

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



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>Dancing Lights</h3> <p><i>Drow Cantrip Evocation DC 14 Spell Mod +6</i></p> <p><b>1 Act.</b> <b>120 ft</b> <b>V,S,M</b> <b>Conc, 1 min</b></p> <p><i>A bit of phosphorus or wychwood, or a glowworm</i></p> <p>You create up to four torch-sized lights within range, making them appear as torches, lanterns, or glowing orbs that hover in the air for the duration. You can also combine the four lights into one glowing vaguely humanoid form of Medium size. Whichever form you choose, each light sheds dim light in a 10-foot radius. As a bonus action on your turn, you can move the lights up to 60 feet to a new spot within range. A light must be within 20 feet of another light created by this spell, and a light winks out if it exceeds the spell's range.</p>	<h3>Faerie Fire</h3> <p><i>Drow Level 1 Evocation DC 14 Spell Mod +6</i></p> <p><b>1 Act.</b> <b>60 ft</b> <b>V</b> <b>Conc, 1 min</b></p> <p>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.</p>	<h3>Disguise Self</h3> <p><i>Ranger Level 1 Illusion DC 14 Spell Mod +6</i></p> <p><b>1 Act.</b> <b>Self</b> <b>V,S</b> <b>1 hr</b></p> <p>You make yourself—including your clothing, armor, weapons, and other belongings on your person look different until the spell ends or until you use your action to dismiss it. You can seem 1 foot shorter or taller and can appear thin, fat, or in between. You can't change your body type, so you must adopt a form that has the same basic arrangement of limbs. Otherwise, the extent of the illusion is up to you. The changes wrought by this spell fail to hold up to physical inspection. For example, if you use this spell to add a hat to your outfit, objects pass through the hat, and anyone who touches it would feel nothing or would feel your head and hair. If you use this spell to appear thinner than you are, the hand of someone who reaches out to touch you would bump into you while it was seemingly still in midair. To discern that you are</p>
<h3>Hunter's Mark</h3> <p><i>Ranger Level 1 Divination DC 14 Spell Mod +6</i></p> <p><b>1 B.A.</b> <b>90 ft</b> <b>V</b> <b>Conc, 1 hr</b></p> <p>Until the spell ends, you deal an extra 1d6 damage to a creature you can see whenever you hit it with a weapon attack, and you have advantage on Perception and Survival checks to find it. If the target drops to 0 hit points before this spell ends, you can use a bonus action on a subsequent turn to mark a new creature. At Higher Levels: When you cast this spell using a spell slot of 3rd or 4th level, you can concentrate for up to 8 hours. If you use a slot of 5th level or higher, you can concentrate for up to 24 hours.</p>	<h3>Longstrider</h3> <p><i>Ranger Level 1 Transmutation DC 14 Spell Mod +6</i></p> <p><b>1 Act.</b> <b>Touch</b> <b>V,S,M</b> <b>1 hr</b></p> <p><i>A pinch of dirt</i></p> <p>You touch a creature. The target's speed increases by 10 feet until the spell ends. 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>	<h3>Darkness</h3> <p><i>Drow Level 2 Evocation DC 14 Spell Mod +6</i></p> <p><b>1 Act.</b> <b>60 ft</b> <b>V,M</b> <b>Conc, 10 mins</b></p> <p><i>Bat fur and a drop of pitch or piece of coal</i></p> <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>
<h3>Find Traps</h3> <p><i>Ranger Level 2 Divination DC 14 Spell Mod +6</i></p> <p><b>1 Act.</b> <b>120 ft</b> <b>V,S</b> <b>Inst</b></p> <p>You sense the presence of any trap within range that is within line of sight. A trap, for the purpose of this spell, includes anything that would inflict a sudden or unexpected effect you consider harmful or undesirable, which was specifically intended as such by its creator. Thus, the spell would sense an area affected by the alarm spell, a glyph of warding, or a mechanical pit trap, but it would not reveal a natural weakness in the floor, an unstable ceiling, or a hidden sinkhole. This spell merely reveals that a trap is present. You don't learn the location of each trap, but you do learn the general nature of the danger posed by a trap you sense.</p>	<h3>Pass without Trace</h3> <p><i>Ranger Level 2 Abjuration DC 14 Spell Mod +6</i></p> <p><b>1 Act.</b> <b>Self</b> <b>V,S,M</b> <b>Conc, 1 hr</b></p> <p><i>Ashes from a burned leaf of mistletoe and a sprig of spruce</i></p> <p>A veil of shadows and silence radiates from you, masking you and your companions from detection. For the duration, each creature you choose within 30 feet of you (including you) has a +10 bonus to Dexterity (Stealth) checks and can't be tracked except by magical means. A creature that receives this bonus leaves behind no tracks or other traces of its passage.</p>	<h3>Rope Trick</h3> <p><i>Ranger Level 2 Transmutation DC 14 Spell Mod +6</i></p> <p><b>1 Act.</b> <b>Touch</b> <b>V,S,M</b> <b>1 hr</b></p> <p><i>Powdered corn extract and a twisted loop of parchment</i></p> <p>You touch a length of rope that is up to 60 feet long. One end of the rope then rises into the air until the whole rope hangs perpendicular to the ground. At the upper end of the rope, an invisible entrance opens to an extradimensional space that lasts until the spell ends. The extradimensional space can be reached by climbing to the top of the rope. The space can hold as many as eight Medium or smaller creatures. The rope can be pulled into the space, making the rope disappear from view outside the space. Attacks and spells can't cross through the entrance into or out of the extradimensional space, but those inside can see out of it as if through a 3-foot-by-5-foot window centered on the rope. Anything inside the extradimensional space drops out when the spell ends.</p>

**Disguise Self** (*reverse*)  
disguised, a creature can use its action to inspect your appearance and must succeed on an Intelligence (Investigation) check against your spell save DC.