

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



AGE	HEIGHT	WEIGHT
EYES	SKIN	HAIR

CHARACTER NAME

CHARACTER APPEARANCE

NAME

SYMBOL

ALLIES & ORGANIZATIONS

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

5

8

9

SPELLS KNOWN

Chill Touch

Wizard Cantrip Necromancy DC 14 Spell Mod +6

1 Act. **120 ft** **V,S** **1 Rnd**

You create a ghostly, skeletal hand in the space of a creature within range. Make a ranged spell attack against the creature to assail it with the chill of the grave. On a hit, the target takes 1d8 necrotic damage, and it can't regain hit points until the start of your next turn. Until then, the hand clings to the target. If you hit an undead target, it also has disadvantage on attack rolls against you until the end of your next turn. This spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

Sapping Sting (Dunamancy)

Wizard Cantrip Necromancy DC 14 Spell Mod +6

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

You sap the vitality of one creature you can see in range. The target must succeed on a Constitution saving throw or take 1d4 necrotic damage and fall prone. This spell's damage increases by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4).

Shocking Grasp

Wizard Cantrip Evocation DC 14 Spell Mod +6

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

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).

Toll the Dead

Wizard Cantrip Necromancy DC 14 Spell Mod +6

1 Act. **60 ft** **V,S** **Inst**

You point at one creature you can see within range, and the sound of a dolorous bell fills the air around it for a moment. The target must succeed on a Wisdom saving throw or take 1d8 necrotic damage. If the target is missing any of its hit points, it instead takes 1d12 necrotic damage. The spell's damage increases by one die when you reach 5th level (2d8 or 2d12), 11th level (3d8 or 3d12), and 17th level (4d8 or 4d12).

Catapult

Wizard Level 1 Transmutation DC 14 Spell Mod +6

1 Act. **60 ft** **S** **Inst**

Choose one object weighing 1 to 5 pounds within range that isn't being worn or carried. The object flies in a straight line up to 90 feet in a direction you choose before falling to the ground, stopping early if it impacts against a solid surface. If the object would strike a creature, that creature must make a Dexterity saving throw. On a failed save, the object strikes the target and stops moving. When the object strikes something, the object and what it strikes each take 3d8 bludgeoning damage. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the maximum weight of objects that you can target with this spell increases by 5 pounds, and the damage increases by 1d8, for each slot level above 1st.

Command

Wizard Level 1 Enchantment DC 14 Spell Mod +6

Action **60** **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 DM 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

False Life

Wizard Level 1 Necromancy DC 14 Spell Mod +6

1 Act. **Self** **V,S,M** **1 hr***A small amount of alcohol or distilled spirits*

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.

Grease

Wizard Level 1 Conjuration DC 14 Spell Mod +6

1 Act. **60 ft** **V,S,M** **1 min***A bit of pork rind or butter*

Slick grease covers the ground in a 10-foot square centered on a point within range and turns it into difficult terrain for the duration. When the grease appears, each creature standing in its area must succeed on a Dexterity saving throw or fall prone. A creature that enters the area or ends its turn there must also succeed on a Dexterity saving throw or fall prone.

Magic Missile

Wizard Level 1 Evocation DC 14 Spell Mod +6

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

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.

<p>Command <i>(reverse)</i></p> <p>prone 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.</p>		

