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

HIT DICE

SUCCESSES ○○○
FAILURES ○○○

DEATH SAVES

| NAME | ATK BONUS | DAMAGE/TYPE |

ATTACKS & SPELLCASTING

CP

SP

EP

GP

PP

TREASURE

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

EQUIPMENT

D&D

CHARACTER NAME

| AGE | HEIGHT | WEIGHT |
| EYES | SKIN | HAIR |

CHARACTER APPEARANCE

NAME

SYMBOL

ALLIES & ORGANIZATIONS

TREASURE

CHARACTER BACKSTORY

D&D

SPELLCASTING
CLASS

SPELLCASTING ABILITY	SPELL SAVE DC	SPELL ATTACK BONUS

0 CANTRIPS

3

6

SPELL LEVEL
SLOTS TOTAL   SLOTS EXPENDED

1

PREPARED   SPELL NAME

SPELLS KNOWN

2

4

5

7

8

9

FEATURES & TRAITS
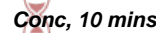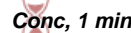
Fire Bolt
Fighter Cantrip Evocation DC 15 Spell Mod +8

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).

True Strike
Wizard Cantrip Divination DC 15 Spell Mod +8

1 Act.   **30 ft**   **S**   **Conc, 1 Rnd**

You extend your hand and point a finger at a target in range. Your magic grants you a brief insight into the target's defenses. On your next turn, you gain advantage on your first attack roll against the target, provided that this spell hasn't ended.

Burning Hands
Fighter Level 1 Evocation DC 15 Spell Mod +8

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

As you hold your hands with thumbs touching and fingers spread, a thin sheet of flames shoots forth from your outstretched fingertips. Each creature in a 15-foot cone must make a Dexterity saving throw. A creature takes 3d6 fire damage on a failed save, or half as much damage on a successful one. The fire ignites any flammable objects in the area that aren't being worn or carried. 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.

Longstrider
Fighter Level 1 Transmutation DC 15 Spell Mod +8

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.

Shield
Fighter Level 1 Abjuration DC 15 Spell Mod +8

1 reAct.   **Self**   **V,S**   **1 Rnd**

An invisible barrier of magical force appears and protects you. Until the start of your next turn, you have a +5 bonus to AC, including against the triggering attack, and you take no damage from magic missile.

Expeditious Retreat
Wizard Level 1 Transmutation DC 15 Spell Mod +8

1 B.A.   **Self**   **V,S**   **Conc, 10 mins**

This spell allows you to move at an incredible pace. When you cast this spell, and then as a bonus action on each of your turns until the spell ends, you can take the Dash action.

Jump
Wizard Level 1 Transmutation DC 15 Spell Mod +8

1 Act.   **Touch**   **V,S,M**   **1 min**

A grasshopper's hind leg

You touch a creature. The creature's jump distance is tripled until the spell ends.

Flaming Sphere
Wizard Level 2 Conjuration DC 15 Spell Mod +8

1 Act.   **60 ft**   **V,S,M**   **Conc, 1 min**

A bit of tallow, a pinch of brimstone, and a dusting of powdered iron

A 5-foot-diameter sphere of fire appears in an unoccupied space of your choice within range and lasts for the duration. Any creature that ends its turn within 5 feet of the sphere must make a Dexterity saving throw. The creature takes 2d6 fire damage on a failed save, or half as much damage on a successful one. As a bonus action, you can move the sphere up to 30 feet. If you ram the sphere into a creature, that creature must make the saving throw against the sphere's damage, and the sphere stops moving this turn. When you move the sphere, you can direct it over barriers up to 5 feet tall and jump it across pits up to 10 feet wide. The sphere ignites flammable objects not being worn or carried, and it sheds bright light in a 20-foot radius and dim light for an additional 20 feet. At Higher Levels. When you cast this spell using a spell slot of 3rd level or ↻

Scorching Ray
Wizard Level 2 Evocation DC 15 Spell Mod +8

1 Act.   **120 ft**   **V,S**   **Inst**

You create three rays of fire and hurl them at targets within range. You can hurl them at one target or several. Make a ranged spell attack for each ray. On a hit, the target takes 2d6 fire damage. At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you create one additional ray for each slot level above 2nd.

