

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

SUCCESSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

ATTACKS & SPELLCASTING

PASSIVE WISDOM (PERCEPTION)

OTHER PROFICIENCIES & LANGUAGES

EQUIPMENT

FEATURES & TRAITS



AGE	HEIGHT	WEIGHT
EYES	SKIN	HAIR

CHARACTER NAME

CHARACTER APPEARANCE

NAME

SYMBOL

ALLIES & ORGANIZATIONS

CHARACTER BACKSTORY

ADDITIONAL FEATURES & TRAITS

TREASURE



SPELLCASTING
CLASS

SPELLCASTING
ABILITY

SPELL SAVE DC

SPELL ATTACK
BONUS

0

CANTRIPS

3

6

SPELL
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

PREPARED

SPELL NAME

4

7

8

2

5

9

SPELLS KNOWN



SPELLCASTING
CLASS

SPELLCASTING
ABILITY

SPELL SAVE DC

SPELL ATTACK
BONUS

0

CANTRIPS

3

6

SPELL
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

PREPARED

SPELL NAME

4

7

8

2












5

9

SPELLS KNOWN

<p>Level-1 abjuration</p> <p>Absorb Elements</p> <p>1 react. Self S 1 rnd</p> <p>Until the start of your next turn, you have resistance to the triggering damage and your first melee attack hit next turn deals 1d6 of the same type of damage. The damage increases by 1d6 per additional level spell slot. (see EE 15 for more details)</p> <p>Druid DC 12 Mod +4</p>	<p>Level-1 enchantment</p> <p>Animal Friendship</p> <p>1 act. 30 ft V,S,M 24 hrs</p> <p>Charm a beast of INT 3 or lower if it fails a WIS save. You can charm 1 additional beast for each slot above 1st. (see PHB 212 for more details)</p> <p>Druid DC 12 Mod +4</p>	<p>Level-1 divination</p> <p>Beast Bond</p> <p>1 act. Touch V,S,M Conc, 10 mins</p> <p>Touch a beast with INT less than 4 and establish a telepathic link, through which you can communicate basic concepts and emotions. The beast has advantage on attacks against creatures within 5 ft. of you. (see EE 15 for more details)</p> <p>Druid DC 12 Mod +4</p>
<p>Level-1 enchantment</p> <p>Charm Person</p> <p>1 act. 30 ft V,S 1 hr</p> <p>You attempt to charm a humanoid you can see within range. It must make a Wisdom saving throw, and does so with advantage if you or your companions are fighting it. If it fails the saving throw, it is charmed by you until the spell ends or until you or your companions do anything harmful to it. The charmed creature regards you as a friendly acquaintance. When the spell ends, the creature knows it was charmed by you. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st. The creatures must be within 30 feet of each other when you target them.</p> <p>Druid DC 12 Mod +4</p>	<p>Level-1 transmutation</p> <p>Create or Destroy Water</p> <p>1 act. 30 ft V,S,M Inst</p> <p>You either create or destroy water. Create Water. You create up to 10 gallons of clean water within range in an open container. Alternatively, the water falls as rain in a 30-foot cube within range, extinguishing exposed flames in the area. Destroy Water. You destroy up to 10 gallons of water in an open container within range. Alternatively, you destroy fog in a 30-foot cube within range. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you create or destroy 10 additional gallons of water, or the size of the cube increases by 5 feet, for each slot level above 1st.</p> <p>Druid DC 12 Mod +4</p>	<p>Level-1 evocation</p> <p>Cure Wounds</p> <p>1 act. Touch V,S Inst</p> <p>A creature you touch regains a number of hit points equal to 1d8 + your spellcasting ability modifier. This spell has no effect on undead or constructs. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the healing increases by 1d8 for each slot level above 1st.</p> <p>Druid DC 12 Mod +4</p>
<p>Level-1 divination</p> <p>Detect Magic</p> <p>1 act. Self V,S Conc, 10 mins</p> <p>For the duration, you sense the presence of magic within 30 feet of you. If you sense magic in this way, you can use your action to see a faint aura around any visible creature or object in the area that bears magic, and you learn its school of magic, if any. The spell can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.</p> <p>Druid DC 12 Mod +4</p>	<p>Level-1 divination</p> <p>Detect Poison and Disease</p> <p>1 act. Self V,S,M Conc, 10 mins</p> <p>For the duration, you can sense the presence and location of poisons, poisonous creatures, and diseases within 30 feet of you. You also identify the kind of poison, poisonous creature, or disease in each case. The spell can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.</p> <p>Druid DC 12 Mod +4</p>	<p>Level-1 evocation</p> <p>Earth Tremor</p> <p>1 act. Self V,S Inst</p> <p>(see EE 17 for more details)</p> <p>Druid DC 12 Mod +4</p>

