



Character name

Player name

Level

XP

Race

Alignment

STRENGTH

○ — SAVING THROW  
○○ — ATHLETICS

DEXTERITY

○ — SAVING THROW  
○○ — ACROBATICS  
○○ — SLEIGHT OF HAND  
○○ — STEALTH

CONSTITUTION

○ — SAVING THROW

INTELLIGENCE

○ — SAVING THROW  
○○ — ARCANA  
○○ — HISTORY  
○○ — INVESTIGATION  
○○ — NATURE  
○○ — RELIGION

WISDOM

○ — SAVING THROW  
○○ — ANIMAL HANDLING  
○○ — INSIGHT  
○○ — MEDICINE  
○○ — PERCEPTION  
○○ — SURVIVAL

CHARISMA

○ — SAVING THROW  
○○ — DECEPTION  
○○ — INTIMIDATION  
○○ — PERFORMANCE  
○○ — PERSUASION

Proficiency Bonus

Passive Perception

AC

CONDITIONS

INITIATIVE

Maximum

Temporary

SPEED

HIT POINTS

HIT DICE

You can spend one or more hit dice at the end of a short rest. Roll each die and add your CON modifier. You regain HP equal to the total. Regain hit dice up to half your max. hit dice (min. of 1) after a long rest.

Die size

Max. dice

Dice left

DEATH SAVING THROWS

If you start your turn with 0 HP, roll a d20. If the roll is 10 or higher, mark off 1 success, otherwise, mark off 1 failure. 3 success and you become stable, 3 failures and you die. Rolling a 1 counts as 2 failures. If you roll a 20, you regain 1 HP and regain consciousness. If you take damage while at 0 HP, mark off 1 failure. If you suffer a critical hit, mark off 2 failures. If the damage exceeds your max. HP, you suffer instant death.

Successes

○○○

Failures

○○○

Weapon

Range

To hit

Damage

Weapon

Range

To hit

Damage

Weapon

Range

To hit

Damage

Ammunition

Count

Ammunition

Count

Number of attacks per attack action

○○○○○

Currently Equipped

Item

Count

Item

Count

Item

Count

PACT MAGIC @ Level 1

Regain all expended spell slots after a **short** or **long rest**.

Spell attack

Spell DC

Slot level

Cantrips known

Spells known

Max. spell slots

Slots used

○○○○○

FEY PRESENCE @ Level 1

As an Action, each creature within a 10 ft. cube originating from you must make WIS save or be charmed or frightened by you (your choice) until the end of your next turn. Regain after short or long rest.

Number of times used

○

ELDRITCH INVOCATIONS @ Level 2, 5, 7, 9, 12, 15 and 18

Learn two invocations of your choice. Learn one additional invocation at levels 5, 7, 9, 12, 15 and 18.

Level 2 invocation

Level 2 invocation

Level 5 invocation

Level 7 invocation

Level 9 invocation

Level 12 invocation

Level 15 invocation

Level 18 invocation

PACT BOON @ Level 3

Select one Pact Boon from the list below.

○ Pact of the Chain

You learn Find Familiar and can cast it as a ritual. It does not count towards number of spells known. You can choose normal familiar forms or Imp, Pseudodragon, Quasit or Sprite. When you Attack, you can forgo one attack to allow your familiar to make one attack of its own.

○ Pact of the Blade

As an Action, create a magical weapon in your hand. You are proficient with the weapon while you wield it. The weapon disappears if you are more than 5 ft. away from it for 1 min. or more, if you use this feature again, if you dismiss it or if you die.

You can transform a magical weapon into your pact weapon by performing a ritual for 1 hour. You can then dismiss the weapon and summon it again when you create your pact weapon thereafter. The weapon stops being your pact weapon if you die, if you perform the ritual on another weapon or if you spend 1 hour to break the bond. The weapon then appears at your feet if it's not already summoned.

○ Pact of the Tome

You are gifted The Book of Shadows from your patron containing three cantrips of your choice from any class. While you have the book, you can cast these cantrips at will. They don't count towards total cantrips known. If the book is lost, you can perform 1 hour ceremony to receive a replacement from your patron. The book turns to ash when you die.

MISTY ESCAPE @ Level 6

When you take damage, you can use your Reaction to turn invisible and teleport up to 60 ft. to an unoccupied space you can see. You remain invisible until the start of your next turn or until you attack or cast a spell. Regain after short or long rest.

Number of times used

○

BEGUILING DEFENSES @ Level 10

You can't be charmed and you can use your reaction to have the creature trying to charm you make a WIS save against your spell save DC or be charmed by you for 1 min or until the creature takes damage.

MYSTIC ARCANUM @ Level 11, 13, 15 and 17

Cast each spell from list once per long rest without expending spell slot.

6th level spell

Used

○

7th level spell

Used

○

8th level spell

Used

○

9th level spell

Used

○

DARK DELIRIUM @ Level 14

As an action, a creature you can see within 60 ft. must make WIS save against your spell save DC or be charmed or frightened by you (your choice) for 1 min or until your concentration is broken. This effect ends if the creature takes any damage. The creature thinks it's lost in a misty realm with the appearance of your liking and it cannot see or hear anything other than itself and the illusion. Regain after short or long rest.

Number of times used

○

ELDRITCH MASTER @ Level 20

Spend 1 min. to regain all Pact Magic spell slots. Regain after long rest.

Number of times used

○

Notes