

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



**Fire Bolt**

Sorcerer Cantrip Evocation DC 17 Spell Mod +9

**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).

**Light**

Sorcerer Cantrip Evocation DC 17 Spell Mod +9

**1 Act.** **Touch** **V,M** **1 hr***A firefly or phosphorescent moss*

You touch one object that is no larger than 10 feet in any dimension. Until the spell ends, the object sheds bright light in a 20-foot radius and dim light for an additional 20 feet. The light can be colored as you like. Completely covering the object with something opaque blocks the light. The spell ends if you cast it again or dismiss it as an action. If you target an object held or worn by a hostile creature, that creature must succeed on a Dexterity saving throw to avoid the spell.

**Mage Hand**

Sorcerer Cantrip Conjuration DC 17 Spell Mod +9

**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**

Sorcerer Cantrip Illusion DC 17 Spell Mod +9

**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

**Prestidigitation**

Sorcerer Cantrip Transmutation DC 17 Spell Mod +9

**1 Act.** **10 ft** **V,S** **Up to 1 hr**

This spell is a minor magical trick that novice spellcasters use for practice. You create one of the following magical effects within range: • You create an instantaneous, harmless sensory effect, such as a shower of sparks, a puff of wind, faint musical notes, or an odd odor. • You instantaneously light or snuff out a candle, a torch, or a small campfire. • You instantaneously clean or soil an object no larger than 1 cubic foot. • You chill, warm, or flavor up to 1 cubic foot of nonliving material for 1 hour. • You make a color, a small mark, or a symbol appear on an object or a surface for 1 hour. • You create a nonmagical trinket or an illusory image that can fit in your hand and that lasts until the end of your next turn. If you cast this spell multiple times, you can have up to three of its non-instantaneous effects active at a time, and you can dismiss

**Disguise Self**

Sorcerer Level 1 Illusion DC 17 Spell Mod +9

**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

**Mage Armor**

Sorcerer Level 1 Abjuration DC 17 Spell Mod +9

**1 Act.** **Touch** **V,S,M** **8 hrs***A piece of cured leather*

You touch a willing creature who isn't wearing armor, and a protective magical force surrounds it until the spell ends. The target's base AC becomes 13 + its Dexterity modifier. The spell ends if the target dons armor or if you dismiss the spell as an action.

**Hold Person**

Sorcerer Level 2 Enchantment DC 17 Spell Mod +9

**1 Act.** **60 ft** **V,S,M** **Conc, 1 min***A small, straight piece of iron*

Choose a humanoid that you can see within range. The target must succeed on a Wisdom saving throw or be paralyzed for the duration. At the end of each of its turns, the target can make another Wisdom saving throw. On a success, the spell ends on the target. At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can target one additional humanoid for each slot level above 2nd. The humanoids must be within 30 feet of each other when you target them.


































**Mirror Image**

Sorcerer Level 2 Illusion DC 17 Spell Mod +9

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

Three illusory duplicates of yourself appear in your space. Until the spell ends, the duplicates move with you and mimic your actions, shifting position so it's impossible to track which image is real. You can use your action to dismiss the illusory duplicates. Each time a creature targets you with an attack during the spell's duration, roll a d20 to determine whether the attack instead targets one of your duplicates. If you have three duplicates, you must roll a 6 or higher to change the attack's target to a duplicate. With two duplicates, you must roll an 8 or higher. With one duplicate, you must roll an 11 or higher. A duplicate's AC equals 10 + your Dexterity modifier. If an attack hits a duplicate, the duplicate is destroyed. A duplicate can be destroyed only by an attack that hits it. It ignores all other damage and effects. The spell ends when all

<p><b>Disguise Self</b> <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><b>Prestidigitation</b> <i>(reverse)</i> such an effect as an action.</p>	<p><b>Minor Illusion</b> <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><b>Mirror Image</b> <i>(reverse)</i> three duplicates are destroyed. A creature is unaffected by this spell if it can't see, if it relies on senses other than sight, such as blindsight, or if it can perceive illusions as false, as with truesight.</p>		

