

# DUNGEONS & DRAGONS

CHARACTER NAME

CHARACTER LEVEL, RACE, & CLASS

EXPERIENCE

BACKGROUND

ALIGNMENT

DEITY

PLAYER NAME

STRENGTH

PROFICIENCY BONUS

- ☐ Strength
- ☐ Dexterity
- ☐ Constitution
- ☐ Intelligence
- ☐ Wisdom
- ☐ Charisma

CONDITIONAL

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 PERCEPTION

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

INITIATIVE

ARMOR

SHIELD

ARMOR CLASS

MAXIMUM

HIT DICE

TEMPORARY

CURRENT HIT POINTS

SPEED

FLY

CLIMB

SWIM

VISION

INSPIRATION

EXHAUSTION

SPEED, SENSES, & CONDITIONS

**Fey Ancestry.** You have advantage on saving throws against being charmed, and magic can't put you to sleep.

**Drow Magic.** You know the dancing lights cantrip. You can cast Faerie Fire 1/long rest. (Charisma)

RACIAL TRAITS

**Darkvision.** You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light.

**Aberrant Mind.** An alien influence has wrapped its tendrils around you, warping you in both body and mind.

**Font of Magic (Bonus Action).** You have 3 Sorcery Points. You can transform unexpended sorcery points into one spell slot (2 > 1st, 3 > 2nd, 5 > 3rd, 6 > 4th, 7 > 5th) on your turn or you can expend one spell slot and gain a number of sorcery points equal to the slot's level.

**Metamagic.** You can use only one Metamagic option on a spell when you cast it, unless otherwise noted.

**Quicken Spell.** When you cast a spell that has a casting time of 1 action, you can spend 2 sorcery points to change the casting time to 1 bonus action for this casting.

**Twinned Spell.** When you cast a spell that targets only one creature and doesn't have a range of self, you can spend a number of sorcery points equal to the spell's level to target a second creature in range with the same spell (1 sorcery point if the spell is a cantrip).

**Invasive Thoughts (Bonus Action).** Magically create a telepathic link with one creature you can see within 30 feet of you. Until the link ends, you can telepathically speak to the target through the link, and if it understands at least one language, it can speak telepathically to you. The link lasts for 10 minutes, and it ends early if you are incapacitated or die, or if you use another bonus action to break the link or to establish this link with a different creature.

**Warped Being.** Your aberrant origin protects you from harm, your AC equals 14 while you aren't wearing armor.

**Hexblade's Curse (Bonus Action—1/Short Rest).** Choose one creature you can see within 30ft. The target is cursed for 1 minute. Until the curse ends, you gain the following benefits: You gain a +2 bonus to damage rolls against the cursed target and any attack roll you make against the cursed target is a critical hit on a roll of 19 or 20 on the d20. If the cursed target dies, you regain 6 hp.

**Hex Warrior.** Whenever you finish a long rest, you can touch one weapon that you are proficient with and that lacks the two-handed property. When you attack with that weapon, you can use +7 for the attack and +5 damage.

FEATURES & TRAITS

**Armor Proficiencies.** Light Armor, Medium Armor, Shields

**Weapon Proficiencies.** Dagger, Dart, Sling, Quarterstaff, Crossbow, Light, Simple Melee Weapons, Martial Weapons

**Tool Proficiencies.** —

**Languages.** Common, Elvish, Undercommon, Deep Speech

PROFICIENCIES & LANGUAGES

NAME RANGE ATTACK DAMAGE / TYPE

ATTACKS & SPELLCASTING



CHARACTER NAME

GENDER

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

CHARACTER PORTRAIT

ALLIES & ORGANIZATIONS

NAME

SYMBOL

I refuse to become a victim, and I will not allow others to be victimized.

PERSONALITY TRAITS

I'll stop the spirits that haunt me or die trying. (Any)

IDEAL

I keep my thoughts and discoveries in a journal. My journal is my legacy.

BOND

I am a purveyor of doom and gloom who lives in a world without hope.

