# DUNGEONS & DRAGONS®

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**

PASSIVE WISDOM (PERCEPTION)

OTHER PROFICIENCIES & LANGUAGES

ARMOR CLASS

INITIATIVE

SPEED

Hit Point Maximum _____

**CURRENT HIT POINTS**

**TEMPORARY HIT POINTS**

HIT DICE

SUCCESSES ○○○
FAILURES ○○○

DEATH SAVES

| NAME | ATK BONUS | DAMAGE/TYPE |
|---|---|---|
| | | |
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**ATTACKS & SPELLCASTING**

CP
SP
EP
GP
PP

TREASURE

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

EQUIPMENT

**D&D**

CHARACTER NAME

| AGE | HEIGHT | WEIGHT |
| --- | --- | --- |
| EYES | SKIN | HAIR |

CHARACTER APPEARANCE

NAME

SYMBOL

ALLIES & ORGANIZATIONS

TREASURE

CHARACTER BACKSTORY

**D&D**

SPELLCASTING CLASS

| SPELLCASTING ABILITY | SPELL SAVE DC | SPELL ATTACK BONUS |
|---|---|---|
|  |  |  |

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SPELL LEVEL

SLOTS TOTAL          SLOTS EXPENDED

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PREPARED          SPELL NAME

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SPELLS KNOWN

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# D&D

SPELLCASTING
CLASS

SPELLCASTING
ABILITY

SPELL SAVE DC

SPELL ATTACK
BONUS

**0** | CANTRIPS

SPELL
LEVEL

SLOTS TOTAL          SLOTS EXPENDED

**1**

PREPARED          SPELL NAME

SPELLS KNOWN

**2**

**3**

**4**

**5**

**6**

**7**

**8**

**9**

FEATURES & TRAITS

## Bless

*Paladin Level 1 Enchantment DC 16 Spell Mod +8*

**1 Act.** **30 ft** **V,S,M** **Conc, 1 min**

*A sprinkling of holy water*

You bless up to three creatures of your choice within range. Whenever a target makes an attack roll or a saving throw before the spell ends, the target can roll a d4 and add the number rolled to the attack roll or saving throw. 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.

## Catapult

*Paladin Level 1 Abjuration DC 16 Spell Mod +8*

## Command

*Paladin Level 1 Enchantment DC 16 Spell Mod +8*

**1 Act.** **60 ft** **V** **1 Rnd**

You speak a one-word command to a creature you can see within range. The target must succeed on a Wisdom saving throw or follow the command on its next turn. The spell has no effect if the target is undead, if it doesn't understand your language, or if your command is directly harmful to it. Some typical commands and their effects follow. You might issue a command other than one described here. If you do so, the GM determines how the target behaves. If the target can't follow your command, the spell ends. Approach. The target moves toward you by the shortest and most direct route, ending its turn if it moves within 5 feet of you. Drop. The target drops whatever it is holding and then ends its turn. Flee. The target spends its turn moving away from you by the fastest available means. Grovel. The target falls prone

## Cure Wounds

*Paladin Level 1 Evocation DC 16 Spell Mod +8*

**1 Act.** **Touch** **V,S** **Inst**

A creature you touch regains a number of hit points equal to 1d8 + your spellcasting ability modifier. This spell has no effect on undead or constructs. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the healing increases by 1d8 for each slot level above 1st.

## Detect Evil and Good

*Paladin Level 1 Divination DC 16 Spell Mod +8*

**1 Act.** **Self** **V,S** **Conc, 10 mins**

For the duration, you know if there is an aberration, celestial, elemental, fey, fiend, or undead within 30 feet of you, as well as where the creature is located. Similarly, you know if there is a place or object within 30 feet of you that has been magically consecrated or desecrated. The spell can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

## Detect Magic *(ritual)*

*Paladin Level 1 Divination DC 16 Spell Mod +8*

**1 Act.** **Self** **V,S** **Conc, 10 mins**

For the duration, you sense the presence of magic within 30 feet of you. If you sense magic in this way, you can use your action to see a faint aura around any visible creature or object in the area that bears magic, and you learn its school of magic, if any. The spell can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

## Detect Poison and Disease *(ritual)*

*Paladin Level 1 Divination DC 16 Spell Mod +8*

**1 Act.** **Self** **V,S,M** **Conc, 10 mins**

*A yew leaf*

For the duration, you can sense the presence and location of poisons, poisonous creatures, and diseases within 30 feet of you. You also identify the kind of poison, poisonous creature, or disease in each case. The spell can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

## Divine Favor

*Paladin Level 1 Evocation DC 16 Spell Mod +8*

**1 B.A.** **Self** **V,S** **Conc, 1 min**

Your prayer empowers you with divine radiance. Until the spell ends, your weapon attacks deal an extra 1d4 radiant damage on a hit.

