

CHARACTER NAME

CLASS & LEVEL

BACKGROUND

PLAYER 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

PASSIVE WISDOM (PERCEPTION)

OTHER PROFICIENCIES & LANGUAGES

EQUIPMENT

FEATURES & TRAITS



CHARACTER NAME

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR



CHARACTER APPEARANCE

NAME

SYMBOL

ALLIES & ORGANIZATIONS

TREASURE

CHARACTER BACKSTORY



SPELLCASTING
CLASS

SPELLCASTING
ABILITY

SPELL SAVE DC

SPELL ATTACK
BONUS

0

CANTRIPS

3

6

SPELL
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

PREPARED

SPELL NAME

4

7

8

2

5

9

SPELLS KNOWN

Level-1 necromancy  Cause Fear 1 act. 60 ft V Conc, 1 min 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. Warlock DC15 Mod +7	Level-1 divination  Comprehend Languages 1 act. Self V,S,M 1 hr For the duration, you understand the literal meaning of any spoken language that you hear. You also understand any written language that you see, but you must be touching the surface on 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 a glyph, such as an arcane sigil, that isn't part of a written language. Warlock DC15 Mod +7	Level-2 evocation  Darkness 1 act. 60 ft V,M Conc, 10 mins Magical darkness spreads from a point you choose within range to fill a 15-foot-radius sphere for the duration. The darkness spreads around corners. A creature with darkvision can't see through this darkness, and nonmagical light can't illuminate it. If the point you choose is on an object you are holding or one that isn't being worn or carried, the darkness emanates from the object and moves with it. Completely covering the source of the darkness with an opaque object, such as a bowl or a helm, blocks the darkness. If any of this spell's area overlaps with an area of light created by a spell of 2nd level or lower, the spell that created the light is dispelled. Warlock DC15 Mod +7
Illusion cantrip  Deepen Shadows 1 min 30 ft S 1 hr Over the course of a minute, the shadows in a 10-foot cube grow larger, deeper, and more concealing, causing a brightly-lit area to become dimly lit, and a dimly-lit area to become dark. The change is so gradual that it requires a Wisdom (Insight) check, using your spell save DC, to notice it while it is occurring. Any light-based spell, even that created by another 0th-level spell, will instantly end this spell. A mundane light source's illumination is reduced by 5 feet for both dim and bright light. The size of the area that can be affected increases when you reach 5th level (20-foot cube), 11th level (40-foot cube), and 17th level (80-foot cube). Warlock DC15 Mod +7	Level-1 divination  Detect Magic 1 act. Self V,S Conc, 10 mins 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. Warlock DC15 Mod +7	Evocation cantrip  Eldritch Blast 1 act. 120 ft V,S Inst 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. Warlock DC15 Mod +7
Level-3 transmutation  Fly 1 act. Touch V,S,M Conc, 10 mins You touch a willing creature. The target gains a flying speed of 60 feet for the duration. When the spell ends, the target falls if it is still aloft, unless it can stop the fall. At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you can target one additional creature for each slot level above 3rd. Warlock DC15 Mod +7	Level-3 illusion  Hypnotic Pattern 1 act. 120 ft S,M Conc, 1 min You create a twisting pattern of colors that weaves through the air inside a 30-foot cube within range. The pattern appears for a moment and vanishes. Each creature in the area who sees the pattern must make a Wisdom saving throw. On a failed save, the creature becomes charmed for the duration. While charmed by this spell, the creature is incapacitated and has a speed of 0. The spell ends for an affected creature if it takes any damage or if someone else uses an action to shake the creature out of its stupor. Warlock DC15 Mod +7	Level-1 evocation  Interrogation 1 round Touch V,S 1 min You cast this spell on a creature you are questioning. If the target refuses to answer your question to your satisfaction, you may speak a word or touch the target and it suffers terrible pain and takes 1d8 psychic damage. The spell doesn't force the target to be truthful. If you ask the target a nonsensical question or if it fails to understand the question, it takes no damage and suffers no pain. You may ask one question per round. If this damage would cause your target to drop to 0 hit points, it instead drops to 1 hit point and falls unconscious. Warlock DC15 Mod +7

