

# DUNGEONS & DRAGONS

CHARACTER NAME

CHARACTER LEVEL, RACE, & CLASS

EXPERIENCE

BACKGROUND

ALIGNMENT

DEITY

PLAYER NAME

STRENGTH

PROFICIENCY BONUS

- ☐ Strength
- ☐ Dexterity
- ☐ Constitution
- ☐ Intelligence
- ☐ Wisdom
- ☐ Charisma

CONDITIONAL

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 PERCEPTION

INITIATIVE

ARMOR

SHIELD

AC

ARMOR CLASS

MAXIMUM

HIT DICE

TEMPORARY

CURRENT HIT POINTS

DEATH SAVING THROWS

SPEED

FLY

CLIMB

SWIM

VISION

INSPIRATION

EXHAUSTION

SPEED, SENSES, & CONDITIONS

**Fey Ancestry.** Advantage on saving throws against being charmed, and magic can't put you to sleep.

**Trance.** Elves don't need to sleep. Instead, they meditate deeply, remaining semiconscious, for 4 hours a day.

RACIAL TRAITS

**Darkvision.** You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light.

**Keen Mind.** You always know which way is north. You always know the number of hours left before the next sunrise or sunset. You can accurately recall anything you have seen or heard within the past month.

**Anima.** You can mark an Animaton pattern in a blank patternbook for 1 hour and 25gp worth of fine inks for each unit of CR Score it has, to a maximum of 4.

You can invoke one completed Animaton at a time through a ritual that takes one hour and requires expending spell slots and materials for each spell in its patterns.

You can use your action to mentally command your invoked Animaton to use one of its actions on its turn, which is immediately after yours. Your Animaton is under DM control while you are incapacitated.

Your Animaton can use its Hit Dice to heal when you take a short rest.

**Recall and Release.** (Action) You can store your invoked Animaton in its patternbook from, and later release it to, a space within 5 feet.

**Animacraft Pattern.** You follow an ancient Neyan school of animacraft theories.

**Iteration.** You can modify your Animata in the following ways: **Emphasis:** Change the spell slot level marking a glyph sequence: 1 hour and 10gp worth of fine inks per level increased or decreased. **Antithesis:** Remove a glyph sequence: 2 hours. **Synthesis:** Add a new glyph sequence: 3 hours and 25gp worth of fine inks for each unit of CR Score added.

**Entwined Vitality.** Whenever you or your invoked Animaton is healed by a spell cast by any creature that is not yourself, the other regains hit points equal to that spell's level.

**Evanescent Claws.** You learn the Primal Savagery cantrip, which targets your Animaton when cast.

**Bestial Fluency.** You can speak telepathically with your Animaton.

You learn Speak With Animals, which also affects your Animaton when cast.

**Spellcasting.** You can cast cleric spells as rituals. You can prepare 3 spells from the cleric spell list. You can use a holy symbol as your spellcasting focus.

FEATURES & TRAITS

**Armor Proficiencies.** Light Armor, Medium Armor, Shield

**Weapon Proficiencies.** Longsword, Shortsword, Shortbow, Longbow, Dagger, Dart, Sling, Quarterstaff

**Tool Proficiencies.** Playing card set, Calligrapher's supplies

**Languages.** Common, Elvish, Undercommon, Kor, Infernal, Naga

PROFICIENCIES & LANGUAGES

NAME RANGE ATTACK DAMAGE / TYPE

ATTACKS & SPELLCASTING



CHARACTER NAME

GENDER

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

CHARACTER PORTRAIT

ALLIES & ORGANIZATIONS

NAME

SYMBOL

Despite my noble birth, I do not place myself above other folk. We all have the same blood. The common folk love me for my kindness and generosity.

PERSONALITY TRAITS

Respect. Respect is due to me because of my position, but all people regardless of station deserve to be treated with dignity. (Good)

IDEAL

My house's alliance with another noble family must be sustained at all costs.