## Guiding Bolt

*Paladin Level 1 Abjuration DC 16 Spell Mod +8*

**Command** *(reverse)*

and then ends its turn. Halt. The target doesn't move and takes no actions. A flying creature stays aloft, provided that it is able to do so. If it must move to stay aloft, it flies the minimum distance needed to remain in the air. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can affect one additional creature for each slot level above 1st. The creatures must be within 30 feet of each other when you target them.

## Healing Word
*Paladin Level 1 Abjuration DC 16 Spell Mod +8*

## Hellish Rebuke
*Paladin Level 1 Evocation DC 16 Spell Mod +8*

1 reAct.   60 ft   V,S   Inst

You point your finger, and the creature that damaged you is momentarily surrounded by hellish flames. The creature must make a Dexterity saving throw. It takes 2d10 fire 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 2nd level or higher, the damage increase by 1d10 for each slot level above 1st.

## Heroism
*Paladin Level 1 Enchantment DC 16 Spell Mod +8*

1 Act.   Touch   V,S   Conc, 1 min

A willing creature you touch is imbued with bravery. Until the spell ends, the creature is immune to being frightened and gains temporary hit points equal to your spellcasting ability modifier at the start of each of its turns. When the spell ends, the target loses any remaining temporary hit points from this spell. 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.

## Inflict Wounds
*Paladin Level 1 Necromancy DC 16 Spell Mod +8*

1 Act.   Touch   V,S   Inst

Make a melee spell attack against a creature you can reach. On a hit, the target takes 3d10 necrotic damage. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d10 for each slot level above 1st.

## Protection from Evil and Good
*Paladin Level 1 Abjuration DC 16 Spell Mod +8*

1 Act.   Touch   V,S,M   Conc, 10 mins

*Holy water or powdered silver and iron, which the spell consumes*

Until the spell ends, one willing creature you touch is protected against certain types of creatures: aberrations, celestials, elementals, fey, fiends, and undead. The protection grants several benefits. Creatures of those types have disadvantage on attack rolls against the target. The target also can't be charmed, frightened, or possessed by them. If the target is already charmed, frightened, or possessed by such a creature, the target has advantage on any new saving throw against the relevant effect.

## Purify Food and Drink *(ritual)*
*Paladin Level 1 Transmutation DC 16 Spell Mod +8*

1 Act.   10 ft   V,S   Inst

All nonmagical food and drink within a 5-foot-radius sphere centered on a point of your choice within range is purified and rendered free of poison and disease.

## Shield of Faith
*Paladin Level 1 Abjuration DC 16 Spell Mod +8*

1 B.A.   60 ft   V,S,M   Conc, 10 mins

*A small parchment with a bit of holy text written on it*

A shimmering field appears and surrounds a creature of your choice within range, granting it a +2 bonus to AC for the duration.

## Aid
*Paladin Level 2 Abjuration DC 16 Spell Mod +8*

1 Act.   30 ft   V,S,M   8 hrs

*A tiny strip of white cloth*

Your spell bolsters your allies with toughness and resolve. Choose up to three creatures within range. Each target's hit point maximum and current hit points increase by 5 for the duration. At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, a target's hit points increase by an additional 5 for each slot level above 2nd.

## Branding Smite
*Paladin Level 2 Evocation DC 16 Spell Mod +8*

1 B.A.   Self   V   Conc, 1 min

Your next hit with a weapon attack deals an extra 2d6 radiant damage. The target also sheds a dim light for 5 ft.

## Darkness

*Paladin Level 2 Evocation DC 16 Spell Mod +8*

1 Act.   60 ft   V,M   Conc, 10 mins

*Bat fur and a drop of pitch or piece of coal*

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.

## Find Steed

*Paladin Level 2 Conjuration DC 16 Spell Mod +8*

10 mins   30 ft   V,S   Inst

You summon a spirit that assumes the form of an unusually intelligent, strong, and loyal steed, creating a long-lasting bond with it. Appearing in an unoccupied space within range, the steed takes on a form that you choose: a warhorse, a pony, a camel, an elk, or a mastiff. (Your GM might allow other animals to be summoned as steeds.) The steed has the statistics of the chosen form, though it is a celestial, fey, or fiend (your choice) instead of its normal type. Additionally, if your steed has an Intelligence of 5 or less, its Intelligence becomes 6, and it gains the ability to understand one language of your choice that you speak. Your steed serves you as a mount, both in combat and out, and you have an instinctive bond with it that allows you to fight as a seamless unit. While mounted on your steed, you can make any spell you cast

## Hold Person

*Paladin Level 2 Enchantment DC 16 Spell Mod +8*

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

*A small, straight piece of iron*

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.

