

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



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



<div>Level-2 abjuration</div> <div>MORCPUB</div> <div><b>Aid</b></div> <div>1 act. 30 ft V,S,M 8 hrs</div> <div>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.</div> <div><b>Paladin</b> DC15 Mod +7</div>	<div>Level-1 enchantment</div> <div>MORCPUB</div> <div><b>Bless</b></div> <div>1 act. 30 ft V,S,M Conc, 1 min</div> <div>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.</div> <div><b>Paladin</b> DC15 Mod +7</div>	<div>Level-2 enchantment</div> <div>MORCPUB</div> <div><b>Calm Emotions</b></div> <div>1 act. 60 ft V,S Conc, 1 min</div> <div>You attempt to suppress strong emotions in a group of people. Each humanoid in a 20-foot-radius sphere centered on a point you choose within range must make a Charisma saving throw; a creature can choose to fail this saving throw if it wishes. If a creature fails its saving throw, choose one of the following two effects. You can suppress any effect causing a target to be charmed or frightened. When this spell ends, any suppressed effect resumes, provided that its duration has not expired in the meantime. Alternatively, you can make a target indifferent about creatures of your choice that it is hostile toward. This indifference ends if the target is attacked or harmed by a spell or if it witnesses any of its friends being harmed. When the spell ends, the creature becomes hostile again, unless the GM rules otherwise.</div> <div><b>Paladin</b> DC15 Mod +7</div>
<div>Level-1 evocation</div> <div>MORCPUB</div> <div><b>Cure Wounds</b></div> <div>1 act. Touch V,S Inst</div> <div>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.</div> <div><b>Paladin</b> DC15 Mod +7</div>	<div>Level-1 enchantment</div> <div>MORCPUB</div> <div><b>Heroism</b></div> <div>1 act. Touch V,S Conc, 1 min</div> <div>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.</div> <div><b>Paladin</b> DC15 Mod +7</div>	<div>Level-2 enchantment</div> <div>MORCPUB</div> <div><b>Hold Person</b></div> <div>1 act. 60 ft V,S,M Conc, 1 min</div> <div>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.</div> <div><b>Paladin</b> DC15 Mod +7</div>
<div>Level-1 abjuration</div> <div>MORCPUB</div> <div><b>Protection from Evil and Good</b></div> <div>1 act. Touch V,S,M Conc, 10 mins</div> <div>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.</div> <div><b>Paladin</b> DC15 Mod +7</div>	<div>Level-1 abjuration</div> <div>MORCPUB</div> <div><b>Sanctuary</b></div> <div>1 b.a. 30 ft V,S,M 1 min</div> <div>You ward a creature within range against attack. Until the spell ends, any creature who targets the warded creature with an attack or a harmful spell must first make a Wisdom saving throw. On a failed save, the creature must choose a new target or lose the attack or spell. This spell doesn't protect the warded creature from area effects, such as the explosion of a fireball. If the warded creature makes an attack or casts a spell that affects an enemy creature, this spell ends.</div> <div><b>Paladin</b> DC15 Mod +7</div>	<div>Level-1 abjuration</div> <div>MORCPUB</div> <div><b>Shield of Faith</b></div> <div>1 b.a. 60 ft V,S,M Conc, 10 mins</div> <div>A shimmering field appears and surrounds a creature of your choice within range, granting it a +2 bonus to AC for the duration.</div> <div><b>Paladin</b> DC15 Mod +7</div>


<div>Level-1 enchantment</div> <div> <b>Sleep</b>  <b>1 act.</b>  <b>90 ft</b>  <b>V,S,M</b>  <b>1 min</b></div> <div><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 spell slot of 2nd level or higher, roll an additional 2d8 for each slot level above 1st.</p><p><b>Paladin</b> <i>DC 15 Mod +7</i></p></div>		
