

Warlock (3)

CLASS & LEVEL

Elf/High Elf

RACE

Sage

BACKGROUND

Chaotic Evil

ALIGNMENT

PLAYER NAME

EXPERIENCE POINTS

CHARACTER NAME

STRENGTH

10

0

DEXTERITY

12

+1

CONSTITUTION

13

+1

INTELLIGENCE

13

+1

WISDOM

13

+1

CHARISMA

15

+2

INSPIRATION

+2

PROFICIENCY BONUS

- ☐ 0 Strength
- ☐ +1 Dexterity
- ☐ +1 Constitution
- ☐ +1 Intelligence
- ☒ +3 Wisdom
- ☒ +4 Charisma

SAVING THROWS

- ☐ +1 Acrobatics (Dex)
- ☐ +1 Animal Handling (Wis)
- ☒ +3 Arcana (Int)
- ☐ 0 Athletics (Str)
- ☒ +4 Deception (Cha)
- ☒ +3 History (Int)
- ☐ +1 Insight (Wis)
- ☒ +4 Intimidation (Cha)
- ☒ +3 Investigation (Int)
- ☐ +1 Medicine (Wis)
- ☐ +1 Nature (Int)
- ☒ +3 Perception (Wis)
- ☐ +2 Performance (Cha)
- ☒ +4 Persuasion (Cha)
- ☐ +1 Religion (Int)
- ☐ +1 Sleight of Hand (Dex)
- ☐ +1 Stealth (Dex)
- ☐ +1 Survival (Wis)

SKILLS

12

ARMOR CLASS

+1

INITIATIVE

30

SPEED

Hit Point Maximum 17

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 3d8

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Dagger

+3

1d4 + 1 piercing

Crossbow, hand

+1

1d6 + 1 piercing

Crossbow, light

+3

1d8 + 1 piercing

ATTACKS & SPELLCASTING

Darkvision: 60 ft.
Immunities: magical-sleep

Dark One's Blessing. Gain 5 temp HPs when you reduce a hostile creature to 0 HPs (see PHB 109).

Eldritch Invocation: Beast Speech. Can cast speak with animals at will (see PHB 110).

Eldritch Invocation: Beguiling Influence. Proficiency in deception and persuasion (see PHB 110).

Fey Ancestry. Advantage on charmed saves and immune to sleep magic (see PHB 23).

Pact Boon: Pact of the Tome. You have a spellbook with 3 extra cantrips (see PHB 108).

Researcher. If you don't know a piece of info you often know where to find it (see PHB 139).

Trance. Trance 4 hrs. instead of sleep 8 (see PHB 23).

13

PASSIVE WISDOM (PERCEPTION)

Weapon Proficiencies:
Longbow; Longsword;
Shortbow; Shortsword; Simple

Armor Proficiencies: Light

Language Proficiencies:
Abyssal; Common; Draconic;
Elvish; Goblin

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP

PP

10

Pouch (1); Clothes, common (1); Leather (1); Knife, Small (1); Book (1); Letter with question from dead colleague (1); Wand (1); Ink pen (1); Bag of Sand (1); Quill (1); Parchment (10); Backpack (1); Ink (1)

EQUIPMENT

FEATURES & TRAITS



AGE	HEIGHT	WEIGHT
EYES	SKIN	HAIR

CHARACTER NAME

CHARACTER APPEARANCE

NAME

SYMBOL

ALLIES & ORGANIZATIONS

CHARACTER BACKSTORY

ADDITIONAL FEATURES & TRAITS

TREASURE



High Elf

SPELLCASTING
CLASS

Intelligence

SPELLCASTING
ABILITY

11

SPELL SAVE DC

+3

SPELL ATTACK
BONUS

0

CANTRIPS

Acid Splash

SPELL
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

PREPARED

SPELL NAME

SPELLS KNOWN

3

6

7

4

8

2

2

5

9

Warlock

SPELLCASTING CLASS

Charisma

SPELLCASTING ABILITY

12

SPELL SAVE DC

+4

SPELL ATTACK BONUS

0

CANTRIPS

Chill Touch
Fire Bolt (uses Book of Shadows)
Frostbite (uses Book of Shadows)
Mage Hand (uses Book of Shadows)
Thunderclap