## Lesser Restoration

*Paladin Level 2 Abjuration DC 16 Spell Mod +8*

1 Act.   Touch   V,S   Inst

You touch a creature and can end either one disease or one condition afflicting it. The condition can be blinded, deafened, paralyzed, or poisoned.

## Locate Object

*Paladin Level 2 Divination DC 16 Spell Mod +8*

1 Act.   Self   V,S,M   Conc, 10 mins

*A forked twig*

Describe or name an object that is familiar to you. You sense the direction to the object's location, as long as that object is within 1,000 feet of you. If the object is in motion, you know the direction of its movement. The spell can locate a specific object known to you, as long as you have seen it up close—within 30 feet—at least once. Alternatively, the spell can locate the nearest object of a particular kind, such as a certain kind of apparel, jewelry, furniture, tool, or weapon. This spell can't locate an object if any thickness of lead, even a thin sheet, blocks a direct path between you and the object.

## Magic Weapon

*Paladin Level 2 Transmutation DC 16 Spell Mod +8*

1 B.A.   Touch   V,S   Conc, 1 hr

You touch a nonmagical weapon. Until the spell ends, that weapon becomes a magic weapon with a +1 bonus to attack rolls and damage rolls. At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the bonus increases to +2. When you use a spell slot of 6th level or higher, the bonus increases to +3.

## Protection from Poison

*Paladin Level 2 Abjuration DC 16 Spell Mod +8*

1 Act.   Touch   V,S   1 hr

You touch a creature. If it is poisoned, you neutralize the poison. If more than one poison afflicts the target, you neutralize one poison that you know is present, or you neutralize one at random. For the duration, the target has advantage on saving throws against being poisoned, and it has resistance to poison damage.

## Spiritual Weapon

*Paladin Level 2 Abjuration DC 16 Spell Mod +8*

## Zone of Truth

*Paladin Level 2 Enchantment DC 16 Spell Mod +8*

1 Act.   60 ft   V,S   10 mins

You create a magical zone that guards against deception in a 15-foot-radius sphere centered on a point of your choice within range. Until the spell ends, a creature that enters the spell's area for the first time on a turn or starts its turn there must make a Charisma saving throw. On a failed save, a creature can't speak a deliberate lie while in the radius. You know whether each creature succeeds or fails on its saving throw. An affected creature is aware of the spell and can thus avoid answering questions to which it would normally respond with a lie. Such a creature can be evasive in its answers as long as it remains within the boundaries of the truth.

**Find Steed** *(reverse)*
that targets only you also target your steed.
When the steed drops to 0 hit points, it
disappears, leaving behind no physical form.
You can also dismiss your steed at any time as
an action, causing it to disappear. In either
case, casting this spell again summons the
same steed, restored to its hit point maximum.
While your steed is within 1 mile of you, you
can communicate with it telepathically. You
can't have more than one steed bonded by this
spell at a time. As an action, you can release
the steed from its bond at any time, causing it
to disappear.

**Find Steed** *(reverse)*
that targets only you also target your steed.
When the steed drops to 0 hit points, it
disappears, leaving behind no physical form.

### Animate Dead
*Paladin Level 3 Necromancy DC 16 Spell Mod +8*

1 min | 10 ft | V,S,M | Inst

*A drop of blood, a piece of flesh, and a pinch of bone dust*

This spell creates an undead servant. Choose a pile of bones or a corpse of a Medium or Small humanoid within range. Your spell imbues the target with a foul mimicry of life, raising it as an undead creature. The target becomes a skeleton if you chose bones or a zombie if you chose a corpse (the GM has the creature's game statistics). On each of your turns, you can use a bonus action to mentally command any creature you made with this spell if the creature is within 60 feet of you (if you control multiple creatures, you can command any or all of them at the same time, issuing the same command to each one). You decide what action the creature will take and where it will move during its next turn, or you can issue a general command, such as to guard a particular chamber or corridor. If you issue no commands, the creature only defends itself

### Bestow Curse
*Paladin Level 3 Necromancy DC 16 Spell Mod +8*

1 Act. | Touch | V,S | Conc, 1 min

You touch a creature, and that creature must succeed on a Wisdom saving throw or become cursed for the duration of the spell. When you cast this spell, choose the nature of the curse from the following options: • Choose one ability score. While cursed, the target has disadvantage on ability checks and saving throws made with that ability score. • While cursed, the target has disadvantage on attack rolls against you. • While cursed, the target must make a Wisdom saving throw at the start of each of its turns. If it fails, it wastes its action that turn doing nothing. • While the target is cursed, your attacks and spells deal an extra 1d8 necrotic damage to the target. A remove curse spell ends this effect. At the GM's option, you may choose an alternative curse effect, but it should be no more powerful than those described above. The GM has final

