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

Total _____

HIT DICE

SUCCESSES ○○○
FAILURES ○○○

DEATH SAVES

NAME	ATK BONUS	DAMAGE/TYPE

ATTACKS & SPELLCASTING

CP

SP

EP

GP

PP

EQUIPMENT

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

FEATURES & TRAITS

D&D

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

SPELL LEVEL

SLOTS TOTAL   SLOTS EXPENDED

1

PREPARED   SPELL NAME

SPELLS KNOWN

2

3

4

5

6

7

8

9

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

7

4

2

5

8

9

D&D

SPELLCASTING ABILITY	SPELL SAVE DC	SPELL ATTACK BONUS

0 CANTRIPS

———————————————
———————————————
———————————————
———————————————
———————————————
———————————————
———————————————
———————————————
———————————————

SPELL LEVEL
SLOTS TOTAL   SLOTS EXPENDED

1

PREPARED   SPELL NAME
○ ———————————————
○ ———————————————
○ ———————————————
○ ———————————————
○ ———————————————
○ ———————————————
○ ———————————————
○ ———————————————
○ ———————————————
○ ———————————————
○ ———————————————
○ ———————————————
○ ———————————————

SPELLS KNOWN

2
○ ———————————————
○ ———————————————
○ ———————————————
○ ———————————————
○ ———————————————
○ ———————————————
○ ———————————————
○ ———————————————
○ ———————————————
○ ———————————————
○ ———————————————
○ ———————————————
○ ———————————————

3
○ ———————————————
○ ———————————————
○ ———————————————
○ ———————————————
○ ———————————————
○ ———————————————
○ ———————————————
○ ———————————————
○ ———————————————
○ ———————————————
○ ———————————————
○ ———————————————
○ ———————————————

4
○ ———————————————
○ ———————————————
○ ———————————————
○ ———————————————
○ ———————————————
○ ———————————————
○ ———————————————
○ ———————————————
○ ———————————————
○ ———————————————
○ ———————————————

5
○ ———————————————
○ ———————————————
○ ———————————————
○ ———————————————
○ ———————————————
○ ———————————————

6
○ ———————————————
○ ———————————————
○ ———————————————
○ ———————————————
○ ———————————————
○ ———————————————
○ ———————————————
○ ———————————————
○ ———————————————

7
○ ———————————————
○ ———————————————
○ ———————————————
○ ———————————————
○ ———————————————
○ ———————————————
○ ———————————————
○ ———————————————

8
○ ———————————————
○ ———————————————
○ ———————————————
○ ———————————————
○ ———————————————
○ ———————————————
○ ———————————————

9
○ ———————————————
○ ———————————————
○ ———————————————
○ ———————————————
○ ———————————————
○ ———————————————

SPELLCASTING CLASS

SPELLCASTING ABILITY

SPELL SAVE DC

SPELL ATTACK BONUS

0	CANTRIPS

SPELL LEVEL

SLOTS TOTAL   SLOTS EXPENDED

1	

PREPARED   SPELL NAME

SPELLS KNOWN

2	

3	

4	

5	

6	

7	

8	

9	

FEATURES & TRAITS

Charm Person
Level-1 enchantment — ORCPUB

1 act. | **30 ft** | **V,S** | **1 hr**

You attempt to charm a humanoid you can see within range. It must make a Wisdom saving throw, and does so with advantage if you or your companions are fighting it. If it fails the saving throw, it is charmed by you until the spell ends or until you or your companions do anything harmful to it. The charmed creature regards you as a friendly acquaintance. When the spell ends, the creature knows it was charmed by you. 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. The creatures must be within 30 feet of each other when you target them.

Bard *DC 16* *Mod +8*

Dancing Lights
Evocation cantrip — ORCPUB

1 act. | **120 ft** | **V,S,M** | **Conc, 1 min**

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.

Bard *DC 16* *Mod +8*

Disguise Self
Level-1 illusion — ORCPUB

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 disguised, a creature can use its action to inspect your appearance and must succeed on

Bard *DC 16* *Mod +8* ↻

Minor Illusion
Illusion cantrip — ORCPUB

1 act. | **30 ft** | **S,M** | **1 min**

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

Bard *DC 16* *Mod +8* ↻

Sleep
Level-1 enchantment — ORCPUB

1 act. | **90 ft** | **V,S,M** | **1 min**

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.

Bard *DC 16* *Mod +8*

Thunderwave
Level-1 evocation — ORCPUB

1 act. | **Self** | **V,S** | **Inst**

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.