FLAW

You are no casual visitor to the Underdark, but instead have spent considerable time there learning its ways. You are familiar with the various races, civilizations, and settlements of the Underdark, as well as its major routes for travel. If you fail an Intelligence check to recall some piece of Underdark lore, you know a source you can consult for the answer unless the DM rules that the lore is unknown.

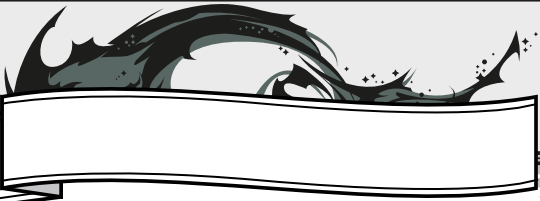
BACKGROUND FEATURE

TRINKET

BACKGROUND STORY

ADDITIONAL FEATURES

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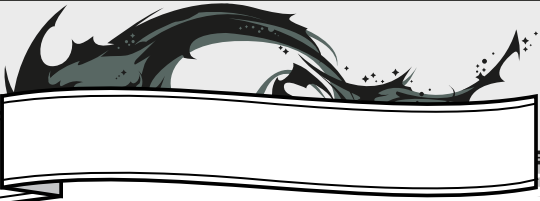


SPELLCASTING ABILITY    SPELL ATTACK BONUS    SAVING THROW DC    SPELLS TO PREPARE

CANTRIPS

1ST LEVEL    4 SPELL SLOTS

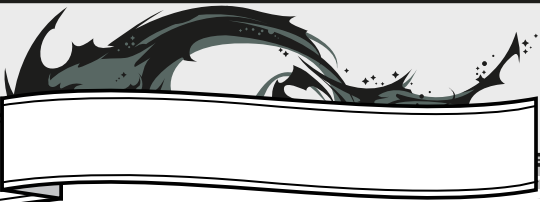
2ND LEVEL    2 SPELL SLOTS



SPELLCASTING ABILITY    SPELL ATTACK BONUS    SAVING THROW DC    SPELLS TO PREPARE

CANTRIPS

1ST LEVEL    1 SPELL SLOTS



SPELLCASTING ABILITY    SPELL ATTACK BONUS    SAVING THROW DC    SPELLS TO PREPARE

CANTRIPS

1ST LEVEL

## Dancing Lights

### Evocation Cantrip

CASTING TIME	1 action
RANGE	120 feet
DURATION	Concentration, up to 1 minute
COMPONENTS	V, S, M (a bit of phosphorous or wychwood, or a glowworm)

You create up to four torch-sized lights within range, making them appear as torches, lanterns, or glowing orbs that hover in the air for the duration. You can also combine the four lights into one glowing vaguely humanoid form of Medium size. Whichever form you choose, each light sheds dim light in a 10-foot radius. As a bonus action on your turn, you can move the lights up to 60 feet to a new spot within range. A light must be within 20 feet of another light created by this spell, and a light winks out if it exceeds the spell's range.

*Drow Magic (Drow Descent)*

*Player's Handbook*

## Eldritch Blast

### Evocation Cantrip

CASTING TIME	1 action
RANGE	120 feet
DURATION	Instantaneous
COMPONENTS	V, S

A beam of crackling energy streaks toward a creature within range. Make a ranged spell attack against the target. On a hit, the target takes 1d10 force damage.

The spell creates more than one beam when you reach higher levels: two beams at 5th level, three beams at 11th level, and four beams at 17th level. You can direct the beams at the same target or at different ones. Make a separate attack roll for each beam.

*Pact Magic (Warlock)*

*Player's Handbook*

## Mind Sliver

### Enchantment Cantrip

CASTING TIME	1 action
RANGE	60 feet
DURATION	1 round
COMPONENTS	V

You drive a disorienting spike of psychic energy into the mind of one creature you can see within range. The target must make an Intelligence saving throw. Unless the saving throw is successful, the target takes 1d6 psychic damage, and the first time it makes a saving throw before the end of your next turn, it must roll a d4 and subtract the number rolled from the save.

This spell's damage increases by 1d6 when you reach certain levels: 5th level (2d6), 11th level (3d6), and 17th level (4d6).

