

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

ADDITIONAL FEATURES & TRAITS

CHARACTER BACKSTORY

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

Level-5 divination

**Commune with Nature**

1 min Self V,S Inst

You briefly become one with nature and gain knowledge of the surrounding territory. In the outdoors, the spell gives you knowledge of the land within 3 miles of you. In caves and other natural underground settings, the radius is limited to 300 feet. The spell doesn't function where nature has been replaced by construction, such as in dungeons and towns. You instantly gain knowledge of up to three facts of your choice about any of the following subjects as they relate to the area: • terrain and bodies of water • prevalent plants, minerals, animals, or peoples • powerful celestials, fey, fiends, elementals, or undead • influence from other planes of existence • buildings For example, you could determine the location of powerful undead in the area, the location of major sources of safe drinking water, and the location of any nearby towns.

Ranger DC 17 Mod +9

Level-1 conjuration

**Fog Cloud**

1 act. 120 ft V,S Conc, 1 hr

You create a 20-foot-radius sphere of fog centered on a point within range. The sphere spreads around corners, and its area is heavily obscured. It lasts for the duration or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the radius of the fog increases by 20 feet for each slot level above 1st.

Ranger DC 17 Mod +9

Level-3 abjuration

**Protection from Energy**

1 act. Touch V,S Conc, 1 hr

For the duration, the willing creature you touch has resistance to one damage type of your choice: acid, cold, fire, lightning, or thunder.

Ranger DC 17 Mod +9

Level-1 divination

**Detect Poison and Disease**

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

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.

Ranger DC 17 Mod +9

Level-2 abjuration

**Lesser Restoration**

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.

Ranger DC 17 Mod +9

Level-1 divination

**Speak with Animals**

1 act. Self V,S 10 mins

You gain the ability to comprehend and verbally communicate with beasts for the duration. The knowledge and awareness of many beasts is limited by their intelligence, but at minimum, beasts can give you information about nearby locations and monsters, including whatever they can perceive or have perceived within the past day. You might be able to persuade a beast to perform a small favor for you, at the GM's discretion.

Ranger DC 17 Mod +9

Level-2 divination

**Find Traps**

1 act. 120 ft V,S Inst

You sense the presence of any trap within range that is within line of sight. A trap, for the purpose of this spell, includes anything that would inflict a sudden or unexpected effect you consider harmful or undesirable, which was specifically intended as such by its creator. Thus, the spell would sense an area affected by the alarm spell, a glyph of warding, or a mechanical pit trap, but it would not reveal a natural weakness in the floor, an unstable ceiling, or a hidden sinkhole. This spell merely reveals that a trap is present. You don't learn the location of each trap, but you do learn the general nature of the danger posed by a trap you sense.

Ranger DC 17 Mod +9

Level-3 transmutation

**Plant Growth**

1 act. or 8150ft V,S Inst

This spell channels vitality into plants within a specific area. There are two possible uses for the spell, granting either immediate or long-term benefits. If you cast this spell using 1 action, choose a point within range. All normal plants in a 100-foot radius centered on that point become thick and overgrown. A creature moving through the area must spend 4 feet of movement for every 1 foot it moves. You can exclude one or more areas of any size within the spell's area from being affected. If you cast this spell over 8 hours, you enrich the land. All plants in a half-mile radius centered on a point within range become enriched for 1 year. The plants yield twice the normal amount of food when harvested.

Ranger DC 17 Mod +9

Level-3 transmutation

**Speak with Plants**

1 act. Self V,S 10 mins

You imbue plants within 30 feet of you with limited sentience and animation, giving them the ability to communicate with you and follow your simple commands. You can question plants about events in the spell's area within the past day, gaining information about creatures that have passed, weather, and other circumstances. You can also turn difficult terrain caused by plant growth (such as thickets and undergrowth) into ordinary terrain that lasts for the duration. Or you can turn ordinary terrain where plants are present into difficult terrain that lasts for the duration, causing vines and branches to hinder pursuers, for example. Plants might be able to perform other tasks on your behalf, at the GM's discretion. The spell doesn't enable plants to uproot themselves and move about, but they can freely move branches, tendrils, and stalks. If a plant creature is in the area, you can communicate with it as if you shared

Ranger DC 17 Mod +9

| | | |
|---|--|--|
| | | |
| | | |
| Speak with Plants (reverse) a common language, but you gain no magical ability to influence it. This spell can cause the plants created by the entangle spell to release a restrained creature. | | |

| | | |
|--|---|--|
| <div>Level-2 transmutation</div> <div>FORCPUB</div> <div>Spike Growth</div> <div>1 act. 150 ft V,S,M Conc, 10 mins</div> <div>The ground in a 20-foot radius centered on a point within range twists and sprouts hard spikes and thorns. The area becomes difficult terrain for the duration. When a creature moves into or within the area, it takes 2d4 piercing damage for every 5 feet it travels. The transformation of the ground is camouflaged to look natural. Any creature that can't see the area at the time the spell is cast must make a Wisdom (Perception) check against your spell save DC to recognize the terrain as hazardous before entering it.</div> <div>Ranger DC 17 Mod +9</div> | <div>Level-3 transmutation</div> <div>FORCPUB</div> <div>Water Breathing</div> <div>1 act. 30 ft V,S,M 24 hrs</div> <div>This spell grants up to ten willing creatures you can see within range the ability to breathe underwater until the spell ends. Affected creatures also retain their normal mode of respiration.</div> <div>Ranger DC 17 Mod +9</div> | |
| | | |
| | | |

| | | |
|--|--|--|
| | | |
| | | |
| | | |