

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

Total

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

ATTACKS & SPELLCASTING

PASSIVE WISDOM (PERCEPTION)

OTHER PROFICIENCIES & LANGUAGES

EQUIPMENT

FEATURES & TRAITS



CHARACTER NAME

AGE

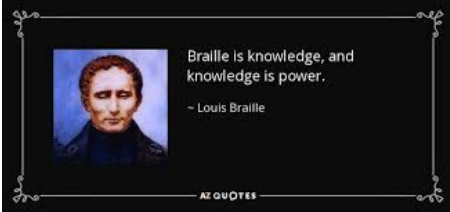
HEIGHT

WEIGHT

EYES

SKIN

HAIR



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





5

8





















9

SPELLS KNOWN



<div>Level-1 divination</div> <div> <b>Detect Magic</b>  <b>Self</b>  <b>V,S</b>  <b>Conc, 10 mins</b></div> <div><p>For the duration, you sense the presence of magic within 30 feet of you. If you sense magic in this way, you can use your action to see a faint aura around any visible creature or object in the area that bears magic, and you learn its school of magic, if any. The spell can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.</p></div> <div><div>Wizard</div><div>DC12</div><div>Mod +4</div><div></div></div>	<div>Level-2 transmutation</div> <div> <b>Enlarge/Reduce</b>  <b>1 act.</b>  <b>30 ft</b>  <b>V,S,M</b>  <b>Conc, 1 min</b></div> <div><p>You cause a creature or an object you can see within range to grow larger or smaller for the duration. Choose either a creature or an object that is neither worn nor carried. If the target is unwilling, it can make a Constitution saving throw. On a success, the spell has no effect. If the target is a creature, everything it is wearing and carrying changes size with it. Any item dropped by an affected creature returns to normal size at once. Enlarge. The target's size doubles in all dimensions, and its weight is multiplied by eight. This growth increases its size by one category— from Medium to Large, for example. If there isn't enough room for the target to double its size, the creature or object attains the maximum possible size in the space available. Until the spell ends, the target also has advantage on Strength checks and Strength saving throws. The target's weapons also grow to match its new size. While these weapons are enlarged,</p></div> <div><div>Wizard</div><div>DC12</div><div>Mod +4</div><div></div></div>	<div>Level-1 necromancy</div> <div> <b>False Life</b>  <b>1 act.</b>  <b>Self</b>  <b>V,S,M</b>  <b>1 hr</b></div> <div><p>Bolstering yourself with a necromantic facsimile of life, you gain 1d4 + 4 temporary hit points for the duration. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you gain 5 additional temporary hit points for each slot level above 1st.</p></div> <div><div>Wizard</div><div>DC12</div><div>Mod +4</div></div>
<div>Evocation cantrip</div> <div> <b>Fire Bolt</b>  <b>1 act.</b>  <b>120 ft</b>  <b>V,S</b>  <b>Inst</b></div> <div><p>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).</p></div> <div><div>Wizard</div><div>DC12</div><div>Mod +4</div></div>	<div>Level-1 conjuration</div> <div> <b>Grease</b>  <b>1 act.</b>  <b>60 ft</b>  <b>V,S,M</b>  <b>1 min</b></div> <div><p>Slick grease covers the ground in a 10-foot square centered on a point within range and turns it into difficult terrain for the duration. When the grease appears, each creature standing in its area must succeed on a Dexterity saving throw or fall prone. A creature that enters the area or ends its turn there must also succeed on a Dexterity saving throw or fall prone.</p></div> <div><div>Wizard</div><div>DC12</div><div>Mod +4</div></div>	<div>Level-2 transmutation</div> <div> <b>Levitate</b>  <b>1 act.</b>  <b>60 ft</b>  <b>V,S,M</b>  <b>Conc, 10 mins</b></div> <div><p>One creature or object of your choice that you can see within range rises vertically, up to 20 feet, and remains suspended there for the duration. The spell can levitate a target that weighs up to 500 pounds. An unwilling creature that succeeds on a Constitution saving throw is unaffected. The target can move only by pushing or pulling against a fixed object or surface within reach (such as a wall or a ceiling), which allows it to move as if it were climbing. You can change the target's altitude by up to 20 feet in either direction on your turn. If you are the target, you can move up or down as part of your move. Otherwise, you can use your action to move the target, which must remain within the spell's range. When the spell ends, the target floats gently to the ground if it is still aloft.</p></div> <div><div>Wizard</div><div>DC12</div><div>Mod +4</div></div>
<div>Illusion cantrip</div> <div> <b>Minor Illusion</b>  <b>1 act.</b>  <b>30 ft</b>  <b>S,M</b>  <b>1 min</b></div> <div><p>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 an illusion with a successful Intelligence (Investigation) check against your spell save</p></div> <div><div>Wizard</div><div>DC12</div><div>Mod +4</div><div></div></div>	<div>Conjuration cantrip</div> <div> <b>Poison Spray</b>  <b>1 act.</b>  <b>10 ft</b>  <b>V,S</b>  <b>Inst</b></div> <div><p>You extend your hand toward a creature you can see within range and project a puff of noxious gas from your palm. The creature must succeed on a Constitution saving throw or take 1d12 poison damage. This spell's damage increases by 1d12 when you reach 5th level (2d12), 11th level (3d12), and 17th level (4d12).</p></div> <div><div>Wizard</div><div>DC12</div><div>Mod +4</div></div>	<div>Level-2 evocation</div> <div> <b>Scorching Ray</b>  <b>1 act.</b>  <b>120 ft</b>  <b>V,S</b>  <b>Inst</b></div> <div><p>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.</p></div> <div><div>Wizard</div><div>DC12</div><div>Mod +4</div></div>

