



DUNGEONS & DRAGONS

CHARACTER NAME

CHARACTER LEVEL, RACE, & CLASS

EXPERIENCE

BACKGROUND

ALIGNMENT

DEITY

PLAYER NAME

STRENGTH	PROFICIENCY BONUS
DEXTERITY	Strength ○ Dexterity ○ Constitution ○ Intelligence ○ Wisdom ○ Charisma <small>CONDITIONAL</small>
CONSTITUTION	SAVING THROWS
INTELLIGENCE	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)
WISDOM	<small>SKILLS</small>
CHARISMA	PASSIVE PERCEPTION
INITIATIVE	ADVANTAGE

ARMOR	STEALTH DISADVANTAGE
SHIELD	AC
ARMOR CLASS	

MAXIMUM	HIT DICE	TEMPORARY
CURRENT HIT POINTS		
DEATH SAVING THROWS		

SPEED	FLY	CLIMB	SWIM
VISION	INSPIRATION	EXHAUSTION	
SPEED, SENSES, & CONDITIONS			

Constructed Resilience. You have advantage on saving throws against being poisoned, and you have resistance to poison damage. You don't need to eat, drink, or breathe. You are immune to disease. You don't need to sleep, and magic can't put you to sleep.			
Sentry's Rest. When you take a long rest, you must spend at least six hours in an inactive, motionless state, rather than sleeping. In this state, you appear inert, but it doesn't render you unconscious, and you can see and hear as normal.			
Integrated Protection. You can don only armor with which you have proficiency. To don armor other than a shield, you must incorporate it into your body over the course of 1 hour, during which you remain in contact with the armor. To doff armor, you must spend 1 hour removing it. You can rest while donning or doffing armor in this way. While you live, the armor incorporated into your body can't be removed against your will.			
RACIAL TRAITS			

NAME	RANGE	ATTACK	DAMAGE / TYPE
FEATURES & TRAITS			

Eldritch Invocations.

Secretive Speech. You can choose to speak in an otherworldly tongue. When you do, the only people who can understand you are those you choose, even if they speak a different language.

Eldritch Sight. You can cast detect magic at will, without expending a spell slot.

Pact of the Tome. Your patron gives you a grimoire called a Book of Shadows. If you lose it, you can perform a 1-hour ceremony to receive a replacement from your patron. This ceremony can be performed during a short or long rest, and it destroys the previous book. The book turns to ash when you die.

Dark One's Blessing. When you reduce a hostile creature to 0 hit points, you gain 6 temporary hp.

ATTACKS & SPELLCASTING

Armor Proficiencies. Light Armor

Weapon Proficiencies. Simple Weapons

Tool Proficiencies. Carpenter's tools

Languages. Common, Dwarvish, Gnomish, Elvish

PROFICIENCIES & LANGUAGES



CHARACTER NAME	GENDER	AGE	HEIGHT	WEIGHT
	EYES	SKIN		HAIR



CHARACTER PORTAIT

ALLIES & ORGANIZATIONS	NAME [Large empty box] SYMBOL
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ALLIES & ORGANIZATIONS

I always want to know how things work and what makes people tick. I write notes and diagrams in my journal I don't remember writing.	PERSONALITY TRAITS
Power. Knowledge is the path to power and domination.	IDEAL
My life's work is a series of tomes related to a specific field of lore.	BOND
I am easily distracted by the promise of information	FLAW

BACKGROUND STORY

BACKGROUND FEATURE	ADDITIONAL FEATURES
A diary written in a language you don't know	

ADDITIONAL FEATURES

When you attempt to learn or recall a piece of lore, if you do not know that information, you often know where and from whom you can obtain it. Usually, this information comes from a library, scriptorium, university, or a sage or other learned person or creature. Your DM might rule that the knowledge you seek is secreted away in an almost inaccessible place, or that it simply cannot be found. Unearthing the deepest secrets of the multiverse can require an adventure or even a whole campaign

BACKGROUND FEATURE

A diary written in a language you don't know

TRINKET

ADVENTURING GEAR

lb.

MAGIC ITEMS

lb.

ATTUNED MAGIC ITEMS

/

VALUABLES — GEMS, ART OBJECTS, TRADE GOODS

lb.

