

CLASS & LEVEL

BACKGROUND

PLAYER NAME

CHARACTER NAME

RACE

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

INSPIRATION

PROFICIENCY BONUS

___ Strength
 ___ Dexterity
 ___ Constitution
 ___ Intelligence
 ___ Wisdom
 ___ Charisma

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

ARMOR CLASS _____

INITIATIVE _____

SPEED _____

Hit Point Maximum _____

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total _____

HIT DICE

SUCCESSES ○○○○

FAILURES ○○○○

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME	ATK BONUS	DAMAGE/TYPE
_____	_____	_____
_____	_____	_____
_____	_____	_____

ATTACKS & SPELLCASTING

FEATURES & TRAITS

PASSIVE WISDOM (PERCEPTION)

OTHER PROFICIENCIES & LANGUAGES

EQUIPMENT

CP _____

SP _____

EP _____

GP _____

PP _____



AGE	HEIGHT	WEIGHT
EYES	SKIN	HAIR

CHARACTER NAME

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME

SYMBOL

CHARACTER BACKSTORY

ADDITIONAL FEATURES & TRAITS

TREASURE



SPELLCASTING CLASS

SPELLCASTING ABILITY

SPELL SAVE DC

SPELL ATTACK BONUS

0 CANTRIPS

Blank lines for cantrips

SPELL LEVEL SLOTS TOTAL SLOTS EXPENDED

1 SPELL NAME

2

Blank lines for spells

3

Blank lines for spells

4

Blank lines for spells

5

Blank lines for spells

6

Blank lines for spells

7

Blank lines for spells














8

Blank lines for spells

9

Blank lines for spells

SPELLS KNOWN

<p><i>Transmutation cantrip</i> </p> <p>Thaumaturgy</p> <p>   </p> <p>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.</p> <p>Tiefling <i>DC 14 Mod +6</i></p>	<p><i>Level-1 abjuration</i> </p> <p>Armor of Agath.</p> <p>   </p> <p>Gain 5x temp HPs and creatures that hit you take 5x cold damage, where x is the level of the spell slot used. (see PHB 215 for more details)</p> <p>Warlock <i>DC 14 Mod +6</i></p>	<p><i>Necromancy cantrip</i> </p> <p>Chill Touch</p> <p>   </p> <p>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).</p> <p>Warlock <i>DC 14 Mod +6</i></p>
<p><i>Evocation cantrip</i> </p> <p>Eldritch Blast</p> <p>   </p> <p>A beam of crackling energy streak 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.</p> <p>Warlock <i>DC 14 Mod +6</i></p>	<p><i>Level-1 evocation</i> </p> <p>Hellish Rebuke</p> <p>   </p> <p>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 increase by 1d10 for each slot level above 1st.</p> <p>Warlock <i>DC 14 Mod +6</i></p>	