### Create Food and Water
*Paladin Level 3 Conjuration DC 16 Spell Mod +8*

1 Act. | 30 ft | V,S | Inst

You create 45 pounds of food and 30 gallons of water on the ground or in containers within range, enough to sustain up to fifteen humanoids or five steeds for 24 hours. The food is bland but nourishing, and spoils if uneaten after 24 hours. The water is clean and doesn't go bad.

### Daylight
*Paladin Level 3 Evocation DC 16 Spell Mod +8*

1 Act. | 60 ft | V,S | 1 hr

A 60-foot-radius sphere of light spreads out from a point you choose within range. The sphere is bright light and sheds dim light for an additional 60 feet. If you chose a point on an object you are holding or one that isn't being worn or carried, the light shines from the object and moves with it. Completely covering the affected object with an opaque object, such as a bowl or a helm, blocks the light. If any of this spell's area overlaps with an area of darkness created by a spell of 3rd level or lower, the spell that created the darkness is dispelled.

### Dispel Magic
*Paladin Level 3 Abjuration DC 16 Spell Mod +8*

1 Act. | 120 ft | V,S | Inst

Choose one creature, object, or magical effect within range. Any spell of 3rd level or lower on the target ends. For each spell of 4th level or higher on the target, make an ability check using your spellcasting ability. The DC equals 10 + the spell's level. On a successful check, the spell ends. At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you automatically end the effects of a spell on the target if the spell's level is equal to or less than the level of the spell slot you used.

### Magic Circle
*Paladin Level 3 Abjuration DC 16 Spell Mod +8*

1 min | 10 ft | V,S,M | 1 hr

*Holy water or powdered silver and iron worth at least 100 gp, which the spell consumes*

You create a 10-foot-radius, 20-foot-tall cylinder of magical energy centered on a point on the ground that you can see within range. Glowing runes appear wherever the cylinder intersects with the floor or other surface. Choose one or more of the following types of creatures: celestials, elementals, fey, fiends, or undead. The circle affects a creature of the chosen type in the following ways: • The creature can't willingly enter the cylinder by nonmagical means. If the creature tries to use teleportation or interplanar travel to do so, it must first succeed on a Charisma saving throw. • The creature has disadvantage on attack rolls against targets within the cylinder. • Targets within the cylinder can't be charmed, frightened, or possessed by the creature. When you cast this spell, you can elect to cause its magic to operate in the reverse

### Remove Curse
*Paladin Level 3 Abjuration DC 16 Spell Mod +8*

1 Act. | Touch | V,S | Inst

At your touch, all curses affecting one creature or object end. If the object is a cursed magic item, its curse remains, but the spell breaks its owner's attunement to the object so it can be removed or discarded.

### Revivify
*Paladin Level 3 Necromancy DC 16 Spell Mod +8*

1 Act. | Touch | V,S,M | Inst

*Diamonds worth 300 gp, which the spell consumes*

You touch a creature that has died within the last minute. That creature returns to life with 1 hit point. This spell can't return to life a creature that has died of old age, nor can it restore any missing body parts.

### Spirit Guardians
*Paladin Level 3 Abjuration DC 16 Spell Mod +8*

**Bestow Curse** *(reverse)*

say on such a curse's effect. At Higher Levels. If you cast this spell using a spell slot of 4th level or higher, the duration is concentration, up to 10 minutes. If you use a spell slot of 5th level or higher, the duration is 8 hours. If you use a spell slot of 7th level or higher, the duration is 24 hours. If you use a 9th level spell slot, the spell lasts until it is dispelled. Using a spell slot of 5th level or higher grants a duration that doesn't require concentration.

**Animate Dead** *(reverse)*

against hostile creatures. Once given an order, the creature continues to follow it until its task is complete. The creature is under your control for 24 hours, after which it stops obeying any command you've given it. To maintain control of the creature for another 24 hours, you must cast this spell on the creature again before the current 24-hour period ends. This use of the spell reasserts your control over up to four creatures you have animated with this spell, rather than animating a new one. At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you animate or reassert control over two additional undead creatures for each slot level above 3rd. Each of the creatures must come from a different corpse or pile of bones.

**Magic Circle** *(reverse)*

direction, preventing a creature of the specified type from leaving the cylinder and protecting targets outside it. At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the duration increases by 1 hour for each slot level above 3rd.