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

HIT DICE

SUCCESSES ○○○
FAILURES ○○○

DEATH SAVES

NAME	ATK BONUS	DAMAGE/TYPE

ATTACKS & SPELLCASTING

CP
SP
EP
GP
PP

TREASURE

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

EQUIPMENT

D&D

CHARACTER NAME

AGE	HEIGHT	WEIGHT
EYES	SKIN	HAIR

CHARACTER APPEARANCE

NAME

SYMBOL

ALLIES & ORGANIZATIONS

TREASURE

CHARACTER BACKSTORY

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

7

SPELLS KNOWN

4

2

8

5

9

Mage Hand
Bard Cantrip Conjuration DC 13 Spell Mod +5

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.

Vicious Mockery
Bard Cantrip Enchantment DC 13 Spell Mod +5

1 Act. **60 ft** **V** **Inst**

Choose a creature you can see. If it can hear you, it must pass a Wisdom save or take 1d4 psychic damage and have disadvantage on its next attack roll before the end of its next turn.
The damage increases by 1d4 when you reach 5th, 11th, and 17th level.

Thaumaturgy
Tiefling Cantrip Transmutation DC 13 Spell Mod +5

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.

Bane
Bard Level 1 Enchantment DC 13 Spell Mod +5

1 Act. **30 ft** **V,S,M** **Conc, 1 min**

A drop of blood

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.

Faerie Fire
Bard Level 1 Evocation DC 13 Spell Mod +5

1 Act. **60 ft** **V** **Conc, 1 min**

Each object in a 20-foot cube within range is outlined in blue, green, or violet light (your choice). Any creature in the area when the spell is cast is also outlined in light if it fails a Dexterity saving throw. For the duration, objects and affected creatures shed dim light in a 10-foot radius. Any attack roll against an affected creature or object has advantage if the attacker can see it, and the affected creature or object can't benefit from being invisible.

Healing Word
Bard Level 1 Evocation DC 13 Spell Mod +5

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.

Sleep
Bard Level 1 Enchantment DC 13 Spell Mod +5

1 Act. **90 ft** **V,S,M** **1 min**

A pinch of fine sand, rose petals, or a cricket

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

Hellish Rebuke
Tiefling Level 1 Evocation DC 13 Spell Mod +5

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.

Shatter
Bard Level 2 Evocation DC 13 Spell Mod +5

1 Act. **60 ft** **V,S,M** **Inst**

A chip of mica

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.

Sleep *(reverse)*
spell slot of 2nd level or higher, roll an
additional 2d8 for each slot level above 1st.

Silence *(ritual)*

Bard Level 2 Illusion DC 13 Spell Mod +5

1 Act. **120 ft** **V,S** **Conc, 10 mins**

For the duration, no sound can be created within or pass through a 20-foot-radius sphere centered on a point you choose within range. Any creature or object entirely inside the sphere is immune to thunder damage, and creatures are deafened while entirely inside it. Casting a spell that includes a verbal component is impossible there.

Silence *(ritual)*

Bard Level 2 Illusion DC 13 Spell Mod +5

1 Act. **120 ft** **V,S** **Conc, 10 mins**