

# DUNGEONS & DRAGONS

CHARACTER NAME

CHARACTER LEVEL, RACE, & CLASS

EXPERIENCE

BACKGROUND

ALIGNMENT

DEITY

PLAYER NAME

STRENGTH

PROFICIENCY BONUS

- ☐ Strength
- ☐ Dexterity
- ☐ Constitution
- ☐ Intelligence
- ☐ Wisdom
- ☐ Charisma

CONDITIONAL

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 PERCEPTION

DEXTERITY

CONSTITUTION

WISDOM

CHARISMA

ARMOR

SHIELD

AC

ARMOR CLASS

MAXIMUM

HIT DICE

TEMPORARY

CURRENT HIT POINTS

DEATH SAVING THROWS

SPEED

FLY

CLIMB

SWIM

VISION

INSPIRATION

EXHAUSTION

SPEED, SENSES, & CONDITIONS

CP

SP

EP

GP

PP

WEIGHT

EQUIPMENT

INITIATIVE

NAME

RANGE

ATTACK

DAMAGE / TYPE

FEATURES & TRAITS

**Darkvision.** You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light.

**Keen Senses.** You have proficiency in the Perception skill.

**Fey Ancestry.** Advantage on saving throws against being charmed, and magic can't put you to sleep.

**Trance.** Elves don't need to sleep. Instead, they meditate deeply, remaining semiconscious, for 4 hours a day.

**Spellcasting.** You can prepare 8 spells from the your spellbook. You use an arcane focus to cast spells, and can also cast wizard spells as a ritual.

**Arcane Recovery.** Once per day when you finish a short rest, you can choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than half your wizard level (rounded up).

**Arcane Tradition.**

**School of Evocation.** You focus your study on magic that creates powerful elemental effects such as bitter cold, searing flame, rolling thunder, crackling lightning, and burning acid.

**Evocation Savant.** The gold and time you must spend to copy an evocation spell into your spellbook is halved.

**Sculpt Spells.** When you cast an evocation spell that affects other creatures that you can see, you can choose a number of them equal to 1 + the spell's level. The chosen creatures automatically succeed on their saving throws against the spell, and they take no damage if they would normally take half damage on a successful save.

**Armor Proficiencies.** --

**Weapon Proficiencies.** Longsword, Shortsword, Shortbow, Longbow, Dagger, Dart, Sling, Quarterstaff, Crossbow, Light

**Tool Proficiencies.** Disguise kit, Forgery kit

**Languages.** Common, Elvish, Dwarvish

PROFICIENCIES & LANGUAGES

ATTACKS & SPELLCASTING



CHARACTER NAME

GENDER

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

CHARACTER PORTRAIT

ALLIES & ORGANIZATIONS

NAME

SYMBOL

I have a joke for every occasion, especially occasions where humor is inappropriate. Sarcasm and insults are my weapons of choice.

PERSONALITY TRAITS

Fairness. I never target people who can't afford to lose a few coins. (Lawful)

IDEAL

I come from a noble family, and one day I'll reclaim my lands and title from those who stole them from me.

BOND

I'm convinced that no one could ever fool me the way I fool others.

FLAW

You have created a second identity that includes documentation, established acquaintances, and disguises that allow you to assume that persona. Additionally, you can forge documents including official papers and personal letters, as long as you have seen an example of the kind of document or the handwriting you are trying to copy.

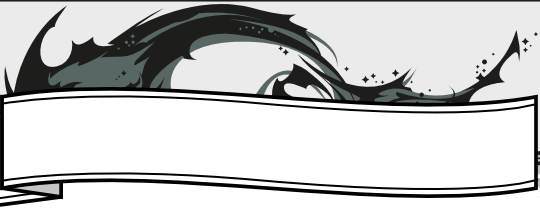
BACKGROUND FEATURE

TRINKET

BACKGROUND STORY

ADDITIONAL FEATURES

ADDITIONAL TREASURE



SPELLCASTING ABILITY

SPELL ATTACK BONUS

SAVING THROW DC

SPELLS TO PREPARE

CANTRIPS

1ST LEVEL4 SPELL SLOTS

2ND LEVEL3 SPELL SLOTS

3RD LEVEL2 SPELL SLOTS

## Fire Bolt

### Evocation Cantrip

CASTING TIME	1 action
RANGE	120 feet
DURATION	Instantaneous
COMPONENTS	V, S

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).

Spellcasting (Wizard)

Player's Handbook

## Lightning Lure

### Evocation Cantrip

CASTING TIME	1 action
RANGE	15 feet
DURATION	Instantaneous
COMPONENTS	V

You create a lash of lightning energy that strikes at one creature of your choice that you can see within range. The target must succeed on a Strength saving throw or be pulled up to 10 feet in a straight line toward you and then take 1d8 lightning damage if it is within 5 feet of you.

This spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

Spellcasting (Wizard)

Sword Coast Adventurer's Guide

## Message

### Transmutation Cantrip

CASTING TIME	1 action
RANGE	120 feet
DURATION	1 round
COMPONENTS	V, S, M (a short piece of copper wire)

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.

Cantrip

Player's Handbook

## Ray of Frost

### Evocation Cantrip

CASTING TIME	1 action
RANGE	60 feet
DURATION	Instantaneous
COMPONENTS	V, S

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).

Spellcasting (Wizard)

Player's Handbook

## Shocking Grasp

### Evocation Cantrip

CASTING TIME	1 action
RANGE	Touch
DURATION	Instantaneous
COMPONENTS	V, S

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).

Spellcasting (Wizard)

Player's Handbook

## Burning Hands

### 1st-level evocation

CASTING TIME	1 action
RANGE	Self (15-foot cone)
DURATION	Instantaneous
COMPONENTS	V, S

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.

Spellcasting (Wizard)

Player's Handbook

## Chromatic Orb

### 1st-level evocation

CASTING TIME	1 action
RANGE	90 feet
DURATION	Instantaneous
COMPONENTS	V, S, M (a diamond worth at least 50 gp)

You hurl a 4-inch-diameter sphere of energy at a creature that you can see within range. You choose acid, cold, fire, lightning, poison, or thunder for the type of orb you create, and then make a ranged spell attack against the target. If the attack hits, the creature takes 3d8 damage of the type you choose.

**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.

Spellcasting (Wizard)

Player's Handbook

## Earth Tremor

### 1st-level evocation

CASTING TIME	1 action
RANGE	10 feet
DURATION	Instantaneous
COMPONENTS	V, S

You cause a tremor in the ground within range. Each creature other than you in that area must make a Dexterity saving throw. On a failed save, a creature takes 1d6 bludgeoning damage and is knocked prone. If the ground in that area is loose earth or stone, it becomes difficult terrain until cleared, with each 5-foot-diameter portion requiring at least 1 minute to clear by hand.

**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.

Spellcasting (Wizard)

Xanathar's Guide to Everything

## Identify

### 1st-level divination (ritual)

CASTING TIME	1 minute
RANGE	Touch
DURATION	Instantaneous
COMPONENTS	V, S, M (a pearl worth at least 100 gp and an owl feather)

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.

Spellcasting (Wizard)

Player's Handbook

## Mage Armor

1st-level abjuration

CASTING TIME	1 action
RANGE	Touch
DURATION	8 hours
COMPONENTS	V, S, M (a piece of cured leather)

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.

Spellcasting (Wizard)

Player's Handbook

## Magic Missile

1st-level evocation

CASTING TIME	1 action
RANGE	120 feet
DURATION	Instantaneous
COMPONENTS	V, S

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.

Spellcasting (Wizard)

Player's Handbook

## Shield

1st-level abjuration

CASTING TIME	1 reaction
RANGE	Self
DURATION	1 round
COMPONENTS	V, S

**Reaction trigger:** You are hit by an attack or targeted by the magic missile spell. 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.

Spellcasting (Wizard)

Player's Handbook

## Unseen Servant

1st-level conjuration (ritual)

CASTING TIME	1 action
RANGE	60 feet
DURATION	1 hour
COMPONENTS	V, S, M (a piece of string and a bit of wood)

This spell creates an invisible, mindless, shapeless force that performs simple tasks at your command until the spell ends. The servant springs into existence in an unoccupied space on the ground within range. It has AC 10, 1 hit point, and a Strength of 2, and it can't attack. If it drops to 0 hit points, the spell ends.

Once on each of your turns as a bonus action, you can mentally command the servant to move up to 15 feet and interact with an object. The servant can perform simple tasks that a human servant could do, such as fetching things, cleaning, mending, folding clothes, lighting fires, serving food, and pouring wine. Once you give the command, the servant performs the task to the best of its ability until it completes the task, then waits for your next command.

If you command the servant to perform a task that would move it more than 60 feet away from you, the spell ends.

Spellcasting (Wizard)

Player's Handbook

## Witch Bolt

1st-level evocation

CASTING TIME	1 action
RANGE	30 feet
DURATION	Concentration, up to 1 minute
COMPONENTS	V, S, M (a twig from a tree that has been struck by lightning)

A beam of crackling, blue energy lances out toward a creature within range, forming a sustained arc of lightning between you and the target. Make a ranged spell attack against that creature. On a hit, the target takes 1d12 lightning damage, and on each of your turns for the duration, you can use your action to deal 1d12 lightning damage to the target automatically. The spell ends if you use your action to do anything else. The spell also ends if the target is ever outside the spell's range or if it has total cover from you.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, the initial damage increases by 1d12 for each slot level above 1st.

