

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

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SYMBOL

CHARACTER BACKSTORY

ADDITIONAL FEATURES & TRAITS

TREASURE

## Abe – Eldritch Invocations

**Armor of Shadows:** You can cast Mage Armor on yourself at-will.

**Mage Armor** (1st-level abjuration)

**Casting Time:** 1 action **Range:** Touch **Duration:** 8 hours **Components:** V, S

You touch a willing creature who isn't wearing armor, and a protective magical force surrounds it until the spell ends. The target's base AC becomes 13 + its Dexterity modifier. The spell ends if the target dons armor or if you dismiss the spell as an action.

**Eldritch Sight:** You can cast Detect Magic on yourself at-will.

**Detect Magic** (1st-level divination)

**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 it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

**Thirsting Blade:** You can attack with your pact weapon twice, instead of once, whenever you take the Attack action on your turn.

## Warlock Cantrips

**Eldritch Blast** (Evocation cantrip)

**Casting Time:** 1 action **Range:** 120 feet **Duration:** Instantaneous

**Components:** V, S

Two beams of crackling energy streaks toward a creature within range. You can direct the beams at the same target or at different ones. Make a separate ranged spell attack roll (+6) for each beam. On a hit, the target takes 1d10 force damage.

**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.

**Mage Hand** (Conjuration cantrip)

**Casting Time:** 1 action **Range:** 30 feet **Duration:** 1 minute

**Components:** V, S

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.

## Warlock Spells

**Spell Slots:** 2 x 3rd-level slots

**Save DC:** 14

**Spell Attack:** +6

**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 15 temporary hit points for the duration. If a creature hits you with a melee attack while you have these hit points, the creature takes 15 cold damage.

**Hex** (1st-level enchantment)

**Casting Time:** 1 bonus action **Range:** 90 feet **Duration:** Concentration, up to 8 hour

**Components:** V, S, M (the petrified eye of a newt)

You place a curse on a creature that you can see within range. Until the spell ends, you deal an extra 1d6 necrotic damage to the target whenever you hit it with an attack. Also choose one ability when you cast the spell. The target has disadvantage on ability checks made with the chosen ability.

If the target drops to 0 hit points before this spell ends, you can use a bonus action on a subsequent turn of yours to curse a new creature.

A remove curse cast on the target ends this spell early.

**Invisibility** (2nd-level illusion)

**Casting Time:** 1 action **Range:** Touch **Duration:** Concentration, up to 1 hour

**Components:** V, S, M (an eyelash encased in gum arabic)

Two willing creature you touch becomes invisible until the spell ends. Anything the target is wearing or carrying is invisible as long as it is on the target's person. The spell ends for a target that attacks or casts a spell.

**Misty Step** (2nd-level conjuration)

**Casting Time:** 1 bonus action **Duration:** Instantaneous **Range:** Self **Components:** V

Briefly surrounded by silvery mist, you teleport up to 30 feet to an unoccupied space that you can see.

**Counterspell** (3rd-level abjuration)

**Casting Time:** 1 reaction, which you take when you see a creature within 60 feet of you casting a spell. **Range:** 60 feet

**Duration:** Instantaneous **Components:** S

You attempt to interrupt a creature in the process of casting a spell. If the creature is casting a spell of 3rd level or lower, its spell fails and has no effect. If it is casting a spell of 4th level or higher, make an ability check with +3 bonus. The DC equals 10 + the spell's level. On a success, the creature's spell fails and has no effect.

**Dispell Magic** (3rd-level abjuration)

**Casting Time:** 1 action **Range:** 120 feet **Duration:** Instantaneous **Components:** V, S

Choose one creature, object, or magical effect within range. Any spell of 3rd level or lower on the target ends. For each spell of 4th level or higher on the target, make an ability check with +3 bonus. The DC equals 10 + the spell's level. On a successful check, the spell ends.

**Remove Curse** (3rd-level abjuration)

**Casting Time:** 1 action **Range:** Touch **Duration:** Instantaneous **Components:** V, S

At your touch, all curses affecting one creature or object end. If the object is a cursed magical item, its curse remains, but the spell breaks its owner's attunement to the object so it can be removed or discarded.