Bard *DC 16* *Mod +8*

Bane
Level-1 enchantment — ORCPUB

1 act. | **30 ft** | **V,S,M** | **Conc, 1 min**

Up to three creatures of your choice that you can see within range must make Charisma saving throws. Whenever a target that fails this saving throw makes an attack roll or a saving throw before the spell ends, the target must roll a d4 and subtract the number rolled from the attack roll or saving throw. 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.

Cleric *DC 12* *Mod +4*

Bless
Level-1 enchantment — ORCPUB

1 act. | **30 ft** | **V,S,M** | **Conc, 1 min**

You bless up to three creatures of your choice within range. Whenever a target makes an attack roll or a saving throw before the spell ends, the target can roll a d4 and add the number rolled to the attack roll or saving throw. 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.

Cleric *DC 12* *Mod +4*

Command
Level-1 enchantment — ORCPUB

1 act. | **60 ft** | **V** | **1 rnd**

You speak a one-word command to a creature you can see within range. The target must succeed on a Wisdom saving throw or follow the command on its next turn. The spell has no effect if the target is undead, if it doesn't understand your language, or if your command is directly harmful to it. Some typical commands and their effects follow. You might issue a command other than one described here. If you do so, the GM determines how the target behaves. If the target can't follow your command, the spell ends. Approach. The target moves toward you by the shortest and most direct route, ending its turn if it moves within 5 feet of you. Drop. The target drops whatever it is holding and then ends its turn. Flee. The target spends its turn moving away from you by the fastest available means. Grovel. The target falls prone and then ends its turn. Halt. The target doesn't move and takes no actions. A flying creature

Cleric *DC 12* *Mod +4* ↻

Disguise Self *(reverse)*
an Intelligence (Investigation) check against your spell save DC.

Minor Illusion *(reverse)*
DC. If a creature discerns the illusion for what it is, the illusion becomes faint to the creature.

Command *(reverse)*
stays aloft, provided that it is able to do so. If it must move to stay aloft, it flies the minimum distance needed to remain in the air. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can affect one additional creature for each slot level above 1st. The creatures must be within 30 feet of each other when you target them.

Create or Destroy Water

Level-1 transmutation   ORCPUB

1 act.   **30 ft**   **V,S,M**   **Inst**

You either create or destroy water. Create Water. You create up to 10 gallons of clean water within range in an open container. Alternatively, the water falls as rain in a 30-foot cube within range, extinguishing exposed flames in the area. Destroy Water. You destroy up to 10 gallons of water in an open container within range. Alternatively, you destroy fog in a 30-foot cube within range. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you create or destroy 10 additional gallons of water, or the size of the cube increases by 5 feet, for each slot level above 1st.

Cleric   *DC 12*   *Mod +4*

Cure Wounds

Level-1 evocation   ORCPUB

1 act.   **Touch**   **V,S**   **Inst**

A creature you touch regains a number of hit points equal to 1d8 + your spellcasting ability modifier. This spell has no effect on undead or constructs. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the healing increases by 1d8 for each slot level above 1st.

Cleric   *DC 12*   *Mod +4*

Detect Evil and Good

Level-1 divination   ORCPUB

1 act.   **Self**   **V,S**   **Conc, 10 mins**

For the duration, you know if there is an aberration, celestial, elemental, fey, fiend, or undead within 30 feet of you, as well as where the creature is located. Similarly, you know if there is a place or object within 30 feet of you that has been magically consecrated or desecrated. 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.

Cleric   *DC 12*   *Mod +4*

Detect Magic

Level-1 divination   ORCPUB

1 act.   **Self**   **V,S**   **Conc, 10 mins**

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.

Cleric   *DC 12*   *Mod +4*

Detect Poison and Disease

Level-1 divination   ORCPUB

1 act.   **Self**   **V,S,M**   **Conc, 10 mins**

For the duration, you can sense the presence and location of poisons, poisonous creatures, and diseases within 30 feet of you. You also identify the kind of poison, poisonous creature, or disease in each case. 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.

Cleric   *DC 12*   *Mod +4*

Guidance

Divination cantrip   ORCPUB

1 act.   **Touch**   **V,S**   **Conc, 1 min**

You touch one willing creature. Once before the spell ends, the target can roll a d4 and add the number rolled to one ability check of its choice. It can roll the die before or after making the ability check. The spell then ends.

Cleric   *DC 12*   *Mod +4*

Guiding Bolt

Level-1 evocation   ORCPUB

1 act.   **120 ft**   **V,S**   **1 rnd**

A flash of light streaks toward a creature of your choice within range. Make a ranged spell attack against the target. On a hit, the target takes 4d6 radiant damage, and the next attack roll made against this target before the end of your next turn has advantage, thanks to the mystical dim light glittering on the target until then. 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.

