

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

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

ATTACKS & SPELLCASTING

CP

SP

EP

GP

PP

TREASURE

EQUIPMENT



CHARACTER NAME

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME

SYMBOL

TREASURE

CHARACTER BACKSTORY



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

Mage Hand

Rogue Cantrip Conjuration DC 14 Spell Mod +6

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.

Minor Illusion

Rogue Cantrip Illusion DC 14 Spell Mod +6

1 Act. **30 ft** **S,M** **1 min***A bit of fleece*

You create a sound or an image of an object within range that lasts for the duration. The illusion also ends if you dismiss it as an action or cast this spell again. If you create a sound, its volume can range from a whisper to a scream. It can be your voice, someone else's voice, a lion's roar, a beating of drums, or any other sound you choose. The sound continues unabated throughout the duration, or you can make discrete sounds at different times before the spell ends. If you create an image of an object—such as a chair, muddy footprints, or a small chest—it must be no larger than a 5-foot cube. The image can't create sound, light, smell, or any other sensory effect. Physical interaction with the image reveals it to be an illusion, because things can pass through it. If a creature uses its action to examine the sound or image, the creature can determine that it is

Mage Hand

Arcane Trickster Cantrip Conjuration DC 14 Spell Mod +6

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.

Dancing Lights

Rogue Cantrip Evocation DC 14 Spell Mod +6

1 Act. **120 ft** **V,S,M** **Conc, 1 min***A bit of phosphorus 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.

Thaumaturgy

Tiefling Cantrip Transmutation DC 14 Spell Mod +6

1 Act. **30 ft** **V** **Up to 1 min**

You manifest a minor wonder, a sign of supernatural power, within range. You create one of the following magical effects within range: • Your voice booms up to three times as loud as normal for 1 minute. • You cause flames to flicker, brighten, dim, or change color for 1 minute. • You cause harmless tremors in the ground for 1 minute. • You create an instantaneous sound that originates from a point of your choice within range, such as a rumble of thunder, the cry of a raven, or ominous whispers. • You instantaneously cause an unlocked door or window to fly open or slam shut. • You alter the appearance of your eyes for 1 minute. If you cast this spell multiple times, you can have up to three of its 1-minute effects active at a time, and you can dismiss such an effect as an action.

Disguise Self

Rogue Level 1 Illusion DC 14 Spell Mod +6

1 Act. **Self** **V,S** **1 hr**

You make yourself—including your clothing, armor, weapons, and other belongings on your person look different until the spell ends or until you use your action to dismiss it. You can seem 1 foot shorter or taller and can appear thin, fat, or in between. You can't change your body type, so you must adopt a form that has the same basic arrangement of limbs. Otherwise, the extent of the illusion is up to you. The changes wrought by this spell fail to hold up to physical inspection. For example, if you use this spell to add a hat to your outfit, objects pass through the hat, and anyone who touches it would feel nothing or would feel your head and hair. If you use this spell to appear thinner than you are, the hand of someone who reaches out to touch you would bump into you while it was seemingly still in midair. To discern that you are

Feather Fall

Rogue Level 1 Transmutation DC 14 Spell Mod +6

1 reAct. **60 ft** **V,M** **1 min***A small feather or piece of down*

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.

Longstrider

Rogue Level 1 Transmutation DC 14 Spell Mod +6

1 Act. **Touch** **V,S,M** **1 hr***A pinch of dirt*

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.

