

# DUNGEONS & DRAGONS 5E

## Player Character Record

CHARACTER NAME \_\_\_\_\_ # \_\_\_\_\_

Player: \_\_\_\_\_

Race \_\_\_\_\_ Class **Warlock**

Campaign: \_\_\_\_\_ Character Creation Date: \_\_\_\_\_

Alignment \_\_\_\_\_ Size \_\_\_\_\_ Deity \_\_\_\_\_ Level \_\_\_\_\_

Current XP: \_\_\_\_\_ Next Level Goal: \_\_\_\_\_

Base Speed \_\_\_\_\_ Adjusted Speed \_\_\_\_\_ Initiative Modifier \_\_\_\_\_

Ability Score Ability Modifier Saving Throws

<b>STR</b>	_____	_____	<input type="checkbox"/>
<b>DEX</b>	_____	_____	<input type="checkbox"/>
<b>CON</b>	_____	_____	<input type="checkbox"/>
<b>INT</b>	_____	_____	<input type="checkbox"/>
<b>WIS</b>	_____	_____	<input type="checkbox"/>
<b>CHA</b>	_____	_____	<input type="checkbox"/>

### 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
<input type="checkbox"/> 1	DA on ability checks
<input type="checkbox"/> 2	Speed halved
<input type="checkbox"/> 3	DA on attacks and saves
<input type="checkbox"/> 4	HP maximum halved
<input type="checkbox"/> 5	Speed reduced to 0
<input type="checkbox"/> 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. \_\_\_\_\_ ATTACK BONUS \_\_\_\_\_

DAMAGE DICE \_\_\_\_\_

AMMO

WEAPON \_\_\_\_\_ REACH or RANGE \_\_\_\_\_ DAMAGE TYPE \_\_\_\_\_

Description \_\_\_\_\_

PROFICIENCY \_\_\_\_\_ MAGIC \_\_\_\_\_ MISC. \_\_\_\_\_ ATTACK BONUS \_\_\_\_\_

DAMAGE DICE \_\_\_\_\_

AMMO

WEAPON \_\_\_\_\_ REACH or RANGE \_\_\_\_\_ DAMAGE TYPE \_\_\_\_\_

Description \_\_\_\_\_

PROFICIENCY \_\_\_\_\_ MAGIC \_\_\_\_\_ MISC. \_\_\_\_\_ ATTACK BONUS \_\_\_\_\_

DAMAGE DICE \_\_\_\_\_

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WEAPON \_\_\_\_\_ REACH or RANGE \_\_\_\_\_ DAMAGE TYPE \_\_\_\_\_

Description \_\_\_\_\_

PROFICIENCY \_\_\_\_\_ MAGIC \_\_\_\_\_ MISC. \_\_\_\_\_ ATTACK BONUS \_\_\_\_\_

DAMAGE DICE \_\_\_\_\_

AMMO

WEAPON \_\_\_\_\_ REACH or RANGE \_\_\_\_\_ DAMAGE TYPE \_\_\_\_\_

Description \_\_\_\_\_

PROFICIENCY \_\_\_\_\_ MAGIC \_\_\_\_\_ MISC. \_\_\_\_\_ ATTACK BONUS \_\_\_\_\_

DAMAGE DICE \_\_\_\_\_

AMMO



\*COMBAT\*



<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

AMMO



Character Background <sup>and</sup> or Notes Overflow

[Empty box for character name]

#

CHARACTER NAME

Lined writing area for notes and background information.

# WARLOCK

Level: \_\_\_\_\_

CHARACTER NAME \_\_\_\_\_ # \_\_\_\_\_



**Cantrips Known**

**Spells Known**

**Eldritch Invocations**

**Spell Save DC**  
 $8 + \square + \square + \square =$   
P.B. CHA MISC.

**Spell Attack Modifier**  
 $\square + \square + \square =$   
P.B. CHA MISC.

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

**Patron:** \_\_\_\_\_



**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
1st		
2nd		
3rd		
4th		
5th		

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

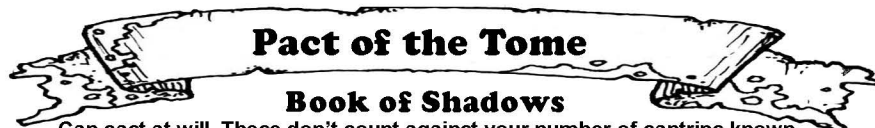
LVL	Spell	Page
6th		
7th		

LVL	Spell	Page
8th		
9th		

## Eldritch Invocations

LVL	Invocation	Page
LVL 2		
LVL 5		
LVL 9		
LVL 15		

LVL	Invocation	Page
LVL 2		
LVL 7		
LVL 12		
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