*Spellcasting (Sorcerer)*

*UA: Psionic Options Revisited*

## Prestidigitation

### Transmutation Cantrip

CASTING TIME	1 action
RANGE	10 feet
DURATION	Up to 1 hour
COMPONENTS	V, S

This spell is a minor magical trick that novice spellcasters use for practice. You create one of the following magical effects within range:

- You create an instantaneous, harmless sensory effect, such as a shower of sparks, a puff of wind, faint musical notes, or an odd odor.
- You instantaneously light or snuff out a candle, a torch, or a small campfire.
- You instantaneously clean or soil an object no larger than 1 cubic foot.
- You chill, warm, or flavor up to 1 cubic foot of nonliving material for 1 hour.
- You make a color, a small mark, or a symbol appear on an object or a surface for 1 hour.
- You create a nonmagical trinket or an illusory image that can fit in your hand and that lasts until the end of your next turn.

If you cast this spell multiple times, you can have up to three of its non-instantaneous effects active at a time, and you can dismiss such an effect as an action.

*Spellcasting (Sorcerer)*

*Player's Handbook*

## Ray of Frost

### Evocation Cantrip

CASTING TIME	1 action
RANGE	60 feet
DURATION	Instantaneous
COMPONENTS	V, S

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

*Spellcasting (Sorcerer)*

*Player's Handbook*

## Shadowthorn

### Conjuration Cantrip

CASTING TIME	1 action
RANGE	10 feet
DURATION	Instantaneous
COMPONENTS	V, S

The shadowed planes hold many cruelties left unspeakable.

You rear back and summon a spike of shadow, attempting to stab and push a creature within range. Make a melee spell attack roll. If you hit, the target takes 1d6 piercing damage and is shoved 5 feet directly away from you.

This spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

*Pact Magic (Warlock)*

*The Compendium of Forgotten Secrets*

## Shocking Grasp

### Evocation Cantrip

CASTING TIME	1 action
RANGE	Touch
DURATION	Instantaneous
COMPONENTS	V, S

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).

*Spellcasting (Sorcerer)*

*Player's Handbook*

## Arms of Hadar

### 1st-level conjuration

CASTING TIME	1 action
RANGE	Self (10-foot radius)
DURATION	Instantaneous
COMPONENTS	V, S

You invoke the power of Hadar, the Dark Hunger. Tendrils of dark energy erupt from you and batter all creatures within 10 feet of you. Each creature in that area must make a Strength saving throw. On a failed save, a target takes 2d6 necrotic damage and can't take reactions until its next turn. On a successful save, the creature takes half damage, but suffers no other effect.

**At Higher Levels.** 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.

*Psionic Spells (Sorcerer)*

*Player's Handbook*

## Chaos Bolt

### 1st-level evocation

CASTING TIME	1 action
RANGE	120 feet
DURATION	Instantaneous
COMPONENTS	V, S

You hurl an undulating, warbling mass of chaotic energy at one creature in range. Make a ranged spell attack against the target. On a hit, the target takes 2d8 + 1d6 damage. Choose one of the d8s. The number rolled on that die determines the attack's damage type, as shown below.

#### d8 Damage Type

- 1 Acid
- 2 Cold
- 3 Fire
- 4 Force
- 5 Lightning
- 6 Poison
- 7 Psychic
- 8 Thunder

If you roll the same number on both d8s, the chaotic energy leaps from the target to a different creature of your choice within 30 feet of it. Make a new attack roll against the new target, and make a new damage roll, which could cause the chaotic energy to leap again. A creature can be targeted only once by each casting of this spell.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, each target takes 1d6 extra damage of the type rolled for each slot level above 1st.

*Spellcasting (Sorcerer)*

*Xanathar's Guide to Everything*

## Dissonant Whispers

### 1st-level enchantment

CASTING TIME 1 action

RANGE 60 feet

DURATION Instantaneous

COMPONENTS V

You whisper a discordant melody that only one creature of your choice within range can hear, wracking it with terrible pain. The target must make a Wisdom saving throw. On a failed save, it takes 3d6 psychic damage and must immediately use its reaction, if available, to move as far as its speed allows away from you. The creature doesn't move into obviously dangerous ground, such as a fire or a pit. On a successful save, the target takes half as much damage and doesn't have to move away. A deafened creature automatically succeeds on the save.