	<p><b>Enlarge/Reduce</b> <i>(reverse)</i></p> <p>the target's attacks with them deal 1d4 extra damage. Reduce. The target's size is halved in all dimensions, and its weight is reduced to one-eighth of normal. This reduction decreases its size by one category—from Medium to Small, for example. Until the spell ends, the target also has disadvantage on Strength checks and Strength saving throws. The target's weapons also shrink to match its new size. While these weapons are reduced, the target's attacks with them deal 1d4 less damage (this can't reduce the damage below 1).</p>	
		<p><b>Minor Illusion</b> <i>(reverse)</i></p> <p>DC. If a creature discerns the illusion for what it is, the illusion becomes faint to the creature.</p>

<div>Level-2 evocation</div> <div>MORCPUB</div> <div><b>Shatter</b></div> <div>1 act. 60 ft V, S, M Inst</div> <div>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.</div> <div><b>Wizard</b> DC12 Mod +4</div>	<div>Level-1 abjuration</div> <div>MORCPUB</div> <div><b>Shield</b></div> <div>1 react. Self V, S 1 rnd</div> <div>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.</div> <div><b>Wizard</b> DC12 Mod +4</div>	<div>Level-1 enchantment</div> <div>MORCPUB</div> <div><b>Sleep</b></div> <div>1 act. 90 ft V, S, M 1 min</div> <div>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 a spell slot of 2nd level or higher, roll an additional 2d8 for each slot level above 1st.</div> <div><b>Wizard</b> DC12 Mod +4</div>
<div>Level-1 evocation</div> <div>MORCPUB</div> <div><b>Thunderwave</b></div> <div>1 act. Self V, S Inst</div> <div>A wave of thunderous force sweeps out from you. Each creature in a 15-foot cube originating from you must make a Constitution saving throw. On a failed save, a creature takes 2d8 thunder damage and is pushed 10 feet away from you. On a successful save, the creature takes half as much damage and isn't pushed. In addition, unsecured objects that are completely within the area of effect are automatically pushed 10 feet away from you by the spell's effect, and the spell emits a thunderous boom audible out to 300 feet. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8 for each slot level above 1st.</div> <div><b>Wizard</b> DC12 Mod +4</div>		
