

DUNGEONS & DRAGONS

CHARACTER NAME

CHARACTER LEVEL, RACE, & CLASS

EXPERIENCE

BACKGROUND

ALIGNMENT

DEITY

PLAYER NAME

STRENGTH

PROFICIENCY BONUS

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

CONDITIONAL

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

PASSIVE PERCEPTION

STEALTH DISADVANTAGE

ARMOR

SHIELD

AC

ARMOR CLASS

MAXIMUM

HIT DICE

TEMPORARY

CURRENT HIT POINTS

DEATH SAVING THROWS

SPEED

FLY

CLIMB

SWIM

VISION

INSPIRATION

EXHAUSTION

SPEED, SENSES, & CONDITIONS

Healing Hands (Action—1/Long Rest). You can touch a creature and cause it to regain 2 hp.

Light Bearer. You know the light cantrip. (Spellcasting: Charisma)

RACIAL TRAITS

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light.

The Celestial. Your patron is a powerful being of the Upper Planes.

Eldritch Invocations.

Eyes of the Rune Keeper. You can read all writing.

Bonus Cantrips. You gain the sacred flame and light cantrips.

Healing Light. As a bonus action, you can use 3 d6s to heal an ally you can see within 60 feet. The maximum number of dice you can use at once is 3.

FEATURES & TRAITS

Armor Proficiencies. Light Armor

Weapon Proficiencies. Simple Weapons

Tool Proficiencies. Lyre

Languages. Common, Celestial, Infernal

PROFICIENCIES & LANGUAGES

INITIATIVE

NAME RANGE ATTACK DAMAGE / TYPE

ATTACKS & SPELLCASTING



CHARACTER NAME

GENDER

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

CHARACTER PORTRAIT

ALLIES & ORGANIZATIONS

NAME

SYMBOL

Like a nomad, I can't settle down in one place for very long. I have never lost my childlike sense of wonder.

PERSONALITY TRAITS

Empathy. No creature should be made to suffer. (Good)

IDEAL

A trusted friend is the most important thing in the multiverse to me.

BOND

I'm always changing my mind—well, almost always.

FLAW

The Witchlight Carnival provides you with free, modest lodging and food. In addition, you may wander about the carnival and partake of its many wonders at no cost to you, provided you don't disrupt its shows or cause any other trouble.

BACKGROUND FEATURE

TRINKET

BACKGROUND STORY

ADDITIONAL FEATURES

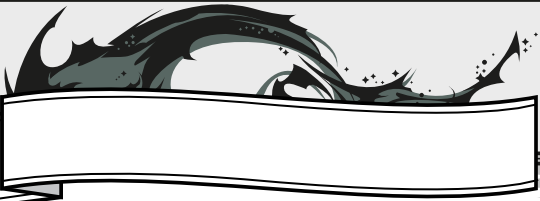
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SPELLCASTING ABILITY SPELL ATTACK BONUS SAVING THROW DC SPELLS TO PREPARE

CANTRIPS

1ST LEVEL 2 SPELL SLOTS



SPELLCASTING ABILITY SPELL ATTACK BONUS SAVING THROW DC SPELLS TO PREPARE

CANTRIPS

Eldritch Blast

Evocation Cantrip

CASTING TIME	1 action
RANGE	120 feet
DURATION	Instantaneous
COMPONENTS	V, S

A beam of crackling energy streaks 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.

Pact Magic (Warlock)

Player's Handbook

Light

Evocation Cantrip

CASTING TIME	1 action
RANGE	Touch
DURATION	1 hour
COMPONENTS	V, M (a firefly or phosphorescent moss)

You touch one object that is no larger than 10 feet in any dimension. Until the spell ends, the object sheds bright light in a 20-foot radius and dim light for an additional 20 feet. The light can be colored as you like. Completely covering the object with something opaque blocks the light. The spell ends if you cast it again or dismiss it as an action.

If you target an object held or worn by a hostile creature, that creature must succeed on a Dexterity saving throw to avoid the spell.

Light Bearer (Asimar)

Player's Handbook

Prestidigitation

Transmutation Cantrip

CASTING TIME	1 action
RANGE	10 feet
DURATION	Up to 1 hour
COMPONENTS	V, S

This spell is a minor magical trick that novice spellcasters use for practice. You create one of the following magical effects within range:

- You create an instantaneous, harmless sensory effect, such as a shower of sparks, a puff of wind, faint musical notes, or an odd odor.
- You instantaneously light or snuff out a candle, a torch, or a small campfire.
- You instantaneously clean or soil an object no larger than 1 cubic foot.
- You chill, warm, or flavor up to 1 cubic foot of nonliving material for 1 hour.
- You make a color, a small mark, or a symbol appear on an object or a surface for 1 hour.
- You create a nonmagical trinket or an illusory image that can fit in your hand and that lasts until the end of your next turn.

If you cast this spell multiple times, you can have up to three of its non-instantaneous effects active at a time, and you can dismiss such an effect as an action.

Pact Magic (Warlock)

Player's Handbook

Sacred Flame

Evocation Cantrip

CASTING TIME	1 action
RANGE	60 feet
DURATION	Instantaneous
COMPONENTS	V, S

Flame-like radiance descends on a creature that you can see within range. The target must succeed on a Dexterity saving throw or take 1d8 radiant damage. The target gains no benefit from cover for this saving throw. The spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

Bonus Cantrips (Warlock)

Player's Handbook

Cure Wounds

1st-level evocation

CASTING TIME	1 action
RANGE	Touch
DURATION	Instantaneous
COMPONENTS	V, S

A creature you touch regains a number of hit points equal to 1d8 + your spellcasting ability modifier. This spell has no effect on undead or constructs.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the healing increases by 1d8 for each slot level above 1st.

Pact Magic (Warlock)

Player's Handbook

Guiding Bolt

1st-level evocation

CASTING TIME	1 action
RANGE	120 feet
DURATION	1 round
COMPONENTS	V, S

A flash of light streaks toward a creature of your choice within range. Make a ranged spell attack against the target. On a hit, the target takes 4d6 radiant damage, and the next attack roll made against this target before the end of your next turn has advantage, thanks to the mystical dim light glittering on the target until then.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.

Pact Magic (Warlock)

Player's Handbook

Illusory Script

1st-level illusion (ritual)

CASTING TIME	1 minute
RANGE	Touch
DURATION	10 days
COMPONENTS	S, M (a lead-based ink worth at least 10 gp, which the spell consumes)

You write on parchment, paper, or some other suitable writing material and imbue it with a potent illusion that lasts for the duration. To you and any creatures you designate when you cast the spell, the writing appears normal, written in your hand, and conveys whatever meaning you intended when you wrote the text. To all others, the writing appears as if it were written in an unknown or magical script that is unintelligible. Alternatively, you can cause the writing to appear to be an entirely different message, written in a different hand and language, though the language must be one you know. Should the spell be dispelled, the original script and the illusion both disappear. A creature with truesight can read the hidden message.

Pact Magic (Warlock)

Player's Handbook