
0	4 Rations (days)
	Studded Leather Armor
	Waterskin
SP	
0	
EP	
1	
GP	
10	
PP	
0	
OTHER FEATURES & TRAITS	

CHARACTER PORTRAIT

BACKGROUND

**Shelter of the Faithful**

As an acolyte, you command the respect of those who share your faith, and you can perform the religious ceremonies of your deity. You and your adventuring companions can expect to receive free healing and care at a temple, shrine, or other established presence of your faith, though you must provide any material components needed for spells. Those who share your religion will support you (but only you) at a modest lifestyle.

**SPELLS**

1ST LEVEL	2ND LEVEL	3RD LEVEL	4TH LEVEL	5TH LEVEL	6TH LEVEL	7TH LEVEL	8TH LEVEL	9TH LEVEL
				OOO				
<b>Warlock Spells</b>				+9 ATTACK BONUS	DC 17 SAVE DC	/11 PREPARED		

P	NAME	SCHOOL	CAST TIME	RANGE	VSCR	DUR	MATERIAL
<b>CANTRIPS</b>							
A	Chill touch	necr.	a	120 ft	vs	1 rnd	
A	Eldritch Blast	evoc.	a	120ft	vs		
<b>1ST LEVEL SPELLS</b>							
O	Charm Person	ench.	a	30 ft	vs	1 horu	
O	Protection from Evil and Good	abju.	a	Touch	vsc	10 mins	Holy water or powdered silver
<b>2ND LEVEL SPELLS</b>							
O	Invisibility	illu.	a	Touch	vsc	1 hr	an eyelash encased in gum arab
O	Misty Step	conj.	a	Self	v		
<b>3RD LEVEL SPELLS</b>							
O	Counterspell	abju.	reaction, which you take when you see a creature within 60 feet of you casting a spell	60 ft	s		
O	Dispel Magic	abju.	a	120 ft	vs		
O	Fly	tran.	a	touch	vsc	10 mins	a wing feather from any bird
O	Major Image	illu.	a	120 ft	vsc	10 mins	a bit of fleece
<b>4TH LEVEL SPELLS</b>							
O	Banishment	conj.	a	60 ft	vs		an item distasteful to the tar
<b>5TH LEVEL SPELLS</b>							
O	Scrying	divi.	10 mins	Self	vsc	10 mins	a focus worth at least 1,000 g