

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

Fey Ancestry. You have advantage on saving throws against being charmed, and magic can't put you to sleep.

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.

Eldritch Invocations.

Agonizing Blast. When you cast eldritch blast, add 5 to the damage it deals on a hit.

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 9 temporary hp.

FEATURES & TRAITS

Armor Proficiencies. Light Armor

Weapon Proficiencies. Simple Weapons

Tool Proficiencies. Disguise kit, Forgery kit

Languages. Common, Elvish, Orc

PROFICIENCIES & LANGUAGES

INITIATIVE

NAME RANGE ATTACK DAMAGE / TYPE

ATTACKS & SPELLCASTING



CHARACTER NAME

GENDER

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR



NAME

SYMBOL

I'm a born gambler who can't resist taking a risk for a potential payoff.
I pocket anything I see that might have some value.

PERSONALITY TRAITS

Aspiration. I'm determined to make something of myself. (Any)

IDEAL

A powerful person killed someone I love. Some day soon, I'll have my revenge.

BOND

I can't resist swindling people who are more powerful than me.

FLAW

You have created a second identity that includes documentation, established acquaintances, and disguises that allow you to assume that persona. Additionally, you can forge documents including official papers and personal letters, as long as you have seen an example of the kind of document or the handwriting you are trying to copy.

BACKGROUND FEATURE

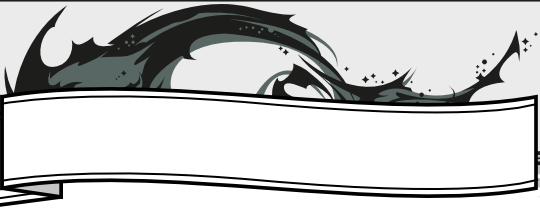
TRINKET

BACKGROUND STORY

ADDITIONAL FEATURES

[illegible]

QUEST ITEMS & TRINKETS



SPELLCASTING ABILITY

SPELL ATTACK BONUS

SAVING THROW DC

SPELLS TO PREPARE

CANTRIPS

1ST LEVEL

2ND LEVEL

2 SPELL SLOTS

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

Life Thread

Necromancy Cantrip

CASTING TIME 1 action

RANGE 5 feet

DURATION 1 minute

COMPONENTS V, M (a red or black thread)

You create a binding thread that ties your soul to the soul of creature within 5 feet of you. If either you or the creature moves more than 5 feet away from the other, the creature that moved takes 1d12 necrotic damage.

The spell's damage increases by 1d12 when you reach 5th level (2d12), 11th level (3d12), and 17th level (4d12).

Pact Magic (Warlock)

Dark Arts Player's Companion

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.

Pact of the Tome (Warlock)

Player's Handbook

Minor Illusion

Illusion Cantrip

CASTING TIME 1 action

RANGE 30 feet

DURATION 1 minute

COMPONENTS S, M (a bit of fleece)

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 DC. If a creature discerns the illusion for what it is, the illusion becomes faint to the creature.

Pact Magic (Warlock)

Player's Handbook

Sword Burst

Conjuration Cantrip

CASTING TIME 1 action

RANGE 5 feet

DURATION Instantaneous

COMPONENTS V

You create a momentary circle of spectral blades that sweep around you. Each creature within range, other than you, must succeed on a Dexterity saving throw or take 1d6 force damage.

This spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

Pact of the Tome (Warlock)

Sword Coast Adventurer's Guide

Vicious Mockery

Enchantment Cantrip

CASTING TIME 1 action

RANGE 60 feet

DURATION Instantaneous

COMPONENTS V

You unleash a string of insults laced with subtle enchantments at a creature you can see within range. If the target can hear you (though it need not understand you), it must succeed on a Wisdom saving throw or take 1d4 psychic damage and have disadvantage on the next attack roll it makes before the end of its next turn. This spell's damage increases by 1d4 when you reach 5th level (2d4), 11th level (3d4) and 17th level (4d4).

Pact of the Tome (Warlock)

Player's Handbook

Cause Fear

1st-level necromancy

CASTING TIME 1 action

RANGE 60 feet

DURATION Concentration, up to 1 minute

COMPONENTS V

You awaken the sense of mortality in one creature you can see within range. A construct or an undead is immune to this effect. The target must succeed on a Wisdom saving throw or become frightened of you until the spell ends. The frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st. The creatures must be within 30 feet of each other when you target them.

Pact Magic (Warlock)

Xanathar's Guide to Everything

Charm Person

1st-level enchantment

CASTING TIME 1 action

RANGE 30 feet

DURATION 1 hour

COMPONENTS V, S

You attempt to charm a humanoid you can see within range. It must make a Wisdom saving throw, and does so with advantage if you or your companions are fighting it. If it fails the saving throw, it is charmed by you until the spell ends or until you or your companions do anything harmful to it. The charmed creature regards you as a friendly acquaintance. When the spell ends, the creature knows it was charmed by you.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st. The creatures must be within 30 feet of each other when you target them.