BOND

By my words and actions, I often bring shame to my family.

FLAW

Thanks to your noble birth, people are inclined to think the best of you. You are welcome in high society, and people assume you have the right to be wherever you are. The common folk make every effort to accommodate you and avoid your displeasure, and other people of high birth treat you as a member of the same social sphere. You can secure an audience with a local noble if you need to.

BACKGROUND FEATURE

TRINKET

BACKGROUND STORY

ADDITIONAL FEATURES

***Periapt of Wound Closure.*** While you wear this pendant, you stabilize whenever you are dying at the start of your turn. In addition, whenever you roll a Hit Die to regain hit points, double the number of hit points it restores.

ADDITIONAL TREASURE

[illegible]


**QUEST ITEMS & TRINKETS**

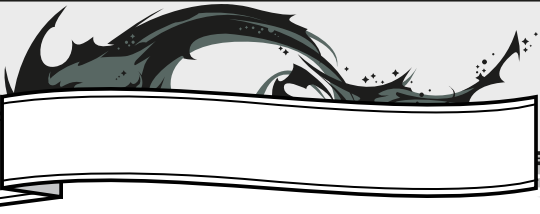
SANITY: 12 (+1) - +1 to save

-Eldritch Lore: +1

-Hyperinterpretation: +1

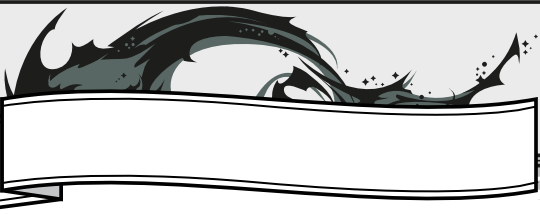
NOTES

NOTES



SPELLCASTING ABILITY    SPELL ATTACK BONUS    SAVING THROW DC    SPELLS TO PREPARE


CANTRIPS		
1ST LEVEL    4 SPELL SLOTS		
2ND LEVEL    3 SPELL SLOTS		
3RD LEVEL    3 SPELL SLOTS		
4TH LEVEL    3 SPELL SLOTS		
5TH LEVEL    2 SPELL SLOTS		
6TH LEVEL    1 SPELL SLOTS		
7TH LEVEL    1 SPELL SLOTS		
8TH LEVEL    1 SPELL SLOTS		
9TH LEVEL    1 SPELL SLOTS		



SPELLCASTING ABILITY    SPELL ATTACK BONUS    SAVING THROW DC    SPELLS TO PREPARE

CANTRIPS		
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SPELLCASTING ABILITY

SPELL ATTACK BONUS

SAVING THROW DC

SPELLS TO PREPARE

CANTRIPS

## Bolster

### Abjuration Cantrip

CASTING TIME	1 reaction
RANGE	Self
DURATION	Instantaneous
COMPONENTS	V, S

A shimmering magical force appears and shelters you from danger at the cost of your stability. When you are targeted with an attack but before you know if the attack hits, you can roll a d6. If the attack hits, the die roll is subtracted from the damage done by a single attack and you fall prone. If the attack misses, you fall prone and are incapacitated until the end of your next turn. The spell then ends. This amount increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

Spellcasting (Cleric)

Grimlore's Grimoire

## Dancing Lights

### Evocation Cantrip

CASTING TIME	1 action
RANGE	120 feet
DURATION	Concentration, up to 1 minute
COMPONENTS	V, S, M (a bit of phosphorous or wychwood, or a glowworm)

You create up to four torch-sized lights within range, making them appear as torches, lanterns, or glowing orbs that hover in the air for the duration. You can also combine the four lights into one glowing vaguely humanoid form of Medium size. Whichever form you choose, each light sheds dim light in a 10-foot radius. As a bonus action on your turn, you can move the lights up to 60 feet to a new spot within range. A light must be within 20 feet of another light created by this spell, and a light winks out if it exceeds the spell's range.

