

Character Name \_\_\_\_\_

Race \_\_\_\_\_

Height & Weight \_\_\_\_\_

**Warlock**

Class & Level \_\_\_\_\_

Age & Sex \_\_\_\_\_

STR

CON

DEX

INITIATIVE

Level + Dex

INT

WIS

CHA



HIT POINTS

Maximum Current

(6 + CON) x Lvl mod

RECOVERIES

/

d6 +

DEATH SAVES



AC



11 + Level + Con/Dex/Wis

PD



11 + Level + Str/Con/Dex

MD



11 + Level + Int/Wis/Cha

INCREMENTAL ADVANCES

- Hit Points, Skills +1, Feat, Extra Magic Item, Spell, Ability Scores

ICON RELATIONSHIPS

Three rows of icon slots and lines

BASIC ATTACKS

Melee and Ranged attack tables with Attack, Hit, Miss slots

SPELLS

All: At-will

Large vertical spell list area with lines and a top slot

ONE UNIQUE THING

Large text box for unique trait

RACIAL POWER

Large text box for racial power

BACKGROUNDS

Three rows of background slots and lines

TALENTS

Five horizontal lines for talents

CLASS FEATURES

WARLOCK PACT

Pact Lord: Pact Power (1/battle):

Two horizontal lines for pact details

MALEDICTION

Cursed enemies are vulnerable to your attacks (+2 to critical threat range).

RITUAL CASTER

Curse save DC

Curse save DC slot

10 + Int

Blast damage bonus

Blast damage bonus slot

Cha + Con

