yer Character R Player:	lecora		Race	ARACTER NAME	Class	Warlock
Campaign:	Character Creation	Date	Alignment	Size	Deity	Level
Current XP:	Next Level Goal:	Date.	/ III SIIII CIII	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 — 🚡		LUZ DICE			
DEX	l — "—	\ /	HIT DICE total	Available H	it Dice	Death Saves
CON	l — "—		d			Pass 🗆 🗆 🗆 Fail
INT	l —	A adva s		Add CON modifer	to each HD.	Exhaustion
wis	l —	\dv:)isad:				- Level Effect □1 DA on ability checks
СНА	l — " '	/isau	Ø ₉	10/0	XX	□ 2 Speed halved □ 3 DA on attacks and sav
Wis [Passive Percep	tion		\$ \frac{1}{2}		4 HP maximum halved 5 Speed reduced to 0
WEAPON	REACH	or RANGE DAMAGE	INITIATIVE	INSPIRATION I	PROFICIEN	CY ☐6 Death
Description	MAGIC MISC.	ATTACK BONUS		<u>PROFIC</u>	CIENCI	E <u>S</u>
+[+ <u></u> +=[ATTACK BONGO	SKILLS	-	~ [SAVES:
DAMAGE DICE [DAMAGE	Dex Wis U	Acrobatic Animal Hr		
AMMO 🗆 🗆			I Test	Arcana 🗵	_	TOOLS:
WEAPON		or RANGE DAMAGE	Str 🗆	Athletics [
Description		TYPE	Cha□ Int □	Deception		WEAPONS:
□PROFICIENCY +	MAGIC MISC.	ATTACK BONUS	Wis 🗆	History ≥2 Insight ≥2		WEAFONS.
DAMAGE DICE [□ ↓	DAMAGE	Cha	Intimidati		
	++		Int 🗆	Investigat		
			,	Medicine Nature ∞		
WEAPON Description	REACH	or RANGE DAMAGE	Wis	Perceptio		ARMOR:
PROFICIENCY	MAGIC MISC.	ATTACK BONUS	Cha□	Performa	nce ×2 1/2	
DAMAGE DICE [DAMAGE	Cha	Persuasio		OTHER:
	++=		Int	Religion Seligion Seleight of		<u>ा</u>
АММО □□	<u> </u>		Dex	Stealth ×2		2
WEAPON	REACH	or RANGE DAMAGE	Wis □	Survival	2 1/2	
Description PROFICIENCY	MAGIC MISC.	ATTACK BONUS	, └──			
DAMAGE DICE [+ + = 	DAMAGE				
	+=[]			
аммо □□	<u>1000</u> 000000 <u>000</u>					
WEAPON	REACH	or RANGE DAMAGE				
Description PROFICIENCY	MAGIC MISC.	ATTACK BONUS	.]			
H PAMAGE DICE	+ + + = = [DAMACE]			
DAMAGE DICE	$\exists \downarrow$ \downarrow MISC. $=$	DAMAGE]]			
- An 00		000000]			
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page: 1

	MOR DEX		SC. AC	CHARACTER NA		
□ □ LIG	MOR +	++		Age	Gender	
Weight ME	DIUM DEX	ARMOR MAGIC MIS	SC. AC	Height	Weight	
HIELD	12 MAY	ARMOR MAGIC MIS	SC. AC	Eyes	Hair	
<u>O</u> HE	AVY ARMOR	+ +		Skin	Handedness	
Weight □ ○sh	IELD (add to AC)	SHIELD MAGIC MIS	SC. +AC	Physical Description		
rotective I	tems		AC Weight			
	TO NOT COME THE CONTROL	1	Bonus			
			-			CHARACTER SKETCH
ther Equip	ment			Languages		
ITEM	WT.	ITEM	WT.			
en a servicio de período de la composição		- constitution of the cons	Ш	Race	ü	
	X =		X =	Ability Adj.		
	X =		X =	Traits		
	X =		X =	Proficiencies		
	X =		X =			
	X =		X =	Racial Lang's		
TÂD.	X = 1	All and	X =	Backgroun	a	
1 33	X =	12.00	X =			
	X =	NT MAGE	X =	Proficiencies		
	Y -		V -			
		250		Equipment		
BANK				Bkgnd Lang's		
11/10/10	X =		X =	Personality	y	
	X =		X =		/	
	X =		X =	-		
	X =		X =	Ideals		
	X =		X =			
2Nothern -	X =	Coin Purse		Bonds		
The state of the s						
	CARRYING ×2		OTAL WEIGHT CARRIED			
festyle	22	Expenses/Day		Flaws		
reasure CP	SP	EPGP	PP			
				Feature		
				Magic Item:		Attuned
lagic Item:			Attun	ed Magic Item:		Attuned
				1 1		

Employ	kground or Not			#
3 4 4 4		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