

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





<p><b>Minor Illusion</b> <i>(reverse)</i> an illusion with a successful Intelligence (Investigation) check against your spell save DC. If a creature discerns the illusion for what it is, the illusion becomes faint to the creature.</p>		
		<p><b>Prestidigitation</b> <i>(reverse)</i> such an effect as an action.</p>

<p><b>Longstrider</b>  <i>Bard Level 1 Transmutation DC 15 Spell Mod +7</i></p> <p>1 Act. Touch V,S,M 1 hr</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>	<p><b>Tasha's Hideous Laughter</b>  <i>Bard Level 1 Abjuration DC 15 Spell Mod +7</i></p> <p></p>	<p><b>False Life</b>  <i>Sorcerer Level 1 Necromancy DC 15 Spell Mod +7</i></p> <p>1 Act. Self V,S,M 1 hr</p> <p><i>A small amount of alcohol or distilled spirits</i></p> <p>Bolstering yourself with a necromantic facsimile of life, you gain 1d4 + 4 temporary hit points for the duration. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you gain 5 additional temporary hit points for each slot level above 1st.</p>
<p><b>Guiding Bolt</b>  <i>Sorcerer Level 1 Abjuration DC 15 Spell Mod +7</i></p> <p>1 Act. 120 ft V,S</p> <p>A flash of light streaks toward a creature of your choice within range. Make a ranged spell attack against the target. On a hit, the target takes 4d6 radiant damage, and the next attack roll made against this target before the end of your next turn has advantage, thanks to the mystical dim light glittering on the target until then. 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.</p>	<p><b>Mage Armor</b>  <i>Sorcerer Level 1 Abjuration DC 15 Spell Mod +7</i></p> <p>1 Act. Touch V,S,M 8 hrs</p> <p><i>A piece of cured leather</i></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>	<p><b>Shield</b>  <i>Sorcerer Level 1 Abjuration DC 15 Spell Mod +7</i></p> <p>1 reAct. Self V,S 1 Rnd</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>
<p><b>Shield of Faith</b>  <i>Sorcerer Level 1 Abjuration DC 15 Spell Mod +7</i></p> <p>1 B.A. 60 ft V,S Concentration (u)</p> <p>A shimmering field appears and surrounds a creature of your choice within range, granting it a +2 bonus to AC for the duration.</p>	<p><b>Misty Step</b>  <i>Sorcerer Level 2 Conjuration DC 15 Spell Mod +7</i></p> <p>1 B.A. Self V Inst</p> <p>Briefly surrounded by silvery mist, you teleport up to 30 feet to an unoccupied space that you can see.</p>	<p><b>Counterspell</b>  <i>Sorcerer Level 3 Abjuration DC 15 Spell Mod +7</i></p> <p>1 reAct. 60 ft S Inst</p> <p>You attempt to interrupt a creature that you can see casting a spell. If the creature is casting a spell of 3rd level or lower, its spell fails and has no effect. If it's a spell of 4th level or higher, make a check using your spellcasting ability. The DC is 10 + the spell's level. On a success, the spell is interrupted. At Higher Levels: The interrupted spell has no effect if its level is less than or equal to the level of the spell slot you used.</p>




## Haste


Sorcerer Level 3 Transmutation DC 15 Spell Mod +7



 **1 Act.**

 **30 ft**

 **V,S,M**

 **Conc, 1 min**

*A shaving of licorice root*

Choose a willing creature that you can see within range. Until the spell ends, the target's speed is doubled, it gains a +2 bonus to AC, it has advantage on Dexterity saving throws, and it gains an additional action on each of its turns. That action can be used only to take the Attack (one weapon attack only), Dash, Disengage, Hide, or Use an Object action. When the spell ends, the target can't move or take actions until after its next turn, as a wave of lethargy sweeps over it.