Spellcasting (Animist)

Player's Handbook

## Gust

### Transmutation Cantrip

CASTING TIME	1 action
RANGE	30 feet
DURATION	Instantaneous
COMPONENTS	V, S

You seize the air and compel it to create one of the following effects at a point you can see within range.

- One Medium or smaller creature that you choose must succeed on a Strength saving throw or be pushed up to 5 feet away from you.
- You create a small blast of air capable of moving one object that is neither held nor carried and that weighs no more than 5 pounds. The object is pushed up to 10 feet away from you. It isn't pushed with enough force to cause damage.
- You create a harmless sensory affect using air, such as causing leaves to rustle, wind to slam shutters shut, or your clothing to ripple in a breeze.

Spellcasting (Animist)

Xanathar's Guide to Everything

## Mending

### Transmutation Cantrip

CASTING TIME	1 minute
RANGE	Touch
DURATION	Instantaneous
COMPONENTS	V, S, M (two lodestones)

This spell repairs a single break or tear in an object you touch, such as broken chain link, two halves of a broken key, a torn cloak, or a leaking wineskin. As long as the break or tear is no larger than 1 foot in any dimension, you mend it, leaving no trace of the former damage. This spell can physically repair a magic item or construct, but the spell can't restore magic to such an object.

Spellcasting (Cleric)

Player's Handbook

## Message

### Transmutation Cantrip

CASTING TIME	1 action
RANGE	120 feet
DURATION	1 round
COMPONENTS	V, S, M (a short piece of copper wire)

You point your finger toward a creature within range and whisper a message. The target (and only the target) hears the message and can reply in a whisper that only you can hear. You can cast this spell through solid objects if you are familiar with the target and know it is beyond the barrier. Magical silence, 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood blocks the spell. The spell doesn't have to follow a straight line and can travel freely around corners or through openings.

Cantrip (High Elf)

Player's Handbook

## Primal Savagery

### Transmutation Cantrip

CASTING TIME	1 action
RANGE	Self
DURATION	Instantaneous
COMPONENTS	S

You channel primal magic to cause your teeth or fingernails to sharpen, ready to deliver a corrosive attack. Make a melee spell attack against one creature within 5 feet of you. On a hit, the target takes 1d10 acid damage. After you make the attack, your teeth or fingernails return to normal.

The spell's damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).

Evanescent Claws (Animist)

Xanathar's Guide to Everything

## Scribe

### Transmutation Cantrip (hieroglyph)

CASTING TIME	1 action
RANGE	Touch
DURATION	Instantaneous
COMPONENTS	V, S

This spell allows you to create a copy of a written work. By placing a blank scroll, book, or page near the work that you are copying, all the writing, illustrations, etc., in the original reproduces itself in the new document, in your handwriting. The new medium must be large enough to accommodate the original source. Magical properties of the original aren't reproduced, so you can't use scribe to make usable copies of spell scrolls or magic books.

Spellcasting (Cleric)

Deep Magic: Hieroglyphic Magic

## Spare the Dying

### Necromancy Cantrip

CASTING TIME	1 action
RANGE	Touch
DURATION	Instantaneous
COMPONENTS	V, S

You touch a living creature that has 0 hit points. The creature becomes stable. This spell has no effect on undead or constructs.

Spellcasting (Animist)

Player's Handbook

## Command

### 1st-level enchantment

CASTING TIME	1 action
RANGE	60 feet
DURATION	1 round
COMPONENTS	V

You speak a one-word command to a creature you can see within range. The target must succeed on a Wisdom saving throw or follow the command on its next turn. The spell has no effect if the target is undead, if it doesn't understand your language, or if your command is directly harmful to it. Some typical commands and their effects follow. You might issue a command other than one described here. If you do so, the DM determines how the target behaves. If the target can't follow your command, the spell ends.