<p>Level-1 conjuration</p> <p>Entangle</p> <p>1 act. 90 ft V,S Conc, 1 min</p> <p>Grasping weeds and vines sprout from the ground in a 20-foot square starting from a point within range. For the duration, these plants turn the ground in the area into difficult terrain. A creature in the area when you cast the spell must succeed on a Strength saving throw or be restrained by the entangling plants until the spell ends. A creature restrained by the plants can use its action to make a Strength check against your spell save DC. On a success, it frees itself. When the spell ends, the conjured plants wilt away.</p> <p>Druid DC 12 Mod +4</p>	<p>Level-1 evocation</p> <p>Faerie Fire</p> <p>1 act. 60 ft V Conc, 1 min</p> <p>Each object in a 20-foot cube within range is outlined in blue, green, or violet light (your choice). Any creature in the area when the spell is cast is also outlined in light if it fails a Dexterity saving throw. For the duration, objects and affected creatures shed dim light in a 10-foot radius. Any attack roll against an affected creature or object has advantage if the attacker can see it, and the affected creature or object can't benefit from being invisible.</p> <p>Druid DC 12 Mod +4</p>	<p>Level-1 conjuration</p> <p>Fog Cloud</p> <p>1 act. 120 ft V,S Conc, 1 hr</p> <p>You create a 20-foot-radius sphere of fog centered on a point within range. The sphere spreads around corners, and its area is heavily obscured. It lasts for the duration or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the radius of the fog increases by 20 feet for each slot level above 1st.</p> <p>Druid DC 12 Mod +4</p>
<p>Level-1 transmutation</p> <p>Goodberry</p> <p>1 act. Touch V,S,M Inst</p> <p>Up to ten berries appear in your hand and are infused with magic for the duration. A creature can use its action to eat one berry. Eating a berry restores 1 hit point, and the berry provides enough nourishment to sustain a creature for one day. The berries lose their potency if they have not been consumed within 24 hours of the casting of this spell.</p> <p>Druid DC 12 Mod +4</p>	<p>Level-1 evocation</p> <p>Healing Word</p> <p>1 b.a. 60 ft V Inst</p> <p>A creature of your choice that you can see within range regains hit points equal to 1d4 + your spellcasting ability modifier. This spell has no effect on undead or constructs. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the healing increases by 1d4 for each slot level above 1st.</p> <p>Druid DC 12 Mod +4</p>	<p>Level-1 conjuration</p> <p>Ice Knife</p> <p>1 act. 60 ft S,M Inst</p> <p>(see EE 19 for more details)</p> <p>Druid DC 12 Mod +4</p>
<p>Level-1 transmutation</p> <p>Jump</p> <p>1 act. Touch V,S,M 1 min</p> <p>You touch a creature. The creature's jump distance is tripled until the spell ends.</p> <p>Druid DC 12 Mod +4</p>	<p>Level-1 transmutation</p> <p>Longstrider</p> <p>1 act. Touch V,S,M 1 hr</p> <p>You touch a creature. The target's speed increases by 10 feet until the spell ends. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st.</p> <p>Druid DC 12 Mod +4</p>	<p>Level-1 transmutation</p> <p>Purify Food and Drink</p> <p>1 act. 10 ft V,S Inst</p> <p>All nonmagical food and drink within a 5-foot-radius sphere centered on a point of your choice within range is purified and rendered free of poison and disease.</p> <p>Druid DC 12 Mod +4</p>

<div>Abjuration cantrip</div> <div>MORCPUB</div> <div>Resistance</div> <div>1 act. Touch V,S,M Conc, 1 min</div> <div>You touch one willing creature. Once before the spell ends, the target can roll a d4 and add the number rolled to one saving throw of its choice. It can roll the die before or after making the saving throw. The spell then ends.</div> <div>Druid DC 12 Mod +4</div>	<div>Level-1 divination</div> <div>MORCPUB</div> <div>Speak with Animals</div> <div>1 act. Self V,S 10 mins</div> <div>You gain the ability to comprehend and verbally communicate with beasts for the duration. The knowledge and awareness of many beasts is limited by their intelligence, but at minimum, beasts can give you information about nearby locations and monsters, including whatever they can perceive or have perceived within the past day. You might be able to persuade a beast to perform a small favor for you, at the GM's discretion.</div> <div>Druid DC 12 Mod +4</div>	<div>Transmutation cantrip</div> <div>MORCPUB</div> <div>Thorn Whip</div> <div>1 act. 30 ft V,S,M Inst</div> <div>Create a whip that deals 1d6 piercing damage and pulls a Large or smaller creature 10 ft. toward you. The damage increases to 2d6 at 5th level, 3d6 at 11th level, and 4d6 at 17th level. (see PHB 282 for more details)</div> <div>Druid DC 12 Mod +4</div>
<div>Level-1 evocation</div> <div>MORCPUB</div> <div>Thunderwave</div> <div>1 act. Self V,S Inst</div> <div>A wave of thunderous force sweeps out from you. Each creature in a 15-foot cube originating from you must make a Constitution saving throw. On a failed save, a creature takes 2d8 thunder damage and is pushed 10 feet away from you. On a successful save, the creature takes half as much damage and isn't pushed. In addition, unsecured objects that are completely within the area of effect are automatically pushed 10 feet away from you by the spell's effect, and the spell emits a thunderous boom audible out to 300 feet. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8 for each slot level above 1st.</div> <div>Druid DC 12 Mod +4</div>		
