DUNGEONS & DRAGONS®

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

PASSIVE WISDOM (PERCEPTION)

OTHER PROFICIENCIES & LANGUAGES

ARMOR CLASS

INITIATIVE

SPEED

Hit Point Maximum _____

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total _____

HIT DICE

SUCCESSES ○○○
FAILURES ○○○

DEATH SAVES

| NAME | ATK BONUS | DAMAGE/TYPE |

ATTACKS & SPELLCASTING

CP
SP
EP
GP
PP

EQUIPMENT

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

FEATURES & TRAITS

D&D

CHARACTER NAME

AGE   HEIGHT   WEIGHT

EYES   SKIN   HAIR

CHARACTER APPEARANCE

NAME

SYMBOL

ALLIES & ORGANIZATIONS

ADDITIONAL FEATURES & TRAITS

CHARACTER BACKSTORY

TREASURE

D&D

SPELLCASTING CLASS

SPELLCASTING ABILITY	SPELL SAVE DC	SPELL ATTACK BONUS

0 CANTRIPS

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SPELL LEVEL

1
SLOTS TOTAL — SLOTS EXPENDED

PREPARED — SPELL NAME

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SPELLS KNOWN

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D&D

SPELLCASTING ABILITY

SPELL SAVE DC

SPELL ATTACK BONUS

SPELLCASTING CLASS

0 CANTRIPS

SPELL LEVEL
SLOTS TOTAL   SLOTS EXPENDED

1

PREPARED   SPELL NAME

SPELLS KNOWN

2

3

4

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6

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9

Produce Flame
Conjuration cantrip · ORCPUB

1 act. | Self | V,S | 10 mins

A flickering flame appears in your hand. The flame remains there for the duration and harms neither you nor your equipment. The flame sheds bright light in a 10-foot radius and dim light for an additional 10 feet. The spell ends if you dismiss it as an action or if you cast it again. You can also attack with the flame, although doing so ends the spell. When you cast this spell, or as an action on a later turn, you can hurl the flame at a creature within 30 feet of you. Make a ranged spell attack. On a hit, the target takes 1d8 fire damage. This spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

Fire Genasi *DC 11 Mod +3*

Detect Magic
Level-1 divination · ORCPUB

1 act. | Self | V,S | Conc, 10 mins

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.

Sorcerer *DC 13 Mod +5*

Fire Bolt
Evocation cantrip · ORCPUB

1 act. | 120 ft | V,S | Inst

You hurl a mote of fire at a creature or object within range. Make a ranged spell attack against the target. On a hit, the target takes 1d10 fire damage. A flammable object hit by this spell ignites if it isn't being worn or carried. This spell's damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).

Sorcerer *DC 13 Mod +5*

Mage Hand
Conjuration cantrip · ORCPUB
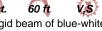
1 act. | 30 ft | V,S | 1 min

A spectral, floating hand appears at a point you choose within range. The hand lasts for the duration or until you dismiss it as an action. The hand vanishes if it is ever more than 30 feet away from you or if you cast this spell again. You can use your action to control the hand. You can use the hand to manipulate an object, open an unlocked door or container, stow or retrieve an item from an open container, or pour the contents out of a vial. You can move the hand up to 30 feet each time you use it. The hand can't attack, activate magic items, or carry more than 10 pounds.

Sorcerer *DC 13 Mod +5*

Ray of Frost
Evocation cantrip · ORCPUB

1 act. | 60 ft | V,S | Inst

A frigid beam of blue-white light streaks toward a creature within range. Make a ranged spell attack against the target. On a hit, it takes 1d8 cold damage, and its speed is reduced by 10 feet until the start of your next turn. The spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

Sorcerer *DC 13 Mod +5*