1

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

PREPARED

SPELL NAME

☐ Burning Hands
☐ Command
☐ Speak with Animals (at will)
☐ Witch Bolt

2

2

☐ Scorching Ray

3

4

5

6

7

8

9

<div>Conjuration cantrip</div> <div>MORCPUB</div> <div>Acid Splash</div> <div>1 act. 60 ft V,S Inst</div> <div>You hurl a bubble of acid. Choose one creature within range, or choose two creatures within range that are within 5 feet of each other. A target must succeed on a Dexterity saving throw or take 1d6 acid damage. This spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).</div> <div>High Elf DC 11 Mod +3</div>	<div>Level-1 evocation</div> <div>MORCPUB</div> <div>Burning Hands</div> <div>1 act. Self V,S Inst</div> <div>As you hold your hands with thumbs touching and fingers spread, a thin sheet of flames shoots forth from your outstretched fingertips. Each creature in a 15-foot cone must make a Dexterity saving throw. A creature takes 3d6 fire damage on a failed save, or half as much damage on a successful one. The fire ignites any flammable objects in the area that aren't being worn or carried. 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.</div> <div>Warlock DC 12 Mod +4</div>	<div>Necromancy cantrip</div> <div>MORCPUB</div> <div>Chill Touch</div> <div>1 act. 120 ft V,S 1 rnd</div> <div>You create a ghostly, skeletal hand in the space of a creature within range. Make a ranged spell attack against the creature to assail it with the chill of the grave. On a hit, the target takes 1d8 necrotic damage, and it can't regain hit points until the start of your next turn. Until then, the hand clings to the target. If you hit an undead target, it also has disadvantage on attack rolls against you until the end of your next turn. This spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).</div> <div>Warlock DC 12 Mod +4</div>
<div>Level-1 enchantment</div> <div>MORCPUB</div> <div>Command</div> <div>1 act. 60 ft V 1 rnd</div> <div>You speak a one-word command to a creature you can see within range. The target must succeed on a Wisdom saving throw or follow the command on its next turn. The spell has no effect if the target is undead, if it doesn't understand your language, or if your command is directly harmful to it. Some typical commands and their effects follow. You might issue a command other than one described here. If you do so, the GM determines how the target behaves. If the target can't follow your command, the spell ends. Approach. The target moves toward you by the shortest and most direct route, ending its turn if it moves within 5 feet of you. Drop. The target drops whatever it is holding and then ends its turn. Flee. The target spends its turn moving away from you by the fastest available means. Grovel. The target falls prone and then ends its turn. Halt. The target doesn't move and takes no actions. A</div> <div>Warlock DC 12 Mod +4</div>	<div>Evocation cantrip</div> <div>MORCPUB</div> <div>Fire Bolt</div> <div>1 act. 120 ft V,S Inst</div> <div>You hurl a mote of fire at a creature or object within range. Make a ranged spell attack against the target. On a hit, the target takes 1d10 fire damage. A flammable object hit by this spell ignites if it isn't being worn or carried. This spell's damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).</div> <div>Warlock DC 12 Mod +4</div>	<div>Evocation cantrip</div> <div>MORCPUB</div> <div>Frostbite</div> <div>1 act. 60 ft V,S Inst</div> <div>(see EE 18 for more details)</div> <div>Warlock DC 12 Mod +4</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 DC 12 Mod +4</div>	<div>Level-2 evocation</div> <div>MORCPUB</div> <div>Scorching Ray</div> <div>1 act. 120 ft V,S Inst</div> <div>You create three rays of fire and hurl them at targets within range. You can hurl them at one target or several. Make a ranged spell attack for each ray. On a hit, the target takes 2d6 fire damage. At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you create one additional ray for each slot level above 2nd.</div> <div>Warlock DC 12 Mod +4</div>	<div>Level-1 divination</div> <div>MORCPUB</div> <div>Speak with Animals</div> <div>1 act. Self V,S 10 mins</div> <div>You gain the ability to comprehend and verbally communicate with beasts for the duration. The knowledge and awareness of many beasts is limited by their intelligence, but at minimum, beasts can give you information about nearby locations and monsters, including whatever they can perceive or have perceived within the past day. You might be able to persuade a beast to perform a small favor for you, at the GM's discretion.</div> <div>Warlock DC 12 Mod +4</div>

		<p>Command (reverse) flying creature stays aloft, provided that it is able to do so. If it must move to stay aloft, it flies the minimum distance needed to remain in the air. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can affect one additional creature for each slot level above 1st. The creatures must be within 30 feet of each other when you target them.</p>

<div>Evocation cantrip</div> <div>Thunderclap</div> <div><div>1 act.</div><div>Self</div><div>S</div><div>Inst</div></div> <div>(see EE 22 for more details)</div>	<div>Level-1 evocation</div> <div>Witch Bolt</div> <div><div>1 act.</div><div>30 ft</div><div>V,S,M</div><div>Conc, 1 min</div></div> <div>Make a ranged spell attack against a creature, on hit the target takes 1d12 lightning damage. On each of your subsequent turns for the duration, you can use your action to deal an automatic 1d12 lightning damage to the target. The spell ends if the target is out of range, has total cover, or you use you action for something else. (see PHB 289 for more details)</div>
Warlock DC 12 Mod +4	Warlock DC 12 Mod +4