**At Higher Levels.** 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.

*Psionic Spells (Sorcerer)*

*Player's Handbook*

## Faerie Fire

### 1st-level evocation

CASTING TIME 1 action

RANGE 60 feet

DURATION Concentration, up to 1 minute

COMPONENTS V

Each object in a 20-foot cube within range is outlined in blue, green, or violet light (your choice). Any creature in the area when the spell is cast is also outlined in light if it fails a Dexterity saving throw. For the duration, objects and affected creatures shed dim light in a 10-foot radius.

Any attack roll against an affected creature or object has advantage if the attacker can see it, and the affected creature or object can't benefit from being invisible.

*Drow Magic (Drow Descent)*

*Player's Handbook*

## Healing Elixir

### 1st-level conjuration

CASTING TIME 1 minute

RANGE Self

DURATION 24 hours

COMPONENTS V, S, M (alchemist's supplies)

You create a healing elixir in a simple vial that appears in your hand. The elixir retains its potency for the duration or until it's consumed, at which point the vial vanishes.

As an action, a creature can drink the elixir or administer it to another creature. The drinker regains 2d4 + 2 hit points.

*Pact Magic (Warlock)*

*UA: Starter Spells*

## Hex

### 1st-level enchantment

CASTING TIME 1 bonus action

RANGE 90 feet

DURATION Concentration, up to 1 hour

COMPONENTS V, S, M (the petrified eye of a newt)

You place a curse on a creature that you can see within range. Until the spell ends, you deal an extra 1d6 necrotic damage to the target whenever you hit it with an attack. Also, choose one ability when you cast the spell. The target has disadvantage on ability checks made with the chosen ability. If the target drops to 0 hit points before this spell ends, you can use a bonus action on a subsequent turn of yours to curse a new creature. A remove curse cast on the target ends this spell early.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd or 4th level, you can maintain your concentration on the spell for up to 8 hours. When you use a spell slot of 5th level or higher, you can maintain your concentration on the spell for up to 24 hours.

*Pact Magic (Warlock)*

*Player's Handbook*

## Id Insinuation

### 1st-level enchantment

CASTING TIME 1 action

RANGE 60 feet

DURATION Concentration, up to 1 minute

COMPONENTS V, S

You unleash a torrent of conflicting desires in the mind of one creature you can see within range, impairing its ability to make decisions. The target must succeed on a Wisdom saving throw or be incapacitated. At the end of each of its turns, it takes 1d12 psychic damage, and it can then make another Wisdom saving throw. On a success, the spell ends on the target.

*Spellcasting (Sorcerer)*

*UA: Fighter, Rogue, and Wizard*

## Witch Bolt

### 1st-level evocation

CASTING TIME 1 action

RANGE 30 feet

DURATION Concentration, up to 1 minute

COMPONENTS V, S, M (a twig from a tree that has been struck by lightning)

A beam of crackling, blue energy lances out toward a creature within range, forming a sustained arc of lightning between you and the target. Make a ranged spell attack against that creature. On a hit, the target takes 1d12 lightning damage, and on each of your turns for the duration, you can use your action to deal 1d12 lightning damage to the target automatically. The spell ends if you use your action to do anything else. The spell also ends if the target is ever outside the spell's range or if it has total cover from you.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, the initial damage increases by 1d12 for each slot level above 1st.

*Spellcasting (Sorcerer)*

*Player's Handbook*

## Calm Emotions

### 2nd-level enchantment

CASTING TIME 1 action

RANGE 60 feet

DURATION Concentration, up to 1 minute

COMPONENTS V, S

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.

