

CHARACTER NAME _____	CLASS & LEVEL _____	BACKGROUND _____	PLAYER NAME _____
RACE _____	ALIGNMENT _____	EXPERIENCE POINTS _____	

**STRENGTH**  
 \_\_\_\_\_

**DEXTERITY**  
 \_\_\_\_\_

**CONSTITUTION**  
 \_\_\_\_\_

**INTELLIGENCE**  
 \_\_\_\_\_

**WISDOM**  
 \_\_\_\_\_

**CHARISMA**  
 \_\_\_\_\_

**INSPIRATION**  
 \_\_\_\_\_

**PROFICIENCY BONUS**  
 \_\_\_\_\_

\_\_\_ Strength  
 \_\_\_ Dexterity  
 \_\_\_ Constitution  
 \_\_\_ Intelligence  
 \_\_\_ Wisdom  
 \_\_\_ Charisma  
**SAVING THROWS**

\_\_\_ Acrobatics (Dex)  
 \_\_\_ Animal Handling (Wis)  
 \_\_\_ Arcana (Int)  
 \_\_\_ Athletics (Str)  
 \_\_\_ Deception (Cha)  
 \_\_\_ History (Int)  
 \_\_\_ Insight (Wis)  
 \_\_\_ Intimidation (Cha)  
 \_\_\_ Investigation (Int)  
 \_\_\_ Medicine (Wis)  
 \_\_\_ Nature (Int)  
 \_\_\_ Perception (Wis)  
 \_\_\_ Performance (Cha)  
 \_\_\_ Persuasion (Cha)  
 \_\_\_ Religion (Int)  
 \_\_\_ Sleight of Hand (Dex)  
 \_\_\_ Stealth (Dex)  
 \_\_\_ Survival (Wis)  
**SKILLS**

**ARMOR CLASS**  
 \_\_\_\_\_

**INITIATIVE**  
 \_\_\_\_\_

**SPEED**  
 \_\_\_\_\_

Hit Point Maximum \_\_\_\_\_  
**CURRENT HIT POINTS**  
 \_\_\_\_\_

**TEMPORARY HIT POINTS**  
 \_\_\_\_\_

Total \_\_\_\_\_  
**HIT DICE**

**DEATH SAVES**  
 SUCCESSES      
 FAILURES

**PERSONALITY TRAITS**

**IDEALS**

**BONDS**

**FLAWS**

NAME	ATK BONUS	DAMAGE/TYPE

**ATTACKS & SPELLCASTING**

**FEATURES & TRAITS**

**PASSIVE WISDOM (PERCEPTION)**  
 \_\_\_\_\_

**OTHER PROFICIENCIES & LANGUAGES**

**CP**  
 \_\_\_\_\_

**SP**  
 \_\_\_\_\_

**EP**  
 \_\_\_\_\_

**GP**  
 \_\_\_\_\_

**PP**  
 \_\_\_\_\_

**EQUIPMENT**



AGE	HEIGHT	WEIGHT
EYES	SKIN	HAIR

CHARACTER NAME

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME

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SYMBOL

CHARACTER BACKSTORY

ADDITIONAL FEATURES & TRAITS

TREASURE



SPELLCASTING CLASS

SPELLCASTING ABILITY

SPELL SAVE DC

SPELL ATTACK BONUS

0

CANTRIPS

Blank horizontal lines for writing cantrips at level 0.

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

PREPARED

SPELL NAME

Table for level 1 spells with columns for spell level, slots total, slots expended, prepared status, and spell name.

2

Table for level 2 spells with columns for spell level, slots total, slots expended, prepared status, and spell name.

3

Table for level 3 spells with columns for spell level, slots total, slots expended, prepared status, and spell name.

4

Table for level 4 spells with columns for spell level, slots total, slots expended, prepared status, and spell name.

5

Table for level 5 spells with columns for spell level, slots total, slots expended, prepared status, and spell name.

6

Table for level 6 spells with columns for spell level, slots total, slots expended, prepared status, and spell name.

7

Table for level 7 spells with columns for spell level, slots total, slots expended, prepared status, and spell name.

8

Table for level 8 spells with columns for spell level, slots total, slots expended, prepared status, and spell name.

9

Table for level 9 spells with columns for spell level, slots total, slots expended, prepared status, and spell name.

SPELLS KNOWN

## Expanded Spell List

The Ancestors let you choose from an expanded list of spells when you learn a Warlock spell. The following spells are added to the warlock spell list for you.

Warlock Spell Level	Spells (*new spell)
1st	<i>identify, detect magic</i>
2nd	<i>locate object, see invisibility</i>
3rd	<i>animate dead, clairvoyance</i>
4th	<i>confusion, locate creature</i>
5th	<i>dominate person, legend lore</i>

## Ancestor's Guidance

*(1st-level The Ancestor Pact feature)*

Your ancestors can guide your attacks. When you make an Attack roll, you may choose to roll with Advantage. You may use this feature a number of times equal to your Proficiency Bonus before taking a Long Rest.

## Draw Knowledge

*(1st-level The Ancestor Pact feature)*

Your ancestors have taught you many of their skills. You gain proficiency in three of the following (your choice):

A skill of your choice.

A tool of your choice.

A language of your choice.

Medium armor.

A martial weapon of your choice.