Spellcasting (Wizard)

Player's Handbook

## Gust of Wind

2nd-level evocation

CASTING TIME	1 action
RANGE	Self (60-foot line)
DURATION	Concentration, up to 1 minute
COMPONENTS	V, S, M (a legume seed)

A line of strong wind 60 feet long and 10 feet wide blasts from you in a direction you choose for the spell's duration. Each creature that starts its turn in the line must succeed on a Strength saving throw or be pushed 15 feet away from you in a direction following the line.

Any creature in the line must spend 2 feet of movement for every 1 foot it moves when moving closer to you.

The gust disperses gas or vapor, and it extinguishes candles, torches, and similar unprotected flames in the area. It causes protected flames, such as those of lanterns, to dance wildly and has a 50 percent chance to extinguish them.

As a bonus action on each of your turns before the spell ends, you can change the direction in which the line blasts from you.

Spellcasting (Wizard)

Player's Handbook

## Scorching Ray

2nd-level evocation

CASTING TIME	1 action
RANGE	120 feet
DURATION	Instantaneous
COMPONENTS	V, S

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.

Spellcasting (Wizard)

Player's Handbook

## Snilloc's Snowball Swarm

2nd-level evocation

CASTING TIME	1 action
RANGE	90 feet
DURATION	Instantaneous
COMPONENTS	V, S, M (a piece of ice or a small white rock chip)

A flurry of magic snowballs erupts from a point you choose within range. Each creature in a 5-foot-radius sphere centered on that point must make a Dexterity saving throw. A creature takes 3d6 cold 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 3rd level or higher, the damage increases by 1d6 for each slot level above 2nd.

Spellcasting (Wizard)

Princes of the Apocalypse

## Leomund's Tiny Hut

3rd-level evocation (ritual)

CASTING TIME	1 minute
RANGE	Self (10-foot-radius hemisphere)
DURATION	8 hours
COMPONENTS	V, S, M (a small crystal bead)

A 10-foot-radius immobile dome of force springs into existence around and above you and remains stationary for the duration. The spell ends if you leave its area. Nine creatures of Medium size or smaller can fit inside the dome with you. The spell fails if its area includes a larger creature or more than nine creatures. Creatures and objects within the dome when you cast this spell can move through it freely. All other creatures and objects are barred from passing through it. Spells and other magical effects can't extend through the dome or be cast through it. The atmosphere inside the space is comfortable and dry, regardless of the weather outside. Until the spell ends, you can command the interior to become dimly lit or dark. The dome is opaque from the outside, of any color you choose, but it is transparent from the inside.

Spellcasting (Wizard)

Player's Handbook

Lightning Bolt

3rd-level evocation

CASTING TIME

1 action

RANGE

Self (100-foot line)

DURATION

Instantaneous

COMPONENTS

V, S, M (a bit of fur and a rod of amber, crystal, or glass)

A stroke of lightning forming a line of 100 feet long and 5 feet wide blasts out from you in a direction you choose. Each creature in the line must make a Dexterity saving throw. A creature takes 8d6 lightning damage on a failed save, or half as much damage on a successful one. The lightning ignites 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 4th level or higher, the damage increases by 1d6 for each slot above 3rd.

Spellcasting (Wizard)

Player's Handbook

RANGE

ATTACK

DAMAGE

RANGE

ATTACK

DAMAGE

This cursed Red Sunstone amulet burns whomever touches it for the first time. It has 3 charges. Once all charges are expended, the curse is broken.

This charm has 2 charges. You can expend 1 charge as an action to regain 2d4 hit points. Once all charges are expended, it loses its magical property and becomes an useless trinket.

Superficially, the journal is a fuzzy leather bound book with a simple belt buckle latch.

The extradimensional creature attached to it can sense magical signatures. If anything other than my divination gloves attempts to open the book or latch, the creature will possess the physical form of the book and attempt to devour any nearby animal or vegetable matter. A targeted creature can try to escape with a successful DC 15 Strength check. Another creature can use its action to pull a creature out, doing so with a successful DC 20 Strength check. Any creature that cannot escape within (1 minute/turn per size modifier) is devoured, its body destroyed.

The pages are filled with entries written in Dwarfish, along with a few full page sketches. It will append new pages that touch its spine.

If the beast is summoned, only a lightning based spell from me can return it to dormancy.