yer Character F Player:	aecora		Race	ARACTER NAME	Class	Warlock
Campaign:	Character Creation	Date:	Alignment	Size	Deity	Level
Current XP:	Next Level Goal:	Dutci		Base Speed	1	diusted Initiative
Ability	Ability Saving	ARMOR	HIT POINT			De
STR Score	Modifier Throws	CLASS	maximum	Current Hit	Points	Temporary Hit Points
DEX -			HIT DICE			
CON			total	Available H	lit Dice	Death Saves
INT		\vee	<u> </u>	Add CON modife	r to each HD.	Pass
wis		\dv:				Exhaustion Level Effect
CHA -		isad:				☐1 DA on ability checks
				(4 F)	XX	☐ ☐ 2 Speed halved ☐ 3 DA on attacks and sav ☐ 4 HP maximum halved
Wis _	Passive Percep			Pl s		☐ 5 Speed reduced to 0 ☐ 6 Death
WEAPON	REACH	or RANGE DAMAGE	INITIATIVE	INSPIRATION		
PROFICIENCY	MAGIC MISC.	ATTACK BONUS	SKILLS		<u>CIENCI</u>	<u>es</u> Saves:
十 DAMAGE DICE [+ + = □↓ ↓ MISC. [DAMAGE	Dex □	Acrobatio	S ×2 ½	
	++=[Wis	Animal H	-	
аммо □□	<u> </u>		IntStr	Arcana ≥2 Athletics		TOOLS:
WEAPON	REACH	or RANGE DAMAGE		Deceptio		
Description PROFICIENCY	MAGIC MISC.	ATTACK BONUS	Int 🗆	History 🗵		WEAPONS:
DAMAGE DICE [+ + =)AMAGE	Wis Cha	Insight № Intimidat		
	++=[Int	Investigat		
аммо □□	<u>1000</u> 0000000000	<u></u>	■ Wis □	Medicine	×2 1/2	
WEAPON	REACH	or RANGE DAMAGE	Int □ Wis□	Nature ≥		ARMOR:
PROFICIENCY		ATTACK BONUS	Cha Cha	Perception Performa		
H DAMAGE DICE	+ + = 	DAMAGE	Cha □	Persuasio	n ×2 ½	OTHER:
	+=[Religion E		
аммо □□	<u>1000</u> 000000000		Dex D	Sleight of Stealth ×2		2
WEAPON	REACH	or RANGE DAMAGE	Wis	Survival 🗵		
Description PROFICIENCY		ATTACK BONUS				
DAMAGE DICE [+	DAMAGE	4			
	+=[
аммо □□	<u>1000</u> 000000000		I			
WEAPON	REACH	or RANGE DAMAGE				
Description PROFICIENCY		ATTACK BONUS	,]			
H DAMAGE DICE	\square + \square + \square = \square	DAMAGE				
	++=[] ——			
	<u> </u>					
	1000000000000		T			

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