



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

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
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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
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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

Armor, Weapon & Tool Proficiencies

Known Languages

Features & Other

Currency	Amount

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 ○○○○	

DARK ONE'S BLESSING @ Level 1
When you reduce a hostile creature to 0 HP, gain temp. HP equal to your CHA modifier + your warlock level. Temp. HP does not stack and lasts until you finish a long rest or until lost from taking damage.

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.

DARK ONE'S OWN LUCK @ Level 6
When you make an ability check or a saving throw, can add d10 to the roll. Can do so after seeing result, but before any effect announced. Regain on short or long rest.

Number of times used	○
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FIENDISH RESILIENCE @ Level 10
Gain resistance to one damage type. You can change damage type after short or long rest. Magical or silver weapons ignore this resistance.

Damage type

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 ○

HURL THROUGH HELL @ Level 14
When you hit a creature with an attack, you can instantly transport it to the lower planes. At the end of your next turn, the creature reappears and takes 10d10 psychic damage if it's not a fiend. Regain after long rest.

Number of times used	○
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ELDRITCH MASTER @ Level 20
Spend 1 min. to regain all Pact Magic spell slots. Regain after long rest.

Number of times used	○
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Notes