Sleep

Rogue Level 1 Enchantment DC 14 Spell Mod +6

1 Act. **90 ft** **V,S,M** **1 min***A pinch of fine sand, rose petals, or a cricket*

This spell sends creatures into a magical slumber. Roll 5d8; the total is how many hit points of creatures this spell can affect. Creatures within 20 feet of a point you choose within range are affected in ascending order of their current hit points (ignoring unconscious creatures). Starting with the creature that has the lowest current hit points, each creature affected by this spell falls unconscious until the spell ends, the sleeper takes damage, or someone uses an action to shake or slap the sleeper awake. Subtract each creature's hit points from the total before moving on to the creature with the next lowest hit points. A creature's hit points must be equal to or less than the remaining total for that creature to be affected. Undead and creatures immune to being charmed aren't affected by this spell. At Higher Levels. When you cast this spell using

	<p>Minor Illusion <i>(reverse)</i> an illusion with a successful Intelligence (Investigation) check against your spell save DC. If a creature discerns the illusion for what it is, the illusion becomes faint to the creature.</p>	
<p>Disguise Self <i>(reverse)</i> disguised, a creature can use its action to inspect your appearance and must succeed on an Intelligence (Investigation) check against your spell save DC.</p>		
<p>Sleep <i>(reverse)</i> spell slot of 2nd level or higher, roll an additional 2d8 for each slot level above 1st.</p>		

<div data-bbox="118 48 308 79" data-label="Section-Header"> <h3>Hellish Rebuke</h3> </div> <div data-bbox="118 86 490 111" data-label="Text"> <p>Tiefling Level 1 Evocation DC 14 Spell Mod +6</p> </div> <div data-bbox="118 117 444 155" data-label="Text"> <p>1 ReAct. 60 ft V,S Inst</p> </div> <div data-bbox="118 258 539 468" data-label="Text"> <p>You point your finger, and the creature that damaged you is momentarily surrounded by hellish flames. The creature must make a Dexterity saving throw. It takes 2d10 fire damage on a failed save, or half as much damage on a successful one. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increase by 1d10 for each slot level above 1st.</p> </div>	<div data-bbox="597 48 651 79" data-label="Section-Header"> <h3>Blur</h3> </div> <div data-bbox="597 86 940 111" data-label="Text"> <p>Rogue Level 2 Illusion DC 14 Spell Mod +6</p> </div> <div data-bbox="597 117 1002 155" data-label="Text"> <p>1 Act. Self V Conc, 1 min</p> </div> <div data-bbox="597 258 1024 422" data-label="Text"> <p>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.</p> </div>	<div data-bbox="1076 48 1239 79" data-label="Section-Header"> <h3>Spider Climb</h3> </div> <div data-bbox="1076 86 1481 111" data-label="Text"> <p>Rogue Level 2 Transmutation DC 14 Spell Mod +6</p> </div> <div data-bbox="1076 117 1464 155" data-label="Text"> <p>1 Act. Touch V,S,M Conc, 1 hr</p> </div> <div data-bbox="1076 155 1321 180" data-label="Text"> <p>A drop of bitumen and a spider</p> </div> <div data-bbox="1076 258 1503 399" data-label="Text"> <p>Until the spell ends, one willing creature you touch gains the ability to move up, down, and across vertical surfaces and upside down along ceilings, while leaving its hands free. The target also gains a climbing speed equal to its walking speed.</p> </div>
<div data-bbox="118 716 237 747" data-label="Section-Header"> <h3>Darkness</h3> </div> <div data-bbox="118 753 490 779" data-label="Text"> <p>Tiefling Level 2 Evocation DC 14 Spell Mod +6</p> </div> <div data-bbox="118 785 548 823" data-label="Text"> <p>1 Act. 60 ft V,M Conc, 10 mins</p> </div> <div data-bbox="118 823 449 848" data-label="Text"> <p>Bat fur and a drop of pitch or piece of coal</p> </div> <div data-bbox="118 926 550 1276" data-label="Text"> <p>Magical darkness spreads from a point you choose within range to fill a 15-foot-radius sphere for the duration. The darkness spreads around corners. A creature with darkvision can't see through this darkness, and nonmagical light can't illuminate it. If the point you choose is on an object you are holding or one that isn't being worn or carried, the darkness emanates from the object and moves with it. Completely covering the source of the darkness with an opaque object, such as a bowl or a helm, blocks the darkness. If any of this spell's area overlaps with an area of light created by a spell of 2nd level or lower, the spell that created the light is dispelled.</p> </div>		

