CHARACTER NAME

RACE   BACKGROUND

ALIGNMENT   EXPERIENCE POINTS

WARLOCK

PATRON

PROFICIENCY

PASSIVE PERCEPTION

INSPIRATION

PASSIVE INSIGHT

AC   INITIATIVE   SPEED

Hit Point Maximum   Temporary Hit Points

HIT DICE   DEATH SAVES

Used   Total

d8

SUCCESSES ○○○
FAILURES ○○○

NAME	ATK BONUS	DAMAGE/TYPE

SPELL ATTACK BONUS   SPELL SAVE DC   SPELL SLOTS

Used   Total

Level

FAVOURITE SPELLS

NAME	RANGE	CASTING TIME	SAVE

STRENGTH
◇ ___ SAVING THROWS
○ ___ ATHLETICS

DEXTERITY
◇ ___ SAVING THROWS
○ ___ ACROBATICS
○ ___ SLEIGHT OF HAND
○ ___ STEALTH

CONSTITUTION
◇ ___ SAVING THROWS

INTELLIGENCE
◇ ___ SAVING THROWS
○ ___ ARCANA
○ ___ HISTORY
○ ___ INVESTIGATION
○ ___ NATURE
○ ___ RELIGION

WISDOM
◇ ___ SAVING THROWS
○ ___ ANIMAL HANDLING
○ ___ INSIGHT
○ ___ MEDICINE
○ ___ PERCEPTION
○ ___ SURVIVAL

CHARISMA
◇ ___ SAVING THROWS
○ ___ DECEPTION
○ ___ INTIMIDATION
○ ___ PERFORMANCE
○ ___ PERSUASION

RACIAL TRAITS

PROFICIENCIES

LIGHT ARMOUR ○
SIMPLE WEAPONS ◇
MEDIUM ARMOUR ○
MARTIAL WEAPONS ○
HEAVY ARMOUR ○
SHIELDS ○

LANGUAGES

TOOLS & OTHER PROFICIENCIES

CANTRIPS & SPELLS KNOWN
Level R
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OTHERWORLDLY PATRON FEATURE — LEVEL 1

PACT BOON — LEVEL 3

OTHERWORLDLY PATRON FEATURE — LEVEL 6

OTHERWORLDLY PATRON FEATURE — LEVEL 10

MYSTIC ARCANUM — LEVEL 11

Gained	Level	Used	Spell
11th	6th	○	
13th	7th	○	
15th	8th	○	
17th	9th	○	

OTHERWORLDLY PATRON FEATURE — LEVEL 14

ELDRITCH MASTER — LEVEL 20

At 20th level, you can draw on your inner reserve of mystical power while entreating your patron to regain expended spell slots. You can spend 1 minute entreating your patron for aid to regain all your expended spell slots from your Pact Magic feature. Once you regain spell slots with this feature, you must finish a long rest before you can do so again.

ELDRITCH INVOCATIONS — KNOWN

AGE   HEIGHT   WEIGHT   DISTINGUISHING MARKS

EYES   SKIN   HAIR   SCARS

CHARACTER APPEARANCE

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

BACKGROUND

ALLIES

ENEMIES

ADDITIONAL FEATURES & TRAITS

EQUIPMENT

Slot		Attuned
HEAD		O
AMULET		O
CLOAK		O
ARMOUR		O
HANDS/ARMS		O
RING		O
RING		O
BELT		O
BOOTS		O

CP	SP	EP	GP	PP

MAGIC ITEMS

Name _____ Attuned O

Name _____ Attuned O

Name _____ Attuned O

Name _____ Attuned O

Name _____ Attuned O

BACKPACK/STORAGE