*Psionic Spells (Sorcerer)*

*Player's Handbook*

## Detect Thoughts

### 2nd-level divination

CASTING TIME 1 action

RANGE Self

DURATION Concentration, up to 1 minute

COMPONENTS V, S, M (a copper piece)

For the duration, you can read the thoughts of certain creatures. When you cast the spell and as your action on each turn until the spell ends, you can focus your mind on any one creature that you can see within 30 feet of you. If the creature you choose has an Intelligence of 3 or lower or doesn't speak any language, the creature is unaffected.

You initially learn the surface thoughts of the creature—what is most on its mind in that moment. As an action, you can either shift your attention to another creature's thoughts or attempt to probe deeper into the same creature's mind. If you probe deeper, the target must make a Wisdom saving throw. If it fails, you gain insight into its reasoning (if any), its emotional state, and something that looms large in its mind (such as something it worries over, loves, or hates). If it succeeds, the spell ends. Either way, the target knows that you are probing into its mind, and unless you shift your attention to another creature's thoughts, the creature can use its action on its turn to make an Intelligence check contested by your Intelligence check; if it succeeds, the spell ends.

Questions verbally directed at the target creature naturally shape the course of its thoughts, so this spell is particularly effective as part of an interrogation.

You can also use this spell to detect the presence of thinking creatures you can't see. When you cast the spell or as your action during the duration, you can search for thoughts within 30 feet of you. The spell can penetrate barriers, but 2 feet of rock, 2 inches of any metal other than lead, or a thin sheet of lead blocks you. You can't detect a creature with an Intelligence of 3 or lower or one that doesn't speak any language.

Once you detect the presence of a creature in this way, you can read its thoughts for the rest of the duration as described above, even if you can't see it, but it must still be within range.

*Psionic Spells (Sorcerer)*

*Player's Handbook*

## Mind Thrust

### 2nd-level enchantment

CASTING TIME 1 action

RANGE 90 feet

DURATION 1 round

COMPONENTS V

You thrust a lance of psychic disruption into the mind of one creature you can see within range. The target must make an Intelligence saving throw. On a failed save, the target takes 3d6 psychic damage, and it can't take a reaction until the end of its next turn. Moreover, on its next turn, it must choose whether it gets a move, an action, or a bonus action; it gets only one of the three. On a successful save, the target takes half as much damage and suffers none of the spell's other effects.

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. The creatures must be within 30 feet of each other when you target them.

*Spellcasting (Sorcerer)*

*UA: Psionic Options Revised*

An arcane focus is a special item—an orb, a crystal, a rod, a specially constructed staff, a wand—like length of wood, or some similar item designed to channel the power of arcane spells. A sorcerer, warlock, or wizard can use such an item as a spellcasting focus.

A backpack is a leather pack carried on the back, typically with straps to secure it. A backpack can hold 1 cubic foot/30 pounds of gear.  
You can also strap items, such as a bedroll or a coil of rope, to the outside of a backpack.

Using a crowbar grants advantage to Strength checks where the crowbar's leverage can be applied.

A torch burns for 1 hour, providing bright light in a 20-foot radius and dim light for an additional 20 feet. If you make a melee attack with a burning torch and hit, it deals 1 fire damage.

This small container holds flint, fire steel, and tinder (usually dry cloth soaked in light oil) used to kindle a fire. Using it to light a torch—or anything else with abundant, exposed fuel—takes an action. Lighting any other fire takes 1 minute.

Rations consist of dry foods suitable for extended travel, including jerky, dried fruit, hardtack, and nuts.

Rope, whether made of hemp or silk, has 2 hit points and can be burst with a DC 17 Strength check.

A backpack is a leather pack carried on the back, typically with straps to secure it. A backpack can hold 1 cubic foot/30 pounds of gear.

You can also strap items, such as a bedroll or a coil of rope, to the outside of a backpack.

A book might contain poetry, historical accounts, information pertaining to a particular field of lore, diagrams and notes on gnomish contraptions, or just about anything else that can be represented using text or pictures. A book of spells is a spellbook (described later in this section).



You regain  $2d4 + 2$  hit points when you drink this potion.  
Whatever its potency, the potion's red liquid glimmers  
when agitated.