Cleric   *DC 12*   *Mod +4*

Healing Word

Level-1 evocation   ORCPUB

1 b.a.   **60 ft**   **V**   **Inst**

A creature of your choice that you can see within range regains hit points equal to 1d4 + your spellcasting ability modifier. This spell has no effect on undead or constructs. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the healing increases by 1d4 for each slot level above 1st.

Cleric   *DC 12*   *Mod +4*

Inflict Wounds

Level-1 necromancy   ORCPUB

1 act.   **Touch**   **V,S**   **Inst**

Make a melee spell attack against a creature you can reach. On a hit, the target takes 3d10 necrotic damage. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d10 for each slot level above 1st.

Cleric   *DC 12*   *Mod +4*

Protection from Evil and Good

Level-1 abjuration — ORCPUB

1 act. | **Touch** | **V,S,M** | **Conc, 10 mins**

Until the spell ends, one willing creature you touch is protected against certain types of creatures: aberrations, celestials, elementals, fey, fiends, and undead. The protection grants several benefits. Creatures of those types have disadvantage on attack rolls against the target. The target also can't be charmed, frightened, or possessed by them. If the target is already charmed, frightened, or possessed by such a creature, the target has advantage on any new saving throw against the relevant effect.

Cleric *DC 12* *Mod +4*

Purify Food and Drink

Level-1 transmutation — ORCPUB

1 act. | **10 ft** | **V,S** | **Inst**

All nonmagical food and drink within a 5-foot-radius sphere centered on a point of your choice within range is purified and rendered free of poison and disease.

Cleric *DC 12* *Mod +4*

Sanctuary

Level-1 abjuration — ORCPUB

1 b.a. | **30 ft** | **V,S,M** | **1 min**

You ward a creature within range against attack. Until the spell ends, any creature who targets the warded creature with an attack or a harmful spell must first make a Wisdom saving throw. On a failed save, the creature must choose a new target or lose the attack or spell. This spell doesn't protect the warded creature from area effects, such as the explosion of a fireball. If the warded creature makes an attack or casts a spell that affects an enemy creature, this spell ends.

Cleric *DC 12* *Mod +4*

Shield of Faith

Level-1 abjuration — ORCPUB

1 b.a. | **60 ft** | **V,S,M** | **Conc, 10 mins**

A shimmering field appears and surrounds a creature of your choice within range, granting it a +2 bonus to AC for the duration.

Cleric *DC 12* *Mod +4*

Spare the Dying

Necromancy cantrip — ORCPUB

1 act. | **Touch** | **V,S** | **Inst**

You touch a living creature that has 0 hit points. The creature becomes stable. This spell has no effect on undead or constructs.

Cleric *DC 12* *Mod +4*

Thaumaturgy

Transmutation cantrip — ORCPUB

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.

Cleric *DC 12* *Mod +4*

Burning Hands

Level-1 evocation — ORCPUB

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.

Sorcerer *DC 16* *Mod +8*

Fire Bolt

Evocation cantrip — ORCPUB

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).

Sorcerer *DC 16* *Mod +8*

Magic Missile

Level-1 evocation — ORCPUB

1 act. | **120 ft** | **V,S** | **Inst**

You create three glowing darts of magical force. Each dart hits a creature of your choice that you can see within range. A dart deals 1d4 + 1 force damage to its target. The darts all strike simultaneously, and you can direct them to hit one creature or several. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the spell creates one more dart for each slot level above 1st.

Sorcerer *DC 16* *Mod +8*

Message
Transmutation cantrip **ORCPUB**

1 act. | 120 ft | V,S,M | 1 rnd

You point your finger toward a creature within range and whisper a message. The target (and only the target) hears the message and can reply in a whisper that only you can hear. You can cast this spell through solid objects if you are familiar with the target and know it is beyond the barrier. Magical silence, 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood blocks the spell. The spell doesn't have to follow a straight line and can travel freely around corners or through openings.

Sorcerer *DC 16* *Mod +8*

Poison Spray
Conjuration cantrip **ORCPUB**

1 act. | 10 ft | V,S | Inst

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).

Sorcerer *DC 16* *Mod +8*

Prestidigitation
Transmutation cantrip **ORCPUB**

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 such an effect as an action.

