yer Character R Player:	lecora		Race	ARACTER NAME	Class	Warlock
Campaign:	Character Creation	Date	Alignment	Size	Deity	Level
Current XP:	Next Level Goal:	Date.	/ IIIgilliani	Base Speed	1	diusted Initiative
Ability	Ability Saving	ARMOR	_ HIT POINT			De
Score	Modifier Throws	CLASS	maximum	Current Hit	Points	Temporary Hit Points
STR	l — 🚡					
DEX		\ /	HIT DICE total	Available H	lit Dice	Death Saves
CON		\vee	d			Pass 🗆 🗆 🗆 Fail
INT		Nada		Add CON modife	r to each HD.	Exhaustion
wis	l —	\dv:)isad:				- Level Effect □1 DA on ability checks
СНА	l — " '	//sau	D	10/12	X X	☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
Wis	Passive Percep	tion	A B			4 HP maximum halved 5 Speed reduced to 0
WEAPON	REACH	or RANGE DAMAGE	INITIATIVE	INSPIRATION	PROFICIEN	CY ☐6 Death
Description PROFICIENCY	MAGIC MISC.	ATTACK BONUS		<u>PROFI</u>	CIENCI	<u>es</u>
+	+ + + ==	AI IACK BONGS	SKILLS	-		SAVES:
DAMAGE DICE [□↓ ↓ MISC.	DAMAGE	Dex Wis U	Acrobatic Animal Hi		
AMMO 🗆 🗆			J Test	Arcana 🗵		TOOLS:
WEAPON		or RANGE DAMAGE	Str 🗆	Athletics		
Description		TYPE	Cha	Deception		WE A DONE.
PROFICIENCY	MAGIC MISC.	ATTACK BONUS	Int □ Wis□	History ≥2 Insight ≥2		WEAPONS:
DAMAGE DICE [MISC.	DAMAGE	Cha □	Intimidat		
	+ + =		Int 🗆	Investigat		
аммо □□	<u> </u>		-	Medicine		
WEAPON Description	REACH	or RANGE DAMAGE	Int □ Wis□	Nature 🗵 Perceptio		ARMOR:
PROFICIENCY	MAGIC MISC.	ATTACK BONUS	Cha □	Performa		
DAMAGE DICE [DAMAGE	Cha	Persuasio		OTHER:
	++=[Int	Religion E		
аммо □□	<u> </u>		Dex D	Sleight of Stealth ×2		2
WEAPON	REACH	or RANGE DAMAGE		Survival 🗵		
Description PROFICIENCY	MAGIC MISC.	ATTACK BONUS				
H DAMAGE DICE	+ $+$ $+$ $=$ $=$ $=$ $=$ $=$ MISC.	DAMAGE	J 			
DAMAGE DICE	++	DAMAGE]			
аммо □□		000000]			
WEAPON	REACH	or RANGE DAMAGE				
Description	MAGIC MISC.	ATTACK BONUS				
+[++=[]			
DAMAGE DICE [$\exists \downarrow \qquad \downarrow \qquad Misc.$	DAMAGE	1			
			4] ————			
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	1000000000000		1			

page: 1

ARMOR	DEX +	ASS (AC) Calcula MAGIC MIS	SC. AC		***	#
	DEX A	ARMOR MAGIC MIS	SC. AC	CHARACTER NA		
	RMOR +	++		Age	Gender	╡
Weight □ OM	EDIUM DEX	ARMOR MAGIC MIS	SC. AC	Height	Weight	╡
HIELD	+2 MAX	ARMOR MAGIC MIS	SC. AC	Eyes	Hair	-
<u> Он</u>	EAVY ARMOR	++	SC. +AC	Skin	Handedness	⊒.
Weight □ Osi	HIELD (add to AC)	SHIELD MAGIC MIS		Physical Description	7	
rotective l	tems		AC Weight			
		B	Ollus			
						CHARACTER SKETCH
ther Equi	nment			Languages		
ITEM	WT.	ITEM	WT.			
II EIGH		11.541		Race		
	X =		X =	Ability Adj.		
	X =		X =	Traits		
	X =		X =	Proficiencies		
	X =		X =	. I VIIVICIICIES		
	X =		X =	Racial Lang's		
	× _273	79	X =	Background	d	
THE Y	X	III A	X =			
		PAT MARCH 1)	Ĥ	Proficiencies		
	X X =		X =			
	X =	-017	X =	Equipment		
	X =		X =			
A STATE OF THE STA	Χ =		X =	Bkgnd Lang's		
	X =		X =	Personality	<i>y</i>	
	X =		X =			
	X =		X =	Ideals		
	X =		X =	-		
	X =	Coin Purse				
	1.			Bonds		
	CARRYING ×2	PUSH, DRAG, TO or LIFT	OTAL WEIGHT CARRIED			
festyle	CAFACIIT	Expenses/Day	CARRIED	Flaws		
reasure CF	SP	EPGP	PP			
				Factoria		
				Feature		
				Magic Item:		Attuned
tania Itana.			Attun	ed Magic Item:		Attuned
agic Item:						

Employ	kground or Not			#
3 434		CHARACTE	R NAME	

33	E Lev	vel:		CHARAC	TER NAME			#
•	Cantrips Known	Spells Known	Eldritch Invocation	1S 8+			pell Attacl	=
MY.	Patro		2	ELLS	3		Slots and	
trip	Page	Cantrip	Known Page	Cantrip Cantrip	os	Page	Cantrip	Page
pand	ed Spell List	Add these spells t	o the spells you can	learn (your W	arlock's spell lis	t.)	•	•
LVL Sp	ell	0.001	Page	LVL Sp	ell	207		Page
2nd				2nd				
3rd				3rd				<u> </u>
4th				4th				
5th				5th				
12000000	Spells See page	210 in the Player'	s Handbook for the V Page	* ****	II List.			Page
Stic A LVL Sp 6th	\rcanum Can ca	ast once without s	pending a spell slot.	(Regain on a l LVL Sp 8th	long rest) ell			Page
dritch	Invocations		•					
	Invocation		Page	LVL 2	Invocation			Page
LVL 5				LVL 7				
LVL 9				LVL 12				
LVL 15				LVL 18				
Cantrip	<u>e</u>	Can cast at will.	Pact of to Book of these don't count against Cantrip	he Tom	nber of cantrip	s known.		Page