

CHARACTER NAME

CLASS & LEVEL

PLAYER NAME

RACE

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

SAVING THROW
ATHLETICS

DEXTERITY

SAVING THROW
ACROBATICS
SLEIGHT OF HAND
STEALTH

CONSTITUTION

SAVING THROW

INTELLIGENCE

SAVING THROW
ARCANA
HISTORY
INVESTIGATION
NATURE
RELIGION

WISDOM

SAVING THROW
ANIMAL HANDLING
INSIGHT
MEDICINE
PERCEPTION
SURVIVAL

CHARISMA

SAVING THROW
DECEPTION
INTIMIDATION
PERFORMANCE
PERSUASION

PROFICIENCY BONUS

PASSIVE WISDOM (PERCEPTION)

PROFICIENCIES
Armor & Weapons

Languages

Tools

FEATURES & OTHER ABILITIES

BOONS

AC

CONDITIONS

INITIATIVE

MAX. TEMP.

TYPE

SPEED

HIT POINTS

HIT DICE

SUCCESSSES
FAILURES
DEATH

ATTACKS PER ACTION

WEAPON

RANGE

TO HIT

DAMAGE

TYPE

AMMUNITION

COUNT

EQUIPMENT

KEY ITEMS

COUNT

CURRENCY TYPE

AMOUNT

PACT MAGIC

Spell Attack Modifier

Spell Save DC

Spells Known

Spell Slots

Slot Level

OTHERWORDLY PATRON

Spell Level

Expanded Spell List

1st

2nd

3rd

4th

5th

LVL 1 Ability

LVL 6 Ability

LVL 10 Ability

LVL 14 Ability

INVOCATIONS - LVL 2

PACT BOON - LVL 3

MYSTIC ARCANUM - LVL 11 / 13 / 15 / 17

Cast each spell from list once per long rest without expending spell slot.
6th Level Spell

7th Level Spell

8th Level Spell

9th Level Spell

ELDRITCH MASTER - LVL 20

Spend 1 min. to regain all spell slots from Pact Magic.
Regain after long rest.

WARLOCK