Flaming Sphere *(reverse)*
higher, the damage increases by 1d6 for each
slot level above 2nd.

Shatter

Wizard Level 2 Evocation DC 15 Spell Mod +8

1 Act.   **60 ft**   **V,S,M**   **Inst**

A chip of mica

A sudden loud ringing noise, painfully intense, erupts from a point of your choice within range. Each creature in a 10-foot-radius sphere centered on that point must make a Constitution saving throw. A creature takes 3d8 thunder damage on a failed save, or half as much damage on a successful one. A creature made of inorganic material such as stone, crystal, or metal has disadvantage on this saving throw. A nonmagical object that isn't being worn or carried also takes the damage if it's in the spell's area. At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d8 for each slot level above 2nd.

Fireball

Wizard Level 3 Evocation DC 15 Spell Mod +8

1 Act.   **150 ft**   **V,S,M**   **Inst**

A tiny ball of bat guano and sulfur

A bright streak flashes from your pointing finger to a point you choose within range and then blossoms with a low roar into an explosion of flame. Each creature in a 20-foot-radius sphere centered on that point must make a Dexterity saving throw. A target takes 8d6 fire damage on a failed save, or half as much damage on a successful one. The fire spreads around corners. It ignites flammable objects in the area that aren't being worn or carried. At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for each slot level above 3rd.

Glyph of Warding

Wizard Level 3 Abjuration DC 15 Spell Mod +8

1 hr   **Touch**   **V,S,M**   **Until dispelled**

Incense and powdered diamond worth at least 200 gp, which the spell consumes

When you cast this spell, you inscribe a glyph that harms other creatures, either upon a surface (such as a table or a section of floor or wall) or within an object that can be closed (such as a book, a scroll, or a treasure chest) to conceal the glyph. If you choose a surface, the glyph can cover an area of the surface no larger than 10 feet in diameter. If you choose an object, that object must remain in its place; if the object is moved more than 10 feet from where you cast this spell, the glyph is broken, and the spell ends without being triggered. The glyph is nearly invisible and requires a successful Intelligence (Investigation) check against your spell save DC to be found. You decide what triggers the glyph when you cast the spell. For glyphs inscribed on a surface, the most typical triggers include touching or standing on the glyph, removing another

Haste

Wizard Level 3 Transmutation DC 15 Spell Mod +8

1 Act.   **30 ft**   **V,S,M**   **Conc, 1 min**

A shaving of licorice root

Choose a willing creature that you can see within range. Until the spell ends, the target's speed is doubled, it gains a +2 bonus to AC, it has advantage on Dexterity saving throws, and it gains an additional action on each of its turns. That action can be used only to take the Attack (one weapon attack only), Dash, Disengage, Hide, or Use an Object action. When the spell ends, the target can't move or take actions until after its next turn, as a wave of lethargy sweeps over it.

Glyph of Warding *(reverse)*
object covering the glyph, approaching within a certain distance of the glyph, or manipulating the object on which the glyph is inscribed. For glyphs inscribed within an object, the most common triggers include opening that object, approaching within a certain distance of the object, or seeing or reading the glyph. Once a glyph is triggered, this spell ends. You can further refine the trigger so the spell activates only under certain circumstances or according to physical characteristics (such as height or weight), creature kind (for example, the ward could be set to affect aberrations or drow), or alignment. You can also set conditions for creatures that don't trigger the glyph, such as those who say a certain password. When you inscribe the glyph, choose explosive runes or a spell glyph. Explosive Runes. When triggered, the glyph erupts with magical energy in a 20-foot-radius sphere centered on the glyph. The sphere spreads around corners. Each creature in the area must make a Dexterity saving throw. A creature takes 5d8 acid, cold, fire, lightning, or thunder damage on a failed saving throw (your choice when you create the