Level-2 illusion

MORCPUB

Mirror Image

1 act. Self V,S 1 min

Three illusory duplicates of yourself appear in your space. Until the spell ends, the duplicates move with you and mimic your actions, shifting position so it's impossible to track which image is real. You can use your action to dismiss the illusory duplicates. Each time a creature targets you with an attack during the spell's duration, roll a d20 to determine whether the attack instead targets one of your duplicates. If you have three duplicates, you must roll a 6 or higher to change the attack's target to a duplicate. With two duplicates, you must roll an 8 or higher. With one duplicate, you must roll an 11 or higher. A duplicate's AC equals 10 + your Dexterity modifier. If an attack hits a duplicate, the duplicate is destroyed. A duplicate can be destroyed only by an attack that hits it. It ignores all other damage and effects. The spell ends when all three duplicates are destroyed. A creature is unaffected by this spell if it can't see, if it relies

Warlock DC15 Mod +7

Transmutation cantrip

MORCPUB

Prestidigitation

1 act. 10 ft V,S Up to 1 hr

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.

Warlock DC15 Mod +7

Transmutation cantrip

MORCPUB

Prestidigitation (New Variants)

These are new variants of the spell prestidigitation that appears in the Player's Handbook, pg.267. You cause a page of a book to appear blank for 1 hour. You cause a glowing green arrow to appear; it will point in a cardinal direction you choose for 1 round. You can cause one willing creature you touch to become sterile for one hour. You count the number of objects of one type that are no smaller than a grain-of-rice size that are within a single pile or container, or that are in a 5-yard square. Sort small objects (none of which may be heavier than half an ounce) into discrete piles based on one criterion of your choice (such as color or shape). You touch a plate of food or cup of drink and learn it's quality: rotten, poor, average, good, or gourmet. This does not reveal the existence of poison or other containments. Your hair or beard is neatly trimmed or grows by 1 inch. You shape a Medium-sized or smaller patch of

Warlock DC15 Mod +7

Evocation cantrip

MORCPUB

Scratch

1 act. 30 ft V,S 1 rnd

You cause one creature within range to suffer from an intensely annoying itch. That creature must make an Intelligence saving throw or spend its next turn scratching desperately.

Warlock DC15 Mod +7

Necromancy cantrip

MORCPUB

Spare the Dying

1 act. Touch V,S Inst

You touch a living creature that has 0 hit points. The creature becomes stable. This spell has no effect on undead or constructs.

Warlock DC15 Mod +7

Level-1 enchantment

MORCPUB

T.'s Hideous Laughter

1 act. 30 ft V,S,M Conc, 1 min

A creature of your choice that you can see within range perceives everything as hilariously funny and falls into fits of laughter if this spell affects it. The target must succeed on a Wisdom saving throw or fall prone, becoming incapacitated and unable to stand up for the duration. A creature with an Intelligence score of 4 or less isn't affected. At the end of each of its turns, and each time it takes damage, the target can make another Wisdom saving throw. The target has advantage on the saving throw if it's triggered by damage. On a success, the spell ends.

Warlock DC15 Mod +7

Enchantment cantrip

MORCPUB

Vicious Mockery

1 act. 60 ft V Inst

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). (see PHB 285 for more details)

Warlock DC15 Mod +7

Prestidigitation (New Variants) <i>(reverse)</i> nonmagical smoke or fog into any shape you wish, although you're incapable of fine detail. You can even cause it to move slightly. You make an unliving object no larger than waterproof for the duration, although fully immersing it in liquid for 1 minute or more will end the spell. This object can be no longer than 3 feet on a side and weigh no more than 10 pounds. You create an umbrella of magical force. You can choose its appearance or make it invisible. It won't protect you from rain created by a spell of 1st level or higher. You can alter the pitch, tone, and accent of your voice. You can even give yourself a slight speech impediment (such as a minor lisp or stutter) or change your voice so you sound like a member of a different race or sex.		Mirror Image <i>(reverse)</i> on senses other than sight, such as blindsight, or if it can perceive illusions as false, as with truesight.