Pact Magic (Warlock)

Player's Handbook

Comprehend Languages

1st-level divination (ritual)

CASTING TIME 1 action

RANGE Self

DURATION 1 hour

COMPONENTS V, S, M (a pinch of soot and salt)

For the duration, you understand the literal meaning of any spoken language that you hear. You also understand any spoken language that you hear. You also understand any written language that you see, but you must be touching the surface of 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 glyph, such as an arcane sigil, that isn't part of a written language.

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.

Unseen Servant

1st-level conjuration (ritual)

CASTING TIME	1 action
RANGE	60 feet
DURATION	1 hour
COMPONENTS	V, S, M (a piece of string and a bit of wood)

This spell creates an invisible, mindless, shapeless, Medium 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.

A backpack is a leather pack carried on the back, typically with straps to secure it. A backpack can hold 1 cubic foot/30 pounds of gear.

You can also strap items, such as a bedroll or a coil of rope, to the outside of a backpack.

The perfect tool for anyone who wants to engage in trickery, a disguise kit enables its owner to adopt a false identity.

Components. A disguise kit includes cosmetics, hair dye, small props, and a few pieces of clothing.

Deception. In certain cases, a disguise can improve your ability to weave convincing lies.

Intimidation. The right disguise can make you look more fearsome, whether you want to scare someone away by posing as a plague victim or intimidate a gang of thugs by taking the appearance of a bully.

Performance. A cunning disguise can enhance an audience's enjoyment of a performance, provided the disguise is properly designed to evoke the desired reaction.

Persuasion. Folk tend to trust a person in uniform. If you disguise yourself as an authority figure, your efforts to persuade others are often more effective.

Create Disguise. As part of a long rest, you can create a disguise. It takes you 1 minute to don such a disguise once you have created it. You can carry only one such disguise on you at a time without drawing undue attention, unless you have a bag of holding or a similar method to keep them hidden. Each disguise weighs 1 pound.

At other times, it takes 10 minutes to craft a disguise that involves moderate changes to your appearance, and 30 minutes for one that requires more extensive changes.

DISGUISE KIT

Activity DC

Cover injuries or distinguishing marks 10

Spot a disguise being used by someone else 15

Copy a humanoid's appearance 20

A forgery kit is designed to duplicate documents and to make it easier to copy a person's seal or signature.

Components. A forgery kit includes several different types of ink, a variety of parchments and papers, several quills, seals and sealing wax, gold and silver leaf, and small tools to sculpt melted wax to mimic a seal.

Arcana. A forgery kit can be used in conjunction with the Arcana skill to determine if a magic item is real or fake.

Deception. A well crafted forgery, such as papers proclaiming you to be a noble or a writ that grants you safe passage, can lend credence to a lie.

History. A forgery kit combined with your knowledge of history improves your ability to create fake historical documents or to tell if an old document is authentic.

Investigation. When you examine objects, proficiency with a forgery kit is useful for determining how an object was made and whether it is genuine.

Other Tools. Knowledge of other tools makes your forgeries that much more believable. For example, you could combine proficiency with a forgery kit and proficiency with cartographer's tools to make a fake map.

Quick Fake. As part of a short rest, you can produce a forged document no more than one page in length. As part of a long rest, you can produce a document that is up to four pages long. Your Intelligence check using a forgery kit determines the DC for someone else's Intelligence (Investigation) check to spot the fake.

FORGERY KIT

Activity DC

Mimic handwriting 15

Duplicate a wax seal 20

Padded armor consists of quilted layers of cloth and batting.

This ordinary bag, made from gray, rust, or tan cloth, appears empty. Reaching inside the bag, however, reveals the presence of a small, fuzzy object. The bag weighs ½ pound.

You can use an action to pull the fuzzy object from the bag and throw it up to 20 feet. When the object lands, it transforms into a creature you determine by rolling a d8 and consulting the table that corresponds to the bag's color. The creature vanishes at the next dawn or when it is reduced to 0 hit points.

The creature is friendly to you and your companions, and it acts on your turn. You can use a bonus action to command how the creature moves and what action it takes on its next turn, or to give it general orders, such as to attack your enemies. In the absence of such orders, the creature acts in a fashion appropriate to its nature.

Once three fuzzy objects have been pulled from the bag, the bag can't be used again until the next dawn.

TAN BAG OF TRICKS

d8 Creature

1 Jackal

2 Ape

3 Baboon

4 Axe beak

5 Black bear

6 Giant weasel

7 Giant hyena

8 Tiger