

CHARACTER NAME

CLASS & LEVEL

BACKGROUND

PLAYER NAME

RACE

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

INSPIRATION

PROFICIENCY BONUS

- ☐ ___ Strength
- ☐ ___ Dexterity
- ☐ ___ Constitution
- ☐ ___ Intelligence
- ☐ ___ Wisdom
- ☐ ___ Charisma

SAVING THROWS

- ☐ ___ Acrobatics (Dex)
- ☐ ___ Animal Handling (Wis)
- ☐ ___ Arcana (Int)
- ☐ ___ Athletics (Str)
- ☐ ___ Deception (Cha)
- ☐ ___ History (Int)
- ☐ ___ Insight (Wis)
- ☐ ___ Intimidation (Cha)
- ☐ ___ Investigation (Int)
- ☐ ___ Medicine (Wis)
- ☐ ___ Nature (Int)
- ☐ ___ Perception (Wis)
- ☐ ___ Performance (Cha)
- ☐ ___ Persuasion (Cha)
- ☐ ___ Religion (Int)
- ☐ ___ Sleight of Hand (Dex)
- ☐ ___ Stealth (Dex)
- ☐ ___ Survival (Wis)

SKILLS

ARMOR CLASS

INITIATIVE

SPEED

Hit Point Maximum

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

ATTACKS & SPELLCASTING

PASSIVE WISDOM (PERCEPTION)

