



2024 / Character Sheet / Warlock / DNDDen.com

CHARACTER NAME / ALIAS

SPECIES

BACKGROUND

SUBCLASS (CHOOSE AT WARLOCK 3)

WARLOCK LV.

TOTAL LV.

PLAYER

XP / MILESTONE

STR

SCORE MOD

SAVE

DEX

SCORE MOD

SAVE

CON

SCORE MOD

SAVE

INT

SCORE MOD

SAVE

WIS

SCORE MOD

SAVE

CHA

SCORE MOD

SAVE

Skills & forbidden lore

P E TOTAL

SKILL

- | | | | | |
|--------------------------|--------------------------|-------|-----------------|-----|
| ☐ | ☐ | _____ | 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 |

P = proficiency | E = Expertise (2 x PB)

PASSIVE PERCEPTION

Armor, vitality & resolve

AC

INITIATIVE

SPEED

PROF. BONUS

MAX HP

CURRENT HP

TEMP HP

D8 REMAIN

D8 TOTAL

DEATH SAVES

PASS

☐ ☐ ☐

☐

HEROIC INSPIRATION

FAIL

☐ ☐ ☐

Immediately after rolling a die, spend to reroll that die.
You must use the new roll.

Weapons & eldritch strikes

NAME

HIT / SAVE

DAMAGE / TYPE

REACH / RANGE

Invocations: page 4. Spells: pages 5-6. Mystic Arcanum: page 2.

Languages & tools

Power from beyond

PACT SLOTS LEFT

MAX PACT SLOTS

PACT SLOT LEVEL / ALL THE SAME

SPELL ATTACK

SPELL SAVE DC

CHA casting: attack = CHA mod + PB; save DC = 8
+ CHA mod + PB.

Pact Magic: regain all expended slots after a Short or Long Rest.

THE PRICE OF POWER

Use Warlock level for class features. Short Rest = SR; Long Rest = LR.

Pact Magic / Lv. 1

CHA is your casting ability; an **Arcane Focus** can be your focus. Your Pact Magic slots **all have the same level**, shown below. Regain **all expended Pact slots after a SR or LR**.

Start with **2 cantrips and 2 prepared level 1 spells**. Add spells as the table limit rises. On gaining a Warlock level, replace **one prepared spell and/or one Pact Magic cantrip**. Always-prepared spells from other Warlock features are extra.

Mystic Arcanum does not grant spell slots.

Recovery & your patron

Lv. 2 / Magical Cunning: a **1-minute rite**, once per LR, restores spent Pact slots up to **half your maximum, rounded up**.
Lv. 20 / Eldritch Master: that rite restores **all** spent Pact slots.

Lv. 9 / Contact Patron: always prepare **Contact Other Plane**. Once per LR, cast it without a slot to contact your patron; automatically pass its save. Normal casting time still applies.

☐ CUNNING USED

☐ CONTACT USED

Mystic Arcanum / separate uses

Choose one Warlock spell of each unlocked level. Each casts **once per LR without a slot**. On gaining a Warlock level, replace one arcanum with a Warlock spell of the **same spell level**.

		USED
LV. 11 / 6TH		☐
LV. 13 / 7TH		☐
LV. 15 / 8TH		☐
LV. 17 / 9TH		☐

Eldritch Invocations / Lv. 1

Learn the number shown below. Meet each invocation's **prerequisites**; a required Warlock level uses class level, not total level.

On gaining a Warlock level, you may replace **one** invocation with another eligible choice. You cannot replace one if it is a prerequisite for another invocation you have.

No duplicates unless marked **Repeatable**. Blade, Chain and Tome are optional invocations; you may learn more than one. Record choices on page 4.

From first whisper to eldritch master

LV.	PB	INV.	CAN.	PREP.	SLOTS	SLOT LV.	FEATURE / CHOICE
1	+2	1	2	2	1	1	Invocations; Pact Magic
2	+2	3	2	3	2	1	Magical Cunning
3	+2	3	2	4	2	2	Subclass
4	+2	3	3	5	2	2	ASI / eligible feat
5	+3	5	3	6	2	3	-
6	+3	5	3	7	2	3	Subclass feature
7	+3	6	3	8	2	4	-
8	+3	6	3	9	2	4	ASI / eligible feat
9	+4	7	3	10	2	5	Contact Patron
10	+4	7	4	10	2	5	Subclass feature
11	+4	7	4	11	3	5	Mystic Arcanum / 6th-level spell
12	+4	8	4	11	3	5	ASI / eligible feat
13	+5	8	4	12	3	5	Mystic Arcanum / 7th-level spell
14	+5	8	4	12	3	5	Subclass feature
15	+5	9	4	13	3	5	Mystic Arcanum / 8th-level spell
16	+5	9	4	13	3	5	ASI / eligible feat
17	+6	9	4	14	4	5	Mystic Arcanum / 9th-level spell
18	+6	10	4	14	4	5	-
19	+6	10	4	15	4	5	Epic Boon / eligible feat
20	+6	10	4	15	4	5	Eldritch Master

INV. = invocations known. CAN. and PREP. are Pact Magic limits; extra spells from other Warlock features are additional. SLOTS are Pact Magic only; Mystic Arcanum is separate. PB uses total character level.