COPPER SILVER ELECTRUM GOLD PLATINUM

ENCUMBRANCE — LIFTING AND CARRYING

WEIGHT CARRIED

CARRY CAPACITY

PUSH, DRAG, LIFT

/

INVENTORY — ADVENTURING GEAR, ARMS, ARMOR, AND OTHER EQUIPMENT

ADDITIONAL TREASURE

INVENTORY — ITEM DESCRIPTIONS & NOTES

STORED ITEM

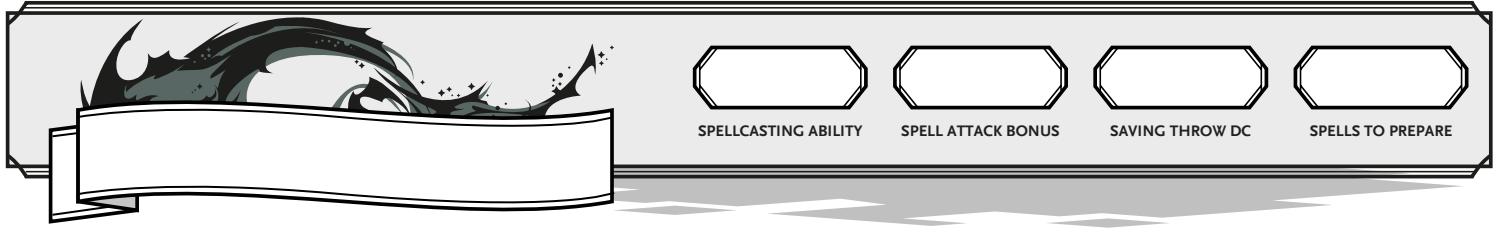
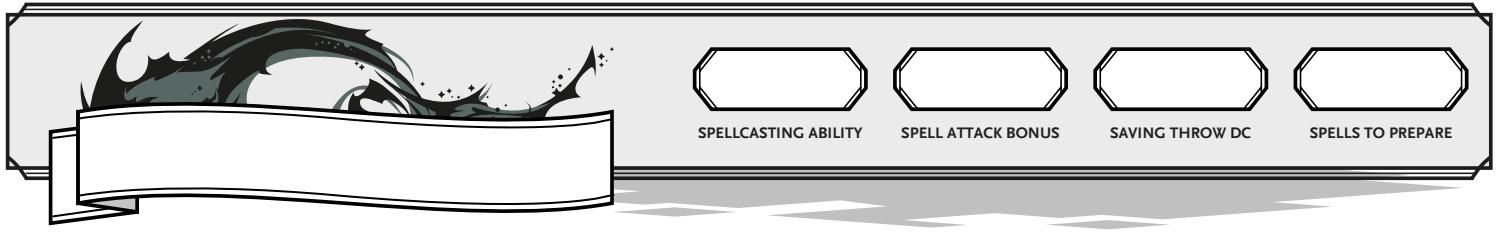
lb.

STORED ITEM

lb.

STORED ITEMS

QUEST ITEMS & TRINKETS



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

Fire Bolt

Evocation Cantrip

CASTING TIME 1 action

RANGE 120 feet

DURATION Instantaneous

COMPONENTS V, S

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).

Pact of the Tome (Warlock)

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

Ray of Frost

Evocation Cantrip

CASTING TIME 1 action

RANGE 60 feet

DURATION Instantaneous

COMPONENTS V, S

A frigid beam of blue-white light streaks toward a creature within range. Make a ranged spell attack against the target. On a hit, it takes 1d8 cold damage, and its speed is reduced by 10 feet until the start of your next turn.

The spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

Pact of the Tome (Warlock)

Player's Handbook

Thaumaturgy

Transmutation Cantrip

CASTING TIME 1 action

RANGE 30 feet

DURATION Up to 1 minute

COMPONENTS V

You manifest a minor wonder, a sign of supernatural power, within range. You create one of the following magical effects within range:

- Your voice booms up to three times as loud as normal for 1 minute.
- You cause flames to flicker, brighten, dim, or change color for 1 minute.
- You cause harmless tremors in the ground for 1 minute.
- You create an instantaneous sound that originates from a point of your choice within range, such as a rumble of thunder, the cry of a raven, or ominous whispers.
- You instantaneously cause an unlocked door or window to fly open or slam shut.
- You alter the appearance of your eyes for 1 minute. If you cast this spell multiple times, you can have up to three of its 1-minute effects active at a time, and you can dismiss such an effect as an action.

Pact of the Tome (Warlock)

Player's Handbook

Armor of Agathys

1st-level abjuration

CASTING TIME 1 action

RANGE Self

DURATION 1 hour

COMPONENTS V, S, M (a cup of water)

A protective magical force surrounds you, manifesting as a spectral frost that covers you and your gear. You gain 5 temporary hit points for the duration. If a creature hits you with a melee attack while you have these hit points, the creature takes 5 cold damage.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, both the temporary hit points and the cold damage increase by 5 for each slot above 1st.

Pact Magic (Warlock)

Player's Handbook

Detect Magic

1st-level divination (ritual)

CASTING TIME 1 action

RANGE Self

DURATION Concentration, up to 10 minutes

COMPONENTS V, S

For the duration, you sense the presence of magic within 30 feet of you. If you sense magic in this way, you can use your action to see a faint aura around any visible creature or object in the area that bears magic, and you learn its school of magic, if any.

The spell can penetrate most barriers, but is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

Eldritch Sight (Warlock)

Player's Handbook

Hellish Rebuke

1st-level evocation

CASTING TIME 1 reaction, which you take in response to being damaged by a creature within 60 feet of you that you can see

RANGE 60 feet

DURATION Instantaneous

COMPONENTS V, S

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 increases by 1d10 for each slot level above 1st.

Pact Magic (Warlock)

Player's Handbook

Witch Bolt

1st-level evocation

CASTING TIME 1 action

RANGE 30 feet

DURATION Concentration, up to 1 minute

COMPONENTS V, S, M (a twig from a tree that has been struck by lightning)

A beam of crackling, blue energy lances out toward a creature within range, forming a sustained arc of lightning between you and the target. Make a ranged spell attack against that creature. On a hit, the target takes 1d12 lightning damage, and on each of your turns for the duration, you can use your action to deal 1d12 lightning damage to the target automatically. The spell ends if you use your action to do anything else. The spell also ends if the target is ever outside the spell's range or if it has total cover from you.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the initial damage increases by 1d12 for each slot level above 1st.

Pact Magic (Warlock)

Player's Handbook

Scorching Ray

2nd-level evocation

CASTING TIME 1 action

RANGE 120 feet

DURATION Instantaneous

COMPONENTS V, S

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.

Crossbow bolts are used with a crossbow to make a ranged attack.

A special timepiece that can be held easily in one hand. You can use this timepiece as an arcane focus.

Includes a backpack, a book of lore, a bottle of ink, an ink pen, 10 sheets of parchment, a little bag of sand, and a small knife.

The breastplate and shoulder protectors of this armor are made of leather that has been stiffened by being boiled in oil. The rest of the armor is made of softer and more flexible materials.