**Approach.** The target moves toward you by the shortest and most direct route, ending its turn if it moves within 5 feet of you.

**Drop.** The target drops whatever it is holding and then ends its turn.

**Flee.** The target spends its turn moving away from you by the fastest available means.

**Grovel.** The target falls prone and then ends its turn.

**Halt.** The target doesn't move and takes no actions. A flying creature stays aloft, provided that it is able to do so. If it must move to stay aloft, it flies the minimum distance needed to remain in the air.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, you can affect one additional creature for each slot level above 1st. The creatures must be within 30 feet of each other when you target them.

Knowledge Domain (Cleric)

Player's Handbook



## Cure Wounds

1st-level evocation

CASTING TIME	1 action
RANGE	Touch
DURATION	Instantaneous
COMPONENTS	V, S

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.

Spellcasting (Animist)

Player's Handbook

## Feather Fall

1st-level transmutation

CASTING TIME	1 reaction
RANGE	60 feet
DURATION	1 minute
COMPONENTS	V, M (a small feather or piece of down)

**Reaction:** When you or a creature within 60 feet of you falls Choose up to five falling creatures within range. A falling creature's rate of descent slows to 60 feet per round until the spell ends. If the creature lands before the spell ends, it takes no falling damage and can land on its feet, and the spell ends for that creature.

Spellcasting (Animist)

Player's Handbook

## Guiding Bolt

1st-level evocation

CASTING TIME	1 action
RANGE	120 feet
DURATION	1 round
COMPONENTS	V, S

A flash of light streaks toward a creature of your choice within range. Make a ranged spell attack against the target. On a hit, the target takes 4d6 radiant damage, and the next attack roll made against this target before the end of your next turn has advantage, thanks to the mystical dim light glittering on the target until then.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.

Spellcasting (Animist)

Player's Handbook

## Healing Word

1st-level evocation

CASTING TIME	1 bonus action
RANGE	60 feet
DURATION	Instantaneous
COMPONENTS	V

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.

Prepared (Cleric)

Player's Handbook

## Identify

1st-level divination (ritual)

CASTING TIME	1 minute
RANGE	Touch
DURATION	Instantaneous
COMPONENTS	V, S, M (a pearl worth at least 100 gp and an owl feather)

You choose one object that you must touch throughout the casting of the spell. If it is a magic item or some other magic-imbued object, you learn its properties and how to use them, whether it requires attunement to use, and how many charges it has, if any. You learn whether any spells are affecting the item and what they are. If the item was created by a spell, you learn which spell created it. If you instead touch a creature throughout the casting, you learn what spells, if any, are currently affecting it.

Knowledge Domain (Cleric)

Player's Handbook

## Inflict Wounds

1st-level necromancy

CASTING TIME	1 action
RANGE	Touch
DURATION	Instantaneous
COMPONENTS	V, S

Make a melee spell attack against a creature you can reach. On a hit, the target takes 3d10 necrotic damage.

**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.

Spellcasting (Animist)

Player's Handbook

## Insightful Maneuver

1st-level divination (combat)

CASTING TIME	1 bonus action
RANGE	Touch
DURATION	Instantaneous
COMPONENTS	V, S

With a flash of insight, you know how to take advantage of your foe's vulnerabilities. Until the end of your turn, the target has vulnerability to one type of damage (your choice). Additionally, if the target has any other vulnerabilities, you learn them.

Prepared (Cleric)

Deep Magic: Combat Divination

## Shield of Devotion

1st-level abjuration

CASTING TIME	1 action
RANGE	60 feet
DURATION	10 minutes
COMPONENTS	V, S

A gleaming shield appears around a creature of your choice within range, causing any critical hit against them to become a normal hit for the duration. The target also gains 1d8 temporary hit points when you cast this spell.