THE WHISPERED PACT DOSSIER

Your patron, your bargains, your story. Fill the fields that apply to your character.

Portrait

CHARACTER PORTRAIT

The mortal behind the pact

APPEARANCE / DISTINGUISHING MARKS

PERSONALITY / AMBITION / IDEAL

BOND / FLAW / SECRET

Patron, intermediaries & unpaid debts

Subclass & chosen talents

Subclass features arrive at Warlock 3, 6, 10 and 14.

LEVEL 3 / FEATURE / USES

LEVEL 6 / FEATURE / USES

LEVEL 10 / FEATURE / USES

LEVEL 14 / FEATURE / USES

Feats, origins & resources

The terms of your bargain

ARCANE FOCUS / PACT TOKEN

GIFT / PRICE / OBLIGATION

OMEN / CONTACT / UNFINISHED TASK

Gear, coin & spoils

CP SP EP GP PP

ATTUNED MAGIC ITEMS (DEFAULT LIMIT: 3)

Conditions & ongoing effects

SECRETS ETCHED INTO THE SOUL

Record only invocations you have learned. Full prerequisites and effects come from your chosen source.

Your Eldritch Invocations / up to ten

INVOCATION / SOURCE	PREREQUISITES / CHOICE	EFFECT / COST / RECOVERY

///The three options below grant benefits only if learned. You may choose any eligible combination.

Pact of the Blade

☐ LEARNED

Bonus Action: conjure a Simple or Martial Melee weapon in your hand, or bond with a magic weapon you touch. It cannot be attuned to someone else or bonded to another Warlock.

While bonded, you are proficient with it and can use it as a casting focus. You may use **CHA for attack and damage**, and choose Necrotic, Psychic, Radiant or its normal damage type.

Bond ends if you use this Bonus Action again, die, or the weapon stays more than **5 ft.** away for **1 minute**. A conjured weapon then disappears.

BONDED WEAPON / TYPE

ATTACK / DAMAGE / UPGRADES

Pact of the Chain

☐ LEARNED

Learn **Find Familiar**; you can cast it as a **Magic action without a slot**. Material components are **still required**. Choose a normal or special form allowed by the invocation; use its full stat block.

When you take the Attack action, forgo one of your attacks to let your familiar make **one attack with its Reaction**. Other upgrades require their own invocations.

NAME / FORM / STAT SOURCE

AC / HP / SENSES

INVOCATION UPGRADES

///Track familiar actions separately.

Pact of the Tome

☐ LEARNED

Conjure a **Book of Shadows** in your hand at the end of a SR or LR. When it appears, choose **3 cantrips** and **2 level 1 Ritual spells** from any class lists, none already prepared.

While the book is **on your person**, these spells are prepared and count as Warlock spells. The book can be your casting focus. It disappears if you conjure another or die.

Record its cantrips on page 5 and Ritual spells on pages 5-6, marking their source as **Tome**. Apply normal component and Ritual rules.

BOOK / APPEARANCE

☐ BOOK ON YOUR PERSON

Record spell sources and casting restrictions. Continue your spell record on page 6.

05 / 06

THE CONTINUING SPELL RECORD

Print extra copies of this page for additional spells, subclass magic and other sources.

Prepared & always-prepared spells / continued

P = prepared | A = always prepared | R = Ritual in Time | C = Concentration in Duration

Materials & limited-use magic

A focus replaces only Material components with no listed cost that are not consumed. Track costly materials and limited-use casting from invocations below.

Keep the magic alive

Concentration: ends when you **begin casting another Concentration spell** or activate another Concentration effect; also if Incapacitated or dead. End it freely (no action). Damage: CON save, DC 10 or half damage (round down), whichever is higher; maximum DC 30. Rituals and other spells taking 1 minute or longer require Concentration during casting.

Begin your bargain

First class: Warlock. CHA primary; D8 Hit Point Die; WIS and CHA saves. Simple weapons; Light armor. Choose **2 skills**: Arcana, Deception, History, Intimidation, Investigation, Nature or Religion.

Starting gear: Leather Armor, Sickle, 2 Daggers, Arcane Focus (orb), Book (occult lore), Scholar's Pack and 15 GP; **or 100 GP.** Background gear is separate. Level 1 HP: 8 + CON mod; later levels: 1d8 (or 5) + CON mod, minimum 1.

Multiclass: CHA 13+, plus other classes' prerequisites. Gain D8, Light armor and level 1 features; no automatic other core proficiencies or gear. **Do not add Warlock levels to combined Spellcasting slots.** Pact slots can cast prepared Spellcasting spells, and Spellcasting slots can cast prepared Warlock spells, at eligible levels.

///Manual fields. Rules: SRD 5.2.1, Warlock pp. 70-74; spellcasting pp. 104-106; Concentration p. 179.