## CHILL TOUCH

*cantrip necromancy*

**Casting Time:** 1 action

**Range:** 120 feet

**Target:** The space of a creature within range

**Components:** V S

**Duration:** 1 round

**Classes:** Sorcerer, Warlock, Wizard

You create a ghostly, skeletal hand in the space of a creature within range. Make a ranged spell attack against the creature to assail it with the chill of the grave. On a hit, the target takes 1d8 necrotic damage, and it can't regain hit points until the start of your next turn. Until then, the hand clings to the target. If you hit an undead target, it also has disadvantage on attack rolls against you until the end of your next turn. This spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

## ELDRITCH BLAST

*cantrip evocation*

**Casting Time:** 1 action

**Range:** 120 feet

**Target:** A creature within range

**Components:** V S

**Duration:** Instantaneous

**Classes:** Warlock

A beam of crackling energy streaks toward a creature within range. Make a ranged spell attack against the target. On a hit, the target takes 1d10 force damage.

The spell creates more than one beam when you reach higher levels: two beams at 5th level, three beams at 11th level, and four beams at 17th level. You can direct the beams at the same target or at different ones.

Make a separate attack roll for each beam.

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## PRESTIDIGITATION

*cantrip transmutation*

**Casting Time:** 1 action

**Range:** 10 feet

**Target:** See text

**Components:** V S

**Duration:** Up to 1 hour

**Classes:** Artificer, Bard, Sorcerer, Warlock, Wizard

This spell is a minor magical trick that novice spellcasters use for practice. You create one of the following magical effects within range:

You create an instantaneous, harmless sensory effect, such as a shower of sparks, a puff of wind, faint musical notes, or an odd odor.

You instantaneously light or snuff out a candle, a torch, or a small campfire.

You instantaneously clean or soil an object no larger than 1 cubic foot.

You chill, warm, or flavor up to 1 cubic foot of nonliving material for 1 hour.

You make a color, a small mark, or a symbol appear on an object or a surface for 1 hour.

You create a nonmagical trinket or an illusory image that can fit in your hand and that lasts until the end of your next turn.

If you cast this spell multiple times, you can have up to three of its non-instantaneous effects active at a time, and you can dismiss such an effect as an action.

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## HELLISH REBUKE

*1st level evocation*

**Casting Time:** 1 reaction, which you take in response to being damaged by a creature within 60 feet of you that you can see

**Range:** 60 feet

**Target:** The creature that damaged you

**Components:** V S

**Duration:** Instantaneous

**Classes:** Warlock

You point your finger, and the creature that damaged you is momentarily surrounded by hellish flames. The creature must make a Dexterity saving throw. It takes 2d10 fire damage on a failed save, or half as much damage on a successful one.

**At Higher Levels:** When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d10 for each slot level above 1st.

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## MAGE ARMOR

*1st level abjuration*

**Casting Time:** 1 action

**Range:** Touch

**Target:** A willing creature who isn't wearing armor

**Components:** V S M (A piece of cured leather)

**Duration:** 8 hours

**Classes:** Sorcerer, Wizard

You touch a willing creature who isn't wearing armor, and a protective magical force surrounds it until the spell ends. The target's base AC becomes 13 + its Dexterity modifier. The spell ends if the target dons armor or if you dismiss the spell as an action.

## SHATTER

*2nd level evocation*

**Casting Time:** 1 action

**Range:** 60 feet

**Target:** A point of your choice within range

**Components:** V S M (A chip of mica)

**Duration:** Instantaneous

**Classes:** Bard, Sorcerer, Warlock, Wizard

A sudden loud ringing noise, painfully intense, erupts from a point of your choice within range. Each creature in a 10-foot-radius sphere centered on that point must make a Constitution saving throw. A creature takes 3d8 thunder damage on a failed save, or half as much damage on a successful one. A creature made of inorganic material such as stone, crystal, or metal has disadvantage on this saving throw. A nonmagical object that isn't being worn or carried also takes the damage if it's in the spell's area.

**At Higher Levels:** When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d8 for each slot level above 2nd.

## SPIDER CLIMB

*2nd level transmutation*

**Casting Time:** 1 action

**Range:** Touch

**Target:** One willing creature you touch

**Components:** V S M (A drop of bitumen and a spider)

**Duration:** Concentration, Up to 1 hour

**Classes:** Artificer, Sorcerer, Warlock, Wizard

Until the spell ends, one willing creature you touch gains the ability to move up, down, and across vertical surfaces and upside down along ceilings, while leaving its hands free. The target also gains a climbing speed equal to its walking speed.

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## COUNTERSPELL

*3rd level abjuration*

**Casting Time:** 1 reaction, which you take when you see a creature within 60 feet of you casting a spell

**Range:** 60 feet

**Target:** A creature in the process of casting a spell

**Components:** S

**Duration:** Instantaneous

**Classes:** Sorcerer, Warlock, Wizard

You attempt to interrupt a creature in the process of casting a spell. If the creature is casting a spell of 3rd level or lower, its spell fails and has no effect. If it is casting a spell of 4th level or higher, make an ability check using your spellcasting ability. The DC equals 10 + the spell's level. On a success, the creature's spell fails and has no effect.

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, the interrupted spell has no effect if its level is less than or equal to the level of the spell slot you used.

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## FLY

*3rd level transmutation*

**Casting Time:** 1 action

**Range:** Touch

**Target:** A willing creature

**Components:** V S M (A wing feather from any bird)

**Duration:** Concentration, Up to 10 minutes

**Classes:** Artificer, Sorcerer, Warlock, Wizard

You touch a willing creature. The target gains a flying speed of 60 feet for the duration. When the spell ends, the target falls if it is still aloft, unless it can stop the fall.

**At Higher Levels:** When you cast this spell using a spell slot of 4th level or higher, you can target one additional creature for each slot level above 3rd.

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