Prepared (Cleric)

Grimlore's Grimoire

## Speak with Animals

1st-level divination (ritual)

CASTING TIME	1 action
RANGE	Self
DURATION	10 minutes
COMPONENTS	V, S

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 DM's discretion.

Bestial Fluency (Animist)

Player's Handbook

## Barkskin

2nd-level transmutation

CASTING TIME	1 action
RANGE	Touch
DURATION	Concentration, up to 1 hour
COMPONENTS	V, S, M (a handful of oak bark)

You touch a willing creature. Until the spell ends, the target's skin has a rough, bark-like appearance, and the target's AC can't be less than 16, regardless of what kind of armor it is wearing.

Spellcasting (Animist)

Player's Handbook

## Blur

2nd-level illusion

CASTING TIME	1 action
RANGE	Self
DURATION	Concentration, up to 1 minute
COMPONENTS	V

Your body becomes blurred, shifting and wavering to all who can see you. For the duration, any creature has disadvantage on attack rolls against you. An attacker is immune to this effect if it doesn't rely on sight, as with blindsight, or can see through illusions, as with truesight.

Spellcasting (Animist)

Player's Handbook

## Invisibility

2nd-level illusion

CASTING TIME	1 action
RANGE	Touch
DURATION	Concentration, up to 1 hour
COMPONENTS	V, S, M (an eyelash encased in gum arabic)

A creature you touch becomes invisible until the spell ends. Anything the target is wearing or carrying is invisible as long as it is on the target's person. The spell ends for a target that attacks or casts a spell.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher, you can target one additional creature for each slot level above 2nd.

Spellcasting (Animist)

Player's Handbook

## Counterspell

3rd-level abjuration

CASTING TIME	1 reaction
RANGE	60 feet
DURATION	Instantaneous
COMPONENTS	S

**Reaction:** When you see a creature within 60 feet of you casting a spell 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.

Spellcasting (Animist)

Player's Handbook

## Revivify

3rd-level necromancy

CASTING TIME	1 action
RANGE	Touch
DURATION	Instantaneous
COMPONENTS	V, S, M (diamonds worth 300 gp, which the spell consumes)

You touch a creature that has died within the last minute. That creature returns to life with 1 hit point. This spell can't return to life a creature that has died of old age, nor can it restore any missing body parts.

Spellcasting (Animist)

Player's Handbook

## Water Breathing

3rd-level transmutation (ritual)

CASTING TIME	1 action
RANGE	30 feet
DURATION	24 hours
COMPONENTS	V, S, M (a short reed or piece of straw)

This spell grants up to ten willing creatures you can see within range the ability to breathe underwater until the spell ends. Affected creatures also retain their normal mode of respiration.

Spellcasting (Animist)

Player's Handbook

Calligraphy treats writing as a delicate, beautiful art. Calligraphers produce text that is pleasing to the eye, using a style that is difficult to forge. Their supplies also give them some ability to examine scripts and determine if they are legitimate, since a calligrapher's training involves long hours of studying writing and attempting to replicate its style and design.

**Components.** Calligrapher's supplies include ink, a dozen sheets of parchment, and three quills.

**Arcana.** Although calligraphy is of little help in deciphering the content of magical writings, proficiency with these supplies can aid in identifying who wrote a script of a magical nature.

**History.** This tool proficiency can augment the benefit of successful checks made to analyze or investigate ancient writings, scrolls, or other texts, including runes etched in stone or messages in frescoes or other displays.

**Decipher Treasure Map.** This tool proficiency grants you expertise in examining maps. You can make an Intelligence check to determine a map's age, whether a map includes any hidden messages, or similar facts.

#### CALLIGRAPHER'S SUPPLIES

##### Activity DC

Identify writer of nonmagical script 10

Determine writer's state of mind 15

Spot forged text 15

Forge a signature 20

While you wear this pendant, you stabilize whenever you are dying at the start of your turn. In addition, whenever you roll a Hit Die to regain hit points, double the number of hit points it restores.