



DUNGEONS & DRAGONS®

CHARACTER NAME

CLASS & LEVEL

BACKGROUND

PLAYER NAME

RACE

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

INSPIRATION
PROFICIENCY BONUS

DEXTERITY

Strength
 Dexterity
 Constitution
 Intelligence
 Wisdom
 Charisma

SAVING THROWS

CONSTITUTION

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

INTELLIGENCE

WISDOM

CHARISMA

ARMOR CLASS
INITIATIVE
SPEED

Hit Point Maximum _____
CURRENT HIT POINTS
TEMPORARY HIT POINTS

Total _____
HIT DICE
SUCCESSES
FAILURES

PERSONALITY TRAITS

IDEALS
BONDS
FLAWS

NAME ATK BONUS DAMAGE/TYPE

ATTACKS & SPELLCASTING

PASSIVE WISDOM (PERCEPTION)

CP
SP
EP
GP
PP

EQUIPMENT

OTHER PROFICIENCIES & LANGUAGES

FEATURES & TRAITS



AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

CHARACTER NAME

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME

SYMBOL

TREASURE

CHARACTER BACKSTORY



SPELLCASTING CLASS

	SPELLCASTING ABILITY	SPELL SAVE DC	SPELL ATTACK BONUS
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0	CANTRIPS								
SPELLS KNOWN									
1	SLOTS TOTAL	SLOTS EXPENDED	SPELL NAME						
2									
3									
4									
5									
6									
7									
8									
9									

<p><i>Level-1 enchantment</i></p> <p>Bless</p> <p>1 act. 30 ft V,S,M Conc, 1 min</p> <p>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.</p>	<p><i>Level-1 enchantment</i></p> <p>Command</p> <p>1 act. 60 ft V 1 rnd</p> <p>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</p>	<p><i>Level-1 enchantment</i></p> <p>Compelled Duel</p> <p>1 b.a. 30ft V 1 min</p> <p>A creature you can see makes a Wisdom save. If they fail, they have disadvantage when attacking a creature besides you, and they must pass a Wisdom save to move more than 30 feet from you. They only have to pass the save once in order to move freely for the rest of their turn. If you try to harm any creature besides the target, if a friendly creature tries to harm the target, or if you end your turn more than 30 feet away from the target, the spell ends.</p>
<p>Paladin DC 13 Mod +5</p>	<p>Paladin DC 13 Mod +5</p>	<p>Paladin DC 13 Mod +5</p>
<p><i>Level-1 evocation</i></p> <p>Cure Wounds</p> <p>1 act. Touch V,S Inst</p> <p>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.</p>	<p><i>Level-1 divination</i></p> <p>Detect Evil and Good</p> <p>1 act. Self V,S Conc, 10 mins</p> <p>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.</p>	<p><i>Level-1 divination</i></p> <p>Detect Magic</p> <p>1 act. Self V,S Conc, 10 mins</p> <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>
<p>Paladin DC 13 Mod +5</p>	<p>Paladin DC 13 Mod +5</p>	<p>Paladin DC 13 Mod +5</p>
<p><i>Level-1 divination</i></p> <p>Detect Poison and Disease</p> <p>1 act. Self V,S,M Conc, 10 mins</p> <p>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.</p>	<p><i>Level-1 evocation</i></p> <p>Divine Favor</p> <p>1 b.a. Self V,S Conc, 1 min</p> <p>Your prayer empowers you with divine radiance. Until the spell ends, your weapon attacks deal an extra $1d4$ radiant damage on a hit.</p>	<p><i>Level-1 enchantment</i></p> <p>Heroism</p> <p>1 act. Touch V,S Conc, 1 min</p> <p>A willing creature you touch is imbued with bravery. Until the spell ends, the creature is immune to being frightened and gains temporary hit points equal to your spellcasting ability modifier at the start of each of its turns. When the spell ends, the target loses any remaining temporary hit points from this spell. 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.</p>
<p>Paladin DC 13 Mod +5</p>	<p>Paladin DC 13 Mod +5</p>	<p>Paladin DC 13 Mod +5</p>

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.

<p><i>Level-1 abjuration</i></p> <h3>Protection from Evil and Good</h3> <p>1 act. Touch V,S,M Conc, 10 mins</p> <p>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.</p>	<p><i>Level-1 transmutation</i></p> <h3>Purify Food and Drink</h3> <p>1 act. 10 ft V,S Inst</p> <p>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.</p>	<p><i>Level-1 abjuration</i></p> <h3>Shield of Faith</h3> <p>1 b.a. 60 ft V,S,M Conc, 10 mins</p> <p>A shimmering field appears and surrounds a creature of your choice within range, granting it a +2 bonus to AC for the duration.</p>
<p>Paladin DC 13 Mod +5</p>	<p>Paladin DC 13 Mod +5</p>	<p>Paladin DC 13 Mod +5</p>

