

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

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

ATTACKS & SPELLCASTING

PASSIVE WISDOM (PERCEPTION)

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP

PP

TREASURE

EQUIPMENT



AGE	HEIGHT	WEIGHT
EYES	SKIN	HAIR

CHARACTER NAME

CHARACTER APPEARANCE

NAME

SYMBOL

ALLIES & ORGANIZATIONS

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

<div> <div>Disguise Self</div> <div>Ranger Level 1 Illusion DC 14 Spell Mod +6</div> <div> <div>1 Act.</div> <div>Self</div> <div>V,S</div> <div>1 hr</div> </div> </div> <p>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</p>	<div> <div>Hunter's Mark</div> <div>Ranger Level 1 Divination DC 14 Spell Mod +6</div> <div> <div>1 B.A.</div> <div>90 ft</div> <div>V</div> <div>Conc, 1 hr</div> </div> </div> <p>Until the spell ends, you deal an extra 1d6 damage to a creature you can see whenever you hit it with a weapon attack, and you have advantage on Perception and Survival checks to find it. If the target drops to 0 hit points before this spell ends, you can use a bonus action on a subsequent turn to mark a new creature. At Higher Levels: When you cast this spell using a spell slot of 3rd or 4th level, you can concentrate for up to 8 hours. If you use a slot of 5th level or higher, you can concentrate for up to 24 hours.</p>	<div> <div>Speak with Animals (ritual)</div> <div>Ranger Level 1 Divination DC 14 Spell Mod +6</div> <div> <div>1 Act.</div> <div>Self</div> <div>V,S</div> <div>10 mins</div> </div> </div> <p>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.</p>
<div> <div>Pass without Trace</div> <div>Ranger Level 2 Abjuration DC 14 Spell Mod +6</div> <div> <div>1 Act.</div> <div>Self</div> <div>V,S,M</div> <div>Conc, 1 hr</div> </div> </div> <p>Ashes from a burned leaf of mistletoe and a sprig of spruce</p> <p>A veil of shadows and silence radiates from you, masking you and your companions from detection. For the duration, each creature you choose within 30 feet of you (including you) has a +10 bonus to Dexterity (Stealth) checks and can't be tracked except by magical means. A creature that receives this bonus leaves behind no tracks or other traces of its passage.</p>	<div> <div>Rope Trick</div> <div>Ranger Level 2 Transmutation DC 14 Spell Mod +6</div> <div> <div>1 Act.</div> <div>Touch</div> <div>V,S,M</div> <div>1 hr</div> </div> </div> <p>Powdered corn extract and a twisted loop of parchment</p> <p>You touch a length of rope that is up to 60 feet long. One end of the rope then rises into the air until the whole rope hangs perpendicular to the ground. At the upper end of the rope, an invisible entrance opens to an extradimensional space that lasts until the spell ends. The extradimensional space can be reached by climbing to the top of the rope. The space can hold as many as eight Medium or smaller creatures. The rope can be pulled into the space, making the rope disappear from view outside the space. Attacks and spells can't cross through the entrance into or out of the extradimensional space, but those inside can see out of it as if through a 3-foot-by-5-foot window centered on the rope. Anything inside the extradimensional space drops out when the spell ends.</p>	<div> <div>Spike Growth</div> <div>Ranger Level 2 Transmutation DC 14 Spell Mod +6</div> <div> <div>1 Act.</div> <div>150 ft</div> <div>V,S,M</div> <div>Conc, 10 mins</div> </div> </div> <p>Seven sharp thorns or seven small twigs, each sharpened to a point</p> <p>The ground in a 20-foot radius centered on a point within range twists and sprouts hard spikes and thorns. The area becomes difficult terrain for the duration. When a creature moves into or within the area, it takes 2d4 piercing damage for every 5 feet it travels. The transformation of the ground is camouflaged to look natural. Any creature that can't see the area at the time the spell is cast must make a Wisdom (Perception) check against your spell save DC to recognize the terrain as hazardous before entering it.</p>
<div> <div>Conjure Animals</div> <div>Ranger Level 3 Conjuraton DC 14 Spell Mod +6</div> <div> <div>1 Act.</div> <div>60 ft</div> <div>V,S</div> <div>Conc, 1 hr</div> </div> </div> <p>You summon fey spirits that take the form of beasts and appear in unoccupied spaces that you can see within range. Choose one of the following options for what appears: • One beast of challenge rating 2 or lower • Two beasts of challenge rating 1 or lower • Four beasts of challenge rating 1/2 or lower • Eight beasts of challenge rating 1/4 or lower Each beast is also considered fey, and it disappears when it drops to 0 hit points or when the spell ends. The summoned creatures are friendly to you and your companions. Roll initiative for the summoned creatures as a group, which has its own turns. They obey any verbal commands that you issue to them (no action required by you). If you don't issue any commands to them, they defend themselves from hostile creatures, but otherwise take no actions. The GM has the creatures' statistics.</p>	<div> <div>Fear</div> <div>Ranger Level 3 Illusion DC 14 Spell Mod +6</div> <div> <div>1 Act.</div> <div>Self</div> <div>V,S,M</div> <div>Conc, 1 min</div> </div> </div> <p>A white feather or the heart of a hen</p> <p>You project a phantasmal image of a creature's worst fears. Each creature in a 30-foot cone must succeed on a Wisdom saving throw or drop whatever it is holding and become frightened for the duration. While frightened by this spell, a creature must take the Dash action and move away from you by the safest available route on each of its turns, unless there is nowhere to move. If the creature ends its turn in a location where it doesn't have line of sight to you, the creature can make a Wisdom saving throw. On a successful save, the spell ends for that creature.</p>	<div> <div>Nondetection</div> <div>Ranger Level 3 Abjuration DC 14 Spell Mod +6</div> <div> <div>1 Act.</div> <div>Touch</div> <div>V,S,M</div> <div>8 hrs</div> </div> </div> <p>A pinch of diamond dust worth 25 gp sprinkled over the target, which the spell consumes</p> <p>For the duration, you hide a target that you touch from divination magic. The target can be a willing creature or a place or an object no larger than 10 feet in any dimension. The target can't be targeted by any divination magic or perceived through magical scrying sensors.</p>

		<p>Disguise Self <i>(reverse)</i></p> <p>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>Conjure Animals <i>(reverse)</i></p> <p>At Higher Levels. When you cast this spell using certain higher-level spell slots, you choose one of the summoning options above, and more creatures appear: twice as many with a 5th-level slot, three times as many with a 7th-level slot, and four times as many with a 9th-level slot.</p>