

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

Total

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

ATTACKS & SPELLCASTING

PASSIVE WISDOM (PERCEPTION)

OTHER PROFICIENCIES & LANGUAGES

EQUIPMENT

FEATURES & TRAITS



AGE	HEIGHT	WEIGHT
EYES	SKIN	HAIR

CHARACTER NAME

CHARACTER APPEARANCE

NAME

SYMBOL

ALLIES & ORGANIZATIONS

CHARACTER BACKSTORY

ADDITIONAL FEATURES & TRAITS

TREASURE



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 ABILITY: _____

SPELL SAVE DC: _____

SPELL ATTACK BONUS: _____

Spell slots

First

Second

Third

Forth

Fifth

Sixth

Seventh

Eight

Ninth

Tenth

Based on Shop Wizard

Mage Hand

Conjuration

Level: **Cantrip**
Casting time: **1 Action**
Range: **30 feet**
Components: **V, S**
Duration: **1 minute**

A spectral, floating hand appears at a point you choose within range.
The hand lasts for the duration or until you dismiss it as an action.
The hand vanishes if it is ever more than 30 feet away from you or if you cast this spell again.

You can use your action to control the hand. You can use the hand to manipulate an object, open an unlocked door or container, stow or retrieve an item from an open container, or pour the contents out of a vial. You can move the hand up to 30 feet each time you use it.

The hand can't attack, activate magical items, or carry more than 10 pounds.

Ray of Frost

Evocation

Level: **Cantrip**
Casting time: **1 Action**
Range: **60 feet**
Components: **V, S**
Duration: **Instantaneous**

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.

At higher level

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

Shocking Grasp

Evocation

Level: **Cantrip**
Casting time: **1 Action**
Range: **Touch**
Components: **V, S**
Duration: **Instantaneous**

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.

At higher level

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

Burning Hands

Evocation

Level: **1**
Casting time: **1 Action**
Range: **Self (15-foot cone)**
Components: **V, S**
Duration: **Instantaneous**

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 level

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.

Detect Magic (Ritual)

Divination

Level: **1**
Casting time: **1 Action**
Range: **Self**
Components: **V, S**
Duration: **Concentration, up to 10 minutes**

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 is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

Magic Missile

Evocation

Level: **1**
Casting time: **1 Action**
Range: **120 feet**
Components: **V, S**
Duration: **Instantaneous**

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 level

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.

Sleep

Enchantment

Level: **1**
Casting time: **1 Action**
Range: **90 feet**
Components: **V, S, M (a pinch of fine sand, rose petals, or a cricket)**
Duration: **1 minute**

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 level

When you cast this spell using a spell slot of 2nd level or higher, roll an additional 2d8 for each slot level above 1st.

Mage Armor

Abjuration

Level: **1**
Casting time: **1 Action**
Range: **Touch**
Components: **V, S, M (a piece of cured leather)**
Duration: **8 hours**

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.

Shield

Abjuration

Level: **1**
Casting time: **Special**
Range: **Self**
Components: **V, S**
Duration: **1 round**

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.