

DUNGEONS & DRAGONS 5E

Player Character Record

Player:

Campaign:

Character Creation Date:

Current XP:

Next Level Goal:

CHARACTER NAME

Race

Class

Warlock

Alignment

Size

Deity

Level

Base Speed

Adjusted Speed

Initiative Modifier

STR
DEX
CON
INT
WIS
CHA

Ability Score

Ability Modifier

Saving Throws

ARMOR CLASS



HIT POINT maximum



HIT DICE total

d

Current Hit Points

Temporary Hit Points

Available Hit Dice

Add CON modifier to each HD.

Death Saves

Pass ☐ ☐ ☐
Fail ☐ ☐ ☐

Exhaustion

Level	Effect
☐ 1	DA on ability checks
☐ 2	Speed halved
☐ 3	DA on attacks and saves
☐ 4	HP maximum halved
☐ 5	Speed reduced to 0
☐ 6	Death

Wis ☐ Passive Perception



INITIATIVE INSPIRATION PROFICIENCY

PROFICIENCIES

SKILLS:

- ☐ Dex Acrobatics $\times 2 \frac{1}{2}$
☐ Wis Animal Hndlg $\times 2 \frac{1}{2}$
☐ Int Arcana $\times 2 \frac{1}{2}$
☐ Str Athletics $\times 2 \frac{1}{2}$
☐ Cha Deception $\times 2 \frac{1}{2}$
☐ Int History $\times 2 \frac{1}{2}$
☐ Wis Insight $\times 2 \frac{1}{2}$
☐ Cha Intimidation $\times 2 \frac{1}{2}$
☐ Int Investigation $\times 2 \frac{1}{2}$
☐ Wis Medicine $\times 2 \frac{1}{2}$
☐ Int Nature $\times 2 \frac{1}{2}$
☐ Wis Perception $\times 2 \frac{1}{2}$
☐ Cha Performance $\times 2 \frac{1}{2}$
☐ Cha Persuasion $\times 2 \frac{1}{2}$
☐ Int Religion $\times 2 \frac{1}{2}$
☐ Dex Sleight of Hand $\times 2 \frac{1}{2}$
☐ Dex Stealth $\times 2 \frac{1}{2}$
☐ Wis Survival $\times 2 \frac{1}{2}$

SAVES:

TOOLS:

WEAPONS:

ARMOR:

OTHER:

WEAPON	REACH or RANGE	DAMAGE TYPE
Description		
☐ PROFICIENCY	MAGIC	MISC.
DAMAGE DICE		
AMMO		

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Character Background ^{and} or Notes Overflow

CHARACTER NAME

#

WARLOCK

Level:

CHARACTER NAME

#

Cantrips
Known

Spells
Known

Eldritch
Invocations

Spell Save DC
8 + + + =
P.B. CHA MISC.

Spell Attack Modifier
 + + =
P.B. CHA MISC.

LEGEND: CHA = Charisma Modifier, P.B. = Proficiency Bonus, MISC. = Miscellaneous or Magical Modifier, LVL = Warlock Level

Patron:

SPELLS

Spell Slots and Castings

Level | Slots | Cast | Regain
on a Short or
Long Rest

Known Cantrips

Cantrip	Page	Cantrip	Page	Cantrip	Page	Cantrip	Page

Expanded Spell List

Add these spells to the spells you can learn (your Warlock's spell list.)

LVL	Spell	Page	LVL	Spell	Page
1st			1st		
2nd			2nd		
3rd			3rd		
4th			4th		
5th			5th		

Known Spells

See page 210 in the Player's Handbook for the Warlock's Spell List.

LVL	Spell	Page	LVL	Spell	Page

Mystic Arcanum

Can cast once without spending a spell slot. (Regain on a long rest)

LVL	Spell	Page	LVL	Spell	Page
6th			8th		
7th			9th		

Eldritch Invocations

Invocation	Page	Invocation	Page
LVL 2		LVL 2	
LVL 5		LVL 7	
LVL 9		LVL 12	
LVL 15		LVL 18	

Pact of the Tome

Book of Shadows

Can cast at will. These don't count against your number of cantrips known.

Cantrip	Page	Cantrip	Page	Cantrip	Page