

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

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

PREPARED

SPELL NAME

2

3

4

5

6

7

8

9



ELDRITCH BLAST Lv 0

Range **120 ft** Wizard
Bard
Duration **Instant** Cleric
Druid
Casting Time **1 action** Sorcerer
Warlock |
Ranger
Paladin



A blast of dark energy

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.

PHB 237



POISON SPRAY Lv 0

Range **10 ft** Wizard |
Bard
Duration **Instant** Cleric
Druid |
Casting Time **1 action** Sorcerer |
Warlock |
Ranger
Paladin



The somatic component of this spell has been much refined

You extend your hand toward a creature you can see within range and project a puff of noxious gas from your palm. The creature must succeed on a Constitution saving throw or take 1d12 poison damage.

This spell's damage increases by 