

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

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



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-1 enchantment</div> <div>MORCPUB</div> <div>Charm Person</div> <div>1 act. 30 ft V,S 1 hr</div> <div>You attempt to charm a humanoid you can see within range. It must make a Wisdom saving throw, and does so with advantage if you or your companions are fighting it. If it fails the saving throw, it is charmed by you until the spell ends or until you or your companions do anything harmful to it. The charmed creature regards you as a friendly acquaintance. When the spell ends, the creature knows it was charmed by you. 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. The creatures must be within 30 feet of each other when you target them.</div> <div>Druid DC 12 Mod +4</div>	<div>Level-1 transmutation</div> <div>MORCPUB</div> <div>Create or Destroy Water</div> <div>1 act. 30 ft V,S,M Inst</div> <div>You either create or destroy water. Create Water. You create up to 10 gallons of clean water within range in an open container. Alternatively, the water falls as rain in a 30-foot cube within range, extinguishing exposed flames in the area. Destroy Water. You destroy up to 10 gallons of water in an open container within range. Alternatively, you destroy fog in a 30-foot cube within range. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you create or destroy 10 additional gallons of water, or the size of the cube increases by 5 feet, for each slot level above 1st.</div> <div>Druid DC 12 Mod +4</div>	<div>Level-1 evocation</div> <div>MORCPUB</div> <div>Cure Wounds</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>Druid DC 12 Mod +4</div>
<div>Level-1 divination</div> <div>MORCPUB</div> <div>Detect Magic</div> <div>1 act. Self V,S Conc, 10 mins</div> <div>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 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.</div> <div>Druid DC 12 Mod +4</div>	<div>Level-1 divination</div> <div>MORCPUB</div> <div>Detect Poison and Disease</div> <div>1 act. Self V,S,M Conc, 10 mins</div> <div>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.</div> <div>Druid DC 12 Mod +4</div>	<div>Transmutation cantrip</div> <div>MORCPUB</div> <div>Druidcraft</div> <div>1 act. 30 ft V,S Inst</div> <div>Whispering to the spirits of nature, you create one of the following effects within range: • You create a tiny, harmless sensory effect that predicts what the weather will be at your location for the next 24 hours. The effect might manifest as a golden orb for clear skies, a cloud for rain, falling snowflakes for snow, and so on. This effect persists for 1 round. • You instantly make a flower blossom, a seed pod open, or a leaf bud bloom. • You create an instantaneous, harmless sensory effect, such as falling leaves, a puff of wind, the sound of a small animal, or the faint odor of skunk. The effect must fit in a 5-foot cube. • You instantly light or snuff out a candle, a torch, or a small campfire.</div> <div>Druid DC 12 Mod +4</div>
<div>Level-1 conjuration</div> <div>MORCPUB</div> <div>Entangle</div> <div>1 act. 90 ft V,S Conc, 1 min</div> <div>Grasping weeds and vines sprout from the ground in a 20-foot square starting from a point within range. For the duration, these plants turn the ground in the area into difficult terrain. A creature in the area when you cast the spell must succeed on a Strength saving throw or be restrained by the entangling plants until the spell ends. A creature restrained by the plants can use its action to make a Strength check against your spell save DC. On a success, it frees itself. When the spell ends, the conjured plants wilt away.</div> <div>Druid DC 12 Mod +4</div>	<div>Level-1 evocation</div> <div>MORCPUB</div> <div>Faerie Fire</div> <div>1 act. 60 ft V Conc, 1 min</div> <div>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.</div> <div>Druid DC 12 Mod +4</div>	<div>Level-1 conjuration</div> <div>MORCPUB</div> <div>Fog Cloud</div> <div>1 act. 120 ft V,S Conc, 1 hr</div> <div>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.</div> <div>Druid DC 12 Mod +4</div>


<div>Level-1 evocation</div> <div>MORCPUB</div> <div>Healing Word</div> <div>1 b.a. 60 ft V Inst</div> <div>A creature of your choice that you can see within range regains hit points equal to 1d4 + 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 1d4 for each slot level above 1st.</div> <div>Druid DC 12 Mod +4</div>	<div>Level-1 transmutation</div> <div>MORCPUB</div> <div>Jump</div> <div>1 act. Touch V,S,M 1 min</div> <div>You touch a creature. The creature's jump distance is tripled until the spell ends.</div> <div>Druid DC 12 Mod +4</div>	<div>Level-1 transmutation</div> <div>MORCPUB</div> <div>Longstrider</div> <div>1 act. Touch V,S,M 1 hr</div> <div>You touch a creature. The target's speed increases by 10 feet until the spell ends. 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>Druid DC 12 Mod +4</div>
<div>Transmutation cantrip</div> <div>MORCPUB</div> <div>Mending</div> <div>1 min Touch V,S,M Inst</div> <div>This spell repairs a single break or tear in an object you touch, such as a broken chain link, two halves of a broken key, a torn cloak, or a leaking wineskin. As long as the break or tear is no larger than 1 foot in any dimension, you mend it, leaving no trace of the former damage. This spell can physically repair a magic item or construct, but the spell can't restore magic to such an object.</div> <div>Druid DC 12 Mod +4</div>	<div>Level-1 transmutation</div> <div>MORCPUB</div> <div>Purify Food and Drink</div> <div>1 act. 10 ft V,S Inst</div> <div>All nonmagical food and drink within a 5-foot-radius sphere centered on a point of your choice within range is purified and rendered free of poison and disease.</div> <div>Druid DC 12 Mod +4</div>	<div>Level-1 divination</div> <div>MORCPUB</div> <div>Speak with Animals</div> <div>1 act. Self V,S 10 mins</div> <div>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.</div> <div>Druid DC 12 Mod +4</div>
<div>Level-1 evocation</div> <div>MORCPUB</div> <div>Thunderwave</div> <div>1 act. Self V,S Inst</div> <div>A wave of thunderous force sweeps out from you. Each creature in a 15-foot cube originating from you must make a Constitution saving throw. On a failed save, a creature takes 2d8 thunder damage and is pushed 10 feet away from you. On a successful save, the creature takes half as much damage and isn't pushed. In addition, unsecured objects that are completely within the area of effect are automatically pushed 10 feet away from you by the spell's effect, and the spell emits a thunderous boom audible out to 300 feet. 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.</div> <div>Druid DC 12 Mod +4</div>		


