

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



CHARACTER NAME

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME

SYMBOL

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



<h3>Fire Bolt</h3> <p>Wizard Cantrip Evocation DC 13 Spell Mod +5</p> <p><b>1 Act.</b> <b>120 ft</b> <b>V,S</b> <b>Inst</b></p> <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>	<h3>Mending</h3> <p>Wizard Cantrip Transmutation DC 13 Spell Mod +5</p> <p><b>1 min</b> <b>Touch</b> <b>V,S,M</b> <b>Inst</b></p> <p>Two lodestones</p> <p>This spell repairs a single break or tear in an object you touch, such as a broken chain link, two halves of a broken key, a torn cloak, or a leaking wineskin. As long as the break or tear is no larger than 1 foot in any dimension, you mend it, leaving no trace of the former damage. This spell can physically repair a magic item or construct, but the spell can't restore magic to such an object.</p>	<h3>Comprehend Languages (ritual)</h3> <p>Wizard Level 1 Divination DC 13 Spell Mod +5</p> <p><b>1 Act.</b> <b>Self</b> <b>V,S,M</b> <b>1 hr</b></p> <p>A pinch of soot and salt</p> <p>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.</p>
<h3>Expeditious Retreat</h3> <p>Wizard Level 1 Transmutation DC 13 Spell Mod +5</p> <p><b>1 B.A.</b> <b>Self</b> <b>V,S</b> <b>Conc, 10 mins</b></p> <p>This spell allows you to move at an incredible pace. When you cast this spell, and then as a bonus action on each of your turns until the spell ends, you can take the Dash action.</p>	<h3>Find Familiar (ritual)</h3> <p>Wizard Level 1 Conjunction DC 13 Spell Mod +5</p> <p><b>1 hr</b> <b>10 ft</b> <b>V,S,M</b> <b>Inst</b></p> <p>Charcoal, herbs, and incense (10 gp worth) consumed in a fire in a brass brazier.</p> <p>You gain the service of a familiar, a spirit that takes an animal form you choose: bat, cat, crab, frog (toad), hawk, lizard, octopus, owl, poisonous snake, fish (quipper), rat, raven, sea horse, spider, or weasel. Appearing in an unoccupied space within range, the familiar has the statistics of the chosen form, though it is a celestial, fey, or fiend (your choice) instead of a beast. Your familiar acts independently of you, but it always obeys your commands. In combat, it rolls its own initiative and acts on its own turn. A familiar can't attack, but it can take other actions as normal. When the familiar drops to 0 hit points, it disappears, leaving behind no physical form. It reappears after you cast this spell again. When your familiar is within 100 feet of you, you can communicate with it telepathically. Additionally, as an action, you can see through</p>	<h3>Grease</h3> <p>Wizard Level 1 Conjunction DC 13 Spell Mod +5</p> <p><b>1 Act.</b> <b>60 ft</b> <b>V,S,M</b> <b>1 min</b></p> <p>A bit of pork rind or butter</p> <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>
<h3>Mage Armor</h3> <p>Wizard Level 1 Abjuration DC 13 Spell Mod +5</p> <p><b>1 Act.</b> <b>Touch</b> <b>V,S,M</b> <b>8 hrs</b></p> <p>A piece of cured leather</p> <p>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.</p>	<h3>Shield</h3> <p>Wizard Level 1 Abjuration DC 13 Spell Mod +5</p> <p><b>1 reAct.</b> <b>Self</b> <b>V,S</b> <b>1 Rnd</b></p> <p>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.</p>	<h3>Sleep</h3> <p>Wizard Level 1 Enchantment DC 13 Spell Mod +5</p> <p><b>1 Act.</b> <b>90 ft</b> <b>V,S,M</b> <b>1 min</b></p> <p>A pinch of fine sand, rose petals, or a cricket</p> <p>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</p>

	<p><b>Find Familiar</b> <i>(reverse)</i> your familiar's eyes and hear what it hears until the start of your next turn, gaining the benefits of any special senses that the familiar has. During this time you are deaf and blind with regard to your own senses. As an action, you can temporarily dismiss your familiar. It disappears into a pocket dimension where it awaits your summon. Alternatively, you can dismiss it forever. As an action while it is temporarily dismissed, you can cause it to reappear in an unoccupied space within 30 feet of you. You can't have more than one familiar at a time. If you cast this spell while you already have a familiar, you instead cause it to adopt a new form. Choose one of the forms from the above list. Your familiar transforms into the chosen creature. Finally, when you cast a spell with a range of touch, your familiar can deliver the spell as if it has cast the spell. Your familiar must be within 100 feet of you, and it must use its reaction to deliver the spell when you cast it. If the spell requires an attack roll, you use your attack modifier for the roll.</p>	
<p><b>Sleep</b> <i>(reverse)</i> spell slot of 2nd level or higher, roll an additional 2d8 for each slot level above 1st.</p>		

**Blindness/Deafness**

Wizard Level 2 Necromancy DC 13 Spell Mod +5

1 Act. 30 ft V 1 min

You can blind or deafen a foe. Choose one creature that you can see within range to make a Constitution saving throw. If it fails, the target is either blinded or deafened (your choice) for the duration. At the end of each of its turns, the target can make a Constitution saving throw. On a success, the spell ends. 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.

**Flaming Sphere**

Wizard Level 2 Conjuraton DC 13 Spell Mod +5

1 Act. 60 ft V,S,M Conc, 1 min

A bit of tallow, a pinch of brimstone, and a dusting of powdered iron

A 5-foot-diameter sphere of fire appears in an unoccupied space of your choice within range and lasts for the duration. Any creature that ends its turn within 5 feet of the sphere must make a Dexterity saving throw. The creature takes 2d6 fire damage on a failed save, or half as much damage on a successful one. As a bonus action, you can move the sphere up to 30 feet. If you ram the sphere into a creature, that creature must make the saving throw against the sphere's damage, and the sphere stops moving this turn. When you move the sphere, you can direct it over barriers up to 5 feet tall and jump it across pits up to 10 feet wide. The sphere ignites flammable objects not being worn or carried, and it sheds bright light in a 20-foot radius and dim light for an additional 20 feet. At Higher Levels. When you cast this spell using a spell slot of 3rd level or

**Invisibility**

Wizard Level 2 Illusion DC 13 Spell Mod +5

1 Act. Touch V,S,M Conc, 1 hr

An eyelash encased in gum arabic

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.

**Scorching Ray**

Wizard Level 2 Evocation DC 13 Spell Mod +5

1 Act. 120 ft V,S Inst

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.

**Spider Climb**

Wizard Level 2 Transmutation DC 13 Spell Mod +5

1 Act. Touch V,S,M Conc, 1 hr

A drop of bitumen and a spider

Until the spell ends, one willing creature you touch gains the ability to move up, down, and across vertical surfaces and upside down along ceilings, while leaving its hands free. The target also gains a climbing speed equal to its walking speed.

	<p><b>Flaming Sphere</b> <i>(reverse)</i> higher, the damage increases by 1d6 for each slot level above 2nd.</p>	