OTHER PROFICIENCIES & LANGUAGES

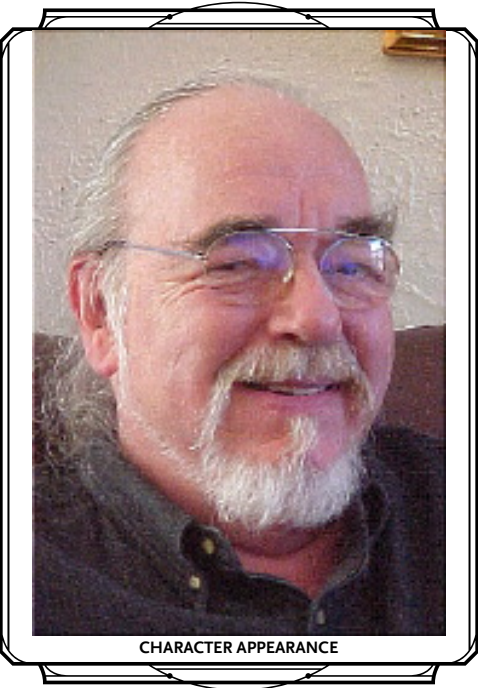
EQUIPMENT

FEATURES & TRAITS



AGE	HEIGHT	WEIGHT
EYES	SKIN	HAIR

CHARACTER NAME



CHARACTER APPEARANCE

NAME

SYMBOL

ALLIES & ORGANIZATIONS

TREASURE

CHARACTER BACKSTORY



SPELLCASTING
CLASS

SPELLCASTING
ABILITY

SPELL SAVE DC

SPELL ATTACK
BONUS

0

CANTRIPS

3

6

SPELL
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

PREPARED

SPELL NAME

4






7

5








8

9

SPELLS KNOWN

<div>Level-1 divination</div> <div>MORCPUB</div> <div>Comprehend Languages</div> <div>1 act. Self V,S,M 1 hr</div> <div>For the duration, you understand the literal meaning of any spoken language that you hear. You also understand any written language that you see, but you must be touching the surface on which the words are written. It takes about 1 minute to read one page of text. This spell doesn't decode secret messages in a text or a glyph, such as an arcane sigil, that isn't part of a written language.</div> <div>Warlock DC17 Mod+9</div>	<div>Level-4 conjuration</div> <div>MORCPUB</div> <div>Dimension Door</div> <div>1 act. 500 ft V Inst</div> <div>You teleport yourself from your current location to any other spot within range. You arrive at exactly the spot desired. It can be a place you can see, one you can visualize, or one you can describe by stating distance and direction, such as “200 feet straight downward” or “upward to the northwest at a 45- degree angle, 300 feet.” You can bring along objects as long as their weight doesn't exceed what you can carry. You can also bring one willing creature of your size or smaller who is carrying gear up to its carrying capacity. The creature must be within 5 feet of you when you cast this spell. If you would arrive in a place already occupied by an object or a creature, you and any creature traveling with you each take 4d6 force damage, and the spell fails to teleport you.</div> <div>Warlock DC17 Mod+9</div>	<div>Level-1 illusion</div> <div>MORCPUB</div> <div>Disguise Self</div> <div>1 act. Self V,S 1 hr</div> <div>You make yourself—including your clothing, armor, weapons, and other belongings on your person— look different until the spell ends or until you use your action to dismiss it. You can seem 1 foot shorter or taller and can appear thin, fat, or in between. You can't change your body type, so you must adopt a form that has the same basic arrangement of limbs. Otherwise, the extent of the illusion is up to you. The changes wrought by this spell fail to hold up to physical inspection. For example, if you use this spell to add a hat to your outfit, objects pass through the hat, and anyone who touches it would feel nothing or would feel your head and hair. If you use this spell to appear thinner than you are, the hand of someone who reaches out to touch you would bump into you while it was seemingly still in midair. To discern that you are disguised, a creature can use its action to inspect your appearance and must succeed on</div> <div>Warlock DC17 Mod+9</div>
<div>Evocation cantrip</div> <div>MORCPUB</div> <div>Eldritch Blast</div> <div>1 act. 120 ft V,S Inst</div> <div>A beam of crackling energy streak toward a creature within range. Make a ranged spell attack against the target. On a hit, the target takes 1d10 force damage. The spell creates more than one beam when you reach higher levels: two beams at 5th level, three beams at 11th level, and four beams at 17th level. You can direct the beams at the same target or at different ones. Make a separate attack roll for each beam.</div> <div>Warlock DC17 Mod+9</div>	<div>Level-1 evocation</div> <div>MORCPUB</div> <div>Hellish Rebuke</div> <div>1 react. 60 ft V,S Inst</div> <div>You point your finger, and the creature that damaged you is momentarily surrounded by hellish flames. The creature must make a Dexterity saving throw. It takes 2d10 fire damage on a failed save, or half as much damage on a successful one. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increase by 1d10 for each slot level above 1st.</div> <div>Warlock DC17 Mod+9</div>	<div>Level-2 enchantment</div> <div>MORCPUB</div> <div>Hold Person</div> <div>1 act. 60 ft V,S,M Conc, 1 min</div> <div>Choose a humanoid that you can see within range. The target must succeed on a Wisdom saving throw or be paralyzed for the duration. At the end of each of its turns, the target can make another Wisdom saving throw. On a success, the spell ends on the target. At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can target one additional humanoid for each slot level above 2nd. The humanoids must be within 30 feet of each other when you target them.</div> <div>Warlock DC17 Mod+9</div>
<div>Conjuration cantrip</div> <div>MORCPUB</div> <div>Mage Hand</div> <div>1 act. 30 ft V,S 1 min</div> <div>A spectral, floating hand appears at a point you choose within range. The hand lasts for the duration or until you dismiss it as an action. The hand vanishes if it is ever more than 30 feet away from you or if you cast this spell again. You can use your action to control the hand. You can use the hand to manipulate an object, open an unlocked door or container, stow or retrieve an item from an open container, or pour the contents out of a vial. You can move the hand up to 30 feet each time you use it. The hand can't attack, activate magic items, or carry more than 10 pounds.</div> <div>Warlock DC17 Mod+9</div>	<div>Illusion cantrip</div> <div>MORCPUB</div> <div>Minor Illusion</div> <div>1 act. 30 ft S,M 1 min</div> <div>You create a sound or an image of an object within range that lasts for the duration. The illusion also ends if you dismiss it as an action or cast this spell again. If you create a sound, its volume can range from a whisper to a scream. It can be your voice, someone else's voice, a lion's roar, a beating of drums, or any other sound you choose. The sound continues unabated throughout the duration, or you can make discrete sounds at different times before the spell ends. If you create an image of an object—such as a chair, muddy footprints, or a small chest—it must be no larger than a 5-foot cube. The image can't create sound, light, smell, or any other sensory effect. Physical interaction with the image reveals it to be an illusion, because things can pass through it. If a creature uses its action to examine the sound or image, the creature can determine that it is an illusion with a successful Intelligence (Investigation) check against your spell save</div> <div>Warlock DC17 Mod+9</div>	<div>Conjuration cantrip</div> <div>MORCPUB</div> <div>Produce Flame</div> <div>1 act. Self V,S 10 mins</div> <div>A flickering flame appears in your hand. The flame remains there for the duration and harms neither you nor your equipment. The flame sheds bright light in a 10-foot radius and dim light for an additional 10 feet. The spell ends if you dismiss it as an action or if you cast it again. You can also attack with the flame, although doing so ends the spell. When you cast this spell, or as an action on a later turn, you can hurl the flame at a creature within 30 feet of you. Make a ranged spell attack. On a hit, the target takes 1d8 fire damage. This spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).</div> <div>Warlock DC17 Mod+9</div>

