

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

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<div data-bbox="118 48 253 79" data-label="Section-Header"> <h2>Heat Metal</h2> </div> <div data-bbox="118 86 513 111" data-label="Text"> <p>Bard Level 2 Transmutation DC 14 Spell Mod +6</p> </div> <div data-bbox="118 121 524 155" data-label="Text"> <p>1 Act. 60 ft V,S,M Conc, 1 min</p> </div> <div data-bbox="118 155 328 180" data-label="Text"> <p>A piece of iron and a flame</p> </div> <div data-bbox="118 258 547 678" data-label="Text"> <p>Choose a manufactured metal object, such as a metal weapon or a suit of heavy or medium metal armor, that you can see within range. You cause the object to glow red-hot. Any creature in physical contact with the object takes 2d8 fire damage when you cast the spell. Until the spell ends, you can use a bonus action on each of your subsequent turns to cause this damage again. If a creature is holding or wearing the object and takes the damage from it, the creature must succeed on a Constitution saving throw or drop the object if it can. If it doesn't drop the object, it has disadvantage on attack rolls and ability checks until the start of your next turn. 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.</p> </div>	<div data-bbox="597 48 748 79" data-label="Section-Header"> <h2>Hold Person</h2> </div> <div data-bbox="597 86 976 111" data-label="Text"> <p>Bard Level 2 Enchantment DC 14 Spell Mod +6</p> </div> <div data-bbox="597 121 1002 155" data-label="Text"> <p>1 Act. 60 ft V,S,M Conc, 1 min</p> </div> <div data-bbox="597 155 829 180" data-label="Text"> <p>A small, straight piece of iron</p> </div> <div data-bbox="597 258 1024 514" data-label="Text"> <p>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.</p> </div>	<div data-bbox="1076 48 1211 79" data-label="Section-Header"> <h2>Invisibility</h2> </div> <div data-bbox="1076 86 1406 111" data-label="Text"> <p>Bard Level 2 Illusion DC 14 Spell Mod +6</p> </div> <div data-bbox="1076 121 1464 155" data-label="Text"> <p>1 Act. Touch V,S,M Conc, 1 hr</p> </div> <div data-bbox="1076 155 1341 180" data-label="Text"> <p>An eyelash encased in gum arabic</p> </div> <div data-bbox="1076 258 1503 468" data-label="Text"> <p>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. The spell ends for a target that attacks or casts a spell. At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can target one additional creature for each slot level above 2nd.</p> </div>
<div data-bbox="118 716 237 747" data-label="Section-Header"> <h2>Darkness</h2> </div> <div data-bbox="118 753 545 779" data-label="Text"> <p>Drow Descent Level 2 Evocation DC 14 Spell Mod +6</p> </div> <div data-bbox="118 789 547 823" data-label="Text"> <p>1 Act. 60 ft V,M Conc, 10 mins</p> </div> <div data-bbox="118 823 448 848" data-label="Text"> <p>Bat fur and a drop of pitch or piece of coal</p> </div> <div data-bbox="118 926 547 1276" data-label="Text"> <p>Magical darkness spreads from a point you choose within range to fill a 15-foot-radius sphere for the duration. The darkness spreads around corners. A creature with darkvision can't see through this darkness, and nonmagical light can't illuminate it. If the point you choose is on an object you are holding or one that isn't being worn or carried, the darkness emanates from the object and moves with it. Completely covering the source of the darkness with an opaque object, such as a bowl or a helm, blocks the darkness. If any of this spell's area overlaps with an area of light created by a spell of 2nd level or lower, the spell that created the light is dispelled.</p> </div>		