<div data-bbox="118 48 310 79" data-label="Section-Header">Ray of Sickness</div> <div data-bbox="118 86 509 109" data-label="Text">Wizard Level 1 Necromancy DC 14 Spell Mod +6</div> <div data-bbox="118 123 444 153" data-label="Text">1 Act. 60 ft V,S Inst</div> <div data-bbox="118 258 547 489" data-label="Text"> <p>A ray of sickening greenish energy lashes out toward a creature within range. Make a ranged spell attack against the target. On a hit, the target takes 2d8 poison damage and must make a Constitution saving throw. On a failed save, it is also poisoned until the end of your next turn. 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.</p> </div>	<div data-bbox="597 48 675 79" data-label="Section-Header">Shield</div> <div data-bbox="597 86 976 109" data-label="Text">Wizard Level 1 Abjuration DC 14 Spell Mod +6</div> <div data-bbox="597 123 941 153" data-label="Text">1 ReAct. Self V,S 1 Rnd</div> <div data-bbox="597 258 1011 373" data-label="Text"> <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> </div>	<div data-bbox="1076 48 1138 79" data-label="Section-Header">Sleep</div> <div data-bbox="1076 86 1474 109" data-label="Text">Wizard Level 1 Enchantment DC 14 Spell Mod +6</div> <div data-bbox="1076 123 1414 153" data-label="Text">1 Act. 90 ft V,S,M 1 min</div> <div data-bbox="1076 157 1421 180" data-label="Text">A pinch of fine sand, rose petals, or a cricket</div> <div data-bbox="1076 258 1507 699" data-label="Text"> <p>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 Levels. When you cast this spell using a</p> </div>
<div data-bbox="118 716 367 747" data-label="Section-Header">Blindness/Deafness</div> <div data-bbox="118 753 513 777" data-label="Text">Wizard Level 2 Necromancy DC 14 Spell Mod +6</div> <div data-bbox="118 791 461 821" data-label="Text">1 Act. 30 ft V 1 min</div> <div data-bbox="118 926 550 1178" data-label="Text"> <p>You can blind or deafen a foe. Choose one creature that you can see within range to make a Constitution saving throw. If it fails, the target is either blinded or deafened (your choice) for the duration. At the end of each of its turns, the target can make a Constitution saving throw. On a success, the spell ends. At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can target one additional creature for each slot level above 2nd.</p> </div>	<div data-bbox="597 716 795 747" data-label="Section-Header">Enlarge/Reduce</div> <div data-bbox="597 753 1011 777" data-label="Text">Wizard Level 2 Transmutation DC 14 Spell Mod +6</div> <div data-bbox="597 791 1002 821" data-label="Text">1 Act. 30 ft V,S,M Conc, 1 min</div> <div data-bbox="597 825 797 848" data-label="Text">A pinch of powdered iron</div> <div data-bbox="597 926 1024 1367" data-label="Text"> <p>You cause a creature or an object you can see within range to grow larger or smaller for the duration. Choose either a creature or an object that is neither worn nor carried. If the target is unwilling, it can make a Constitution saving throw. On a success, the spell has no effect. If the target is a creature, everything it is wearing and carrying changes size with it. Any item dropped by an affected creature returns to normal size at once. Enlarge. The target's size doubles in all dimensions, and its weight is multiplied by eight. This growth increases its size by one category — from Medium to Large, for example. If there isn't enough room for the target to double its size, the creature or object attains the maximum possible size in the space available. Until the spell ends, the target also has advantage on Strength checks and Strength saving throws.</p> </div>	<div data-bbox="1076 716 1333 747" data-label="Section-Header">Ray of Enfeeblement</div> <div data-bbox="1076 753 1471 777" data-label="Text">Wizard Level 2 Necromancy DC 14 Spell Mod +6</div> <div data-bbox="1076 791 1481 821" data-label="Text">1 Act. 60 ft V,S Conc, 1 min</div> <div data-bbox="1076 926 1507 1136" data-label="Text"> <p>A black beam of enervating energy springs from your finger toward a creature within range. Make a ranged spell attack against the target. On a hit, the target deals only half damage with weapon attacks that use Strength until the spell ends. At the end of each of the target's turns, it can make a Constitution saving throw against the spell. On a success, the spell ends.</p> </div>
<div data-bbox="118 1381 295 1413" data-label="Section-Header">Animate Dead</div> <div data-bbox="118 1419 513 1442" data-label="Text">Wizard Level 3 Necromancy DC 14 Spell Mod +6</div> <div data-bbox="118 1457 444 1486" data-label="Text">1 min 10 ft V,S,M Inst</div> <div data-bbox="118 1491 526 1535" data-label="Text">A drop of blood, a piece of flesh, and a pinch of bone dust</div> <div data-bbox="118 1591 550 2032" data-label="Text"> <p>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</p> </div>	<div data-bbox="597 1381 758 1413" data-label="Section-Header">Counterspell</div> <div data-bbox="597 1419 979 1442" data-label="Text">Wizard Level 3 Abjuration DC 14 Spell Mod +6</div> <div data-bbox="597 1457 922 1486" data-label="Text">1 ReAct. 60 ft S Inst</div> <div data-bbox="597 1591 1024 1896" data-label="Text"> <p>You attempt to interrupt a creature in the process of casting a spell. If the creature is casting a spell of 3rd level or lower, its spell fails and has no effect. If it is casting a spell of 4th level or higher, make an ability check using your spellcasting ability. The DC equals 10 + the spell's level. On a success, the creature's spell fails and has no effect. At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, the interrupted spell has no effect if its level is less than or equal to the level of the spell slot you used.</p> </div>	<div data-bbox="1076 1381 1170 1413" data-label="Section-Header">Fireball</div> <div data-bbox="1076 1419 1450 1442" data-label="Text">Wizard Level 3 Evocation DC 14 Spell Mod +6</div> <div data-bbox="1076 1457 1398 1486" data-label="Text">1 Act. 150 ft V,S,M Inst</div> <div data-bbox="1076 1491 1349 1514" data-label="Text">A tiny ball of bat guano and sulfur</div> <div data-bbox="1076 1591 1507 1917" data-label="Text"> <p>A bright streak flashes from your pointing finger to a point you choose within range and then blossoms with a low roar into an explosion of flame. Each creature in a 20-foot-radius sphere centered on that point must make a Dexterity saving throw. A target takes 8d6 fire damage on a failed save, or half as much damage on a successful one. The fire spreads around corners. It 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 level above 3rd.</p> </div>

Sleep *(reverse)*

spell slot of 2nd level or higher, roll an additional 2d8 for each slot level above 1st.

Enlarge/Reduce *(reverse)*

The target's weapons also grow to match its new size. While these weapons are enlarged, the target's attacks with them deal 1d4 extra damage. Reduce. The target's size is halved in all dimensions, and its weight is reduced to one-eighth of normal. This reduction decreases its size by one category—from Medium to Small, for example. Until the spell ends, the target also has disadvantage on Strength checks and Strength saving throws. The target's weapons also shrink to match its new size. While these weapons are reduced, the target's attacks with them deal 1d4 less damage (this can't reduce the damage below 1).

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.