<p>Disguise Self (<i>reverse</i>) an Intelligence (Investigation) check against your spell save DC.</p>		
	<p>Minor Illusion (<i>reverse</i>) DC. If a creature discerns the illusion for what it is, the illusion becomes faint to the creature.</p>	

<div>Level-3 abjuration</div> <div>MORCPUB</div> <div>Remove Curse</div> <div>1 act. Touch V,S Inst</div> <div>At your touch, all curses affecting one creature or object end. If the object is a cursed magic item, its curse remains, but the spell breaks its owner's attunement to the object so it can be removed or discarded.</div> <div>Warlock DC17 Mod +9</div>	<div>Level-5 divination</div> <div>MORCPUB</div> <div>Scrying</div> <div>10 mins Self V,S,M Conc, 10 mins</div> <div>You can see and hear a particular creature you choose that is on the same plane of existence as you. The target must make a Wisdom saving throw, which is modified by how well you know the target and the sort of physical connection you have to it. If a target knows you're casting this spell, it can fail the saving throw voluntarily if it wants to be observed. Knowledge Save Modifier Secondhand (you have heard of the target) +5 Firsthand (you have met the target) +0 Familiar (you know the target well) -5 Connection Save Modifier Likeness or picture -2 Possession or garment -4 Body part, lock of hair, bit of nail, or the like -10 On a successful save, the target isn't affected, and you can't use this spell against it again for 24 hours. On a failed save, the spell creates an invisible sensor within 10 feet of the target. You can see and hear through the sensor as if you were there. The sensor moves with the target, remaining within 10 feet of it</div> <div>Warlock DC17 Mod +9 </div>	<div>Level-2 evocation</div> <div>MORCPUB</div> <div>Shatter</div> <div>1 act. 60 ft V,S,M Inst</div> <div>A sudden loud ringing noise, painfully intense, erupts from a point of your choice within range. Each creature in a 10-foot-radius sphere centered on that point must make a Constitution saving throw. A creature takes 3d8 thunder damage on a failed save, or half as much damage on a successful one. A creature made of inorganic material such as stone, crystal, or metal has disadvantage on this saving throw. A nonmagical object that isn't being worn or carried also takes the damage if it's in the spell's area. At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d8 for each slot level above 2nd.</div> <div>Warlock DC17 Mod +9</div>
<div>Necromancy cantrip</div> <div>MORCPUB</div> <div>Spare the Dying</div> <div>1 act. Touch V,S Inst</div> <div>You touch a living creature that has 0 hit points. The creature becomes stable. This spell has no effect on undead or constructs.</div> <div>Warlock DC17 Mod +9</div>	<div>Divination cantrip</div> <div>MORCPUB</div> <div>True Strike</div> <div>1 act. 30 ft S Conc, 1 rnd</div> <div>You extend your hand and point a finger at a target in range. Your magic grants you a brief insight into the target's defenses. On your next turn, you gain advantage on your first attack roll against the target, provided that this spell hasn't ended.</div> <div>Warlock DC17 Mod +9</div>	<div>Level-1 conjuration</div> <div>MORCPUB</div> <div>Unseen Servant</div> <div>1 act. 60 ft V,S,M 1 hr</div> <div>This spell creates an invisible, mindless, shapeless force that performs simple tasks at your command until the spell ends. The servant springs into existence in an unoccupied space on the ground within range. It has AC 10, 1 hit point, and a Strength of 2, and it can't attack. If it drops to 0 hit points, the spell ends. Once on each of your turns as a bonus action, you can mentally command the servant to move up to 15 feet and interact with an object. The servant can perform simple tasks that a human servant could do, such as fetching things, cleaning, mending, folding clothes, lighting fires, serving food, and pouring wine. Once you give the command, the servant performs the task to the best of its ability until it completes the task, then waits for your next command. If you command the servant to perform a task that would move it more than 60 feet away from you, the spell ends.</div> <div>Warlock DC17 Mod +9</div>

	<p>Scrying <i>(reverse)</i> for the duration. A creature that can see invisible objects sees the sensor as a luminous orb about the size of your fist. Instead of targeting a creature, you can choose a location you have seen before as the target of this spell. When you do, the sensor appears at that location and doesn't move.</p>	