Sorcerer *DC 16* *Mod +8*

Booming Blade
Evocation cantrip **ORCPUB**

1 act. | 5 ft | V,M | 1 rnd

Warlock *DC 16* *Mod +8*

Comprehend Languages
Level-1 divination **ORCPUB**

1 act. | Self | V,S,M | 1 hr

For the duration, you understand the literal meaning of any spoken language that you hear. You also understand any written language that you see, but you must be touching the surface on which the words are written. It takes about 1 minute to read one page of text. This spell doesn't decode secret messages in a text or a glyph, such as an arcane sigil, that isn't part of a written language.

Warlock *DC 16* *Mod +8*

Eldritch Blast
Evocation cantrip **ORCPUB**

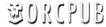1 act. | 120 ft | V,S | Inst

A beam of crackling energy streak toward a creature within range. Make a ranged spell attack against the target. On a hit, the target takes 1d10 force damage. The spell creates more than one beam when you reach higher levels: two beams at 5th level, three beams at 11th level, and four beams at 17th level. You can direct the beams at the same target or at different ones. Make a separate attack roll for each beam.

Warlock *DC 16* *Mod +8*

Hellish Rebuke
Level-1 evocation **ORCPUB**

1 react. | 60 ft | V,S | Inst

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.

Warlock *DC 16* *Mod +8*

Acid Splash
Conjuration cantrip **ORCPUB**

1 act. | 60 ft | V,S | Inst

You hurl a bubble of acid. Choose one creature within range, or choose two creatures within range that are within 5 feet of each other. A target must succeed on a Dexterity saving throw or take 1d6 acid damage. This spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

Wizard *DC 16* *Mod +8*

False Life
Level-1 necromancy **ORCPUB**

1 act. | Self | V,S,M | 1 hr

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.

Wizard *DC 16* *Mod +8*

Feather Fall
Level-1 transmutation — ORCPUB

1 react. · **60 ft** · **V,M** · **1 min**

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.

Wizard *DC 16 Mod +8*

Identify
Level-1 divination — ORCPUB

1 min · **Touch** · **V,S,M** · **Inst**

You choose one object that you must touch throughout the casting of the spell. If it is a magic item or some other magic-imbued object, you learn its properties and how to use them, whether it requires attunement to use, and how many charges it has, if any. You learn whether any spells are affecting the item and what they are. If the item was created by a spell, you learn which spell created it. If you instead touch a creature throughout the casting, you learn what spells, if any, are currently affecting it.

Wizard *DC 16 Mod +8*

Jump
Level-1 transmutation — ORCPUB

1 act. · **Touch** · **V,S,M** · **1 min**

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

Wizard *DC 16 Mod +8*

Mage Armor
Level-1 abjuration — ORCPUB

1 act. · **Touch** · **V,S,M** · **8 hrs**

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.

Wizard *DC 16 Mod +8*

Ray of Frost
Evocation cantrip — ORCPUB

1 act. · **60 ft** · **V,S** · **Inst**

A frigid beam of blue-white light streaks toward a creature within range. Make a ranged spell attack against the target. On a hit, it takes 1d8 cold damage, and its speed is reduced by 10 feet until the start of your next turn. The spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

Wizard *DC 16 Mod +8*

Shield
Level-1 abjuration — ORCPUB

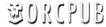**1 react.** · **Self** · **V,S** · **1 rnd**

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.

Wizard *DC 16 Mod +8*

Shocking Grasp
Evocation cantrip — ORCPUB

1 act. · **Touch** · **V,S** · **Inst**

Lightning springs from your hand to deliver a shock to a creature you try to touch. Make a melee spell attack against the target. You have advantage on the attack roll if the target is wearing armor made of metal. On a hit, the target takes 1d8 lightning damage, and it can't take reactions until the start of its next turn. The spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

Wizard *DC 16 Mod +8*

Silent Image
Level-1 illusion — ORCPUB

1 act. · **60 ft** · **V,S,M** · **Conc, 10 mins**

You create the image of an object, a creature, or some other visible phenomenon that is no larger than a 15-foot cube. The image appears at a spot within range and lasts for the duration. The image is purely visual; it isn't accompanied by sound, smell, or other sensory effects. You can use your action to cause the image to move to any spot within range. As the image changes location, you can alter its appearance so that its movements appear natural for the image. For example, if you create an image of a creature and move it, you can alter the image so that it appears to be walking. Physical interaction with the image reveals it to be an illusion, because things can pass through it. A creature that uses its action to examine the image can determine that it is an illusion with a successful Intelligence (Investigation) check against your spell save DC. If a creature discerns the illusion for what it is, the creature can see through the image.

Wizard *DC 16 Mod +8*