Character name | Level | XP

Player name | 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

Armor, Weapon & Tool Proficiencies

Known Languages

Features & Other

Currency | Amount
Currency | Amount
Currency | Amount
Currency | Amount
Currency | Amount

AC | CONDITIONS

INITIATIVE

SPEED

HIT POINTS
Maximum | Temporary

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 wtih 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 ○○○○

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

Lean two invoations 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 receice a replacement from your patron. The book turns to ash when you die.

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 ◯

ELDRITCH MASTER @ Level 20

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

Number of times used ◯

Notes