<p><b>Counterspell</b> </p> <p>Sorcerer Level 3 Abjuration DC 17 Spell Mod +9</p> <p> <b>Act.</b>   </p> <p>You attempt to interrupt a creature that you can see casting a spell. If the creature is casting a spell of 3rd level or lower, its spell fails and has no effect. If it's a spell of 4th level or higher, make a check using your spellcasting ability. The DC is 10 + the spell's level. On a success, the spell is interrupted. At Higher Levels: The interrupted spell has no effect if its level is less than or equal to the level of the spell slot you used.</p>	<p><b>Fireball</b> </p> <p>Sorcerer Level 3 Evocation DC 17 Spell Mod +9</p> <p>   </p> <p>A tiny ball of bat guano and sulfur</p> <p>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.</p>	<p><b>Confusion</b> </p> <p>Sorcerer Level 4 Enchantment DC 17 Spell Mod +9</p> <p>   </p> <p>Three nut shells</p> <p>This spell assaults and twists creatures' minds, spawning delusions and provoking uncontrolled action. Each creature in a 10-foot-radius sphere centered on a point you choose within range must succeed on a Wisdom saving throw when you cast this spell or be affected by it. An affected target can't take reactions and must roll a d10 at the start of each of its turns to determine its behavior for that turn. d10 Behavior 1 The creature uses all its movement to move in a random direction. To determine the direction, roll a d8 and assign a direction to each die face. The creature doesn't take an action this turn. 2–6 The creature doesn't move or take actions this turn. 7–8 The creature uses its action to make a melee attack against a randomly determined creature within its reach. If there is no creature within its reach, the creature does </p>
<p><b>Greater Invisibility</b> </p> <p>Sorcerer Level 4 Illusion DC 17 Spell Mod +9</p> <p>   </p> <p>You or 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.</p>	<p><b>Animate Objects</b> </p> <p>Sorcerer Level 5 Transmutation DC 17 Spell Mod +9</p> <p>   </p> <p>Objects come to life at your command. Choose up to ten nonmagical objects within range that are not being worn or carried. Medium targets count as two objects, Large targets count as four objects, Huge targets count as eight objects. You can't animate any object larger than Huge. Each target animates and becomes a creature under your control until the spell ends or until reduced to 0 hit points. As a bonus action, you can mentally command any creature you made with this spell if the creature is within 500 feet of you (if you control multiple creatures, you can command any or all of them at the same time, issuing the same command to each one). You decide what action the creature will take and where it will move during its next turn, or you can issue a general command, such as to guard a particular chamber or corridor. If you issue n </p>	<p><b>Dominate Person</b> </p> <p>Sorcerer Level 5 Enchantment DC 17 Spell Mod +9</p> <p>   </p> <p>You attempt to beguile a humanoid that you can see within range. It must succeed on a Wisdom saving throw or be charmed by you for the duration. If you or creatures that are friendly to you are fighting it, it has advantage on the saving throw. While the target is charmed, you have a telepathic link with it as long as the two of you are on the same plane of existence. You can use this telepathic link to issue commands to the creature while you are conscious (no action required), which it does its best to obey. You can specify a simple and general course of action, such as "Attack that creature," "Run over there," or "Fetch that object." If the creature completes the order and doesn't receive further direction from you, it defends and preserves itself to the best of its ability. You can use your action to take total and precise control of the target. Until </p>

**Confusion** *(reverse)*

nothing this turn. 9–10 The creature can act and move normally. At the end of each of its turns, an affected target can make a Wisdom saving throw. If it succeeds, this effect ends for that target. At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the radius of the sphere increases by 5 feet for each slot level above 4th.

**Dominate Person** *(reverse)*

the end of your next turn, the creature takes only the actions you choose, and doesn't do anything that you don't allow it to do. During this time you can also cause the creature to use a reaction, but this requires you to use your own reaction as well. Each time the target takes damage, it makes a new Wisdom saving throw against the spell. If the saving throw succeeds, the spell ends. At Higher Levels. When you cast this spell using a 6th-level spell slot, the duration is concentration, up to 10 minutes. When you use a 7th-level spell slot, the duration is concentration, up to 1 hour. When you use a spell slot of 8th level or higher, the duration is concentration, up to 8 hours.

**Animate Objects** *(reverse)*

commands, the creature only defends itself against hostile creatures. Once given an order, the creature continues to follow it until its task is complete. Animated Object Statistics Size HP AC Attack Str Dex Tiny 20 18 +8 to hit, 1d4 + 4 damage 4 18 Small 25 16 +6 to hit, 1d8 + 2 damage 6 14 Medium 40 13 +5 to hit, 2d6 + 1 damage 10 12 Large 50 10 +6 to hit, 2d10 + 2 damage 14 10 Huge 80 10 +8 to hit, 2d12 + 4 damage 18 6 An animated object is a construct with AC, hit points, attacks, Strength, and Dexterity determined by its size. Its Constitution is 10 and its Intelligence and Wisdom are 3, and its Charisma is 1. Its speed is 30 feet; if the object lacks legs or other appendages it can use for locomotion, it instead has a flying speed of 30 feet and can hover. If the object is securely attached to a surface or a larger object, such as a chain bolted to a wall, its speed is 0. It has blindsight with a radius of 30 feet and is blind beyond that distance. When the animated object drops to 0 hit points, it reverts to its original object form, and any remaining damage carries over to its original object form. If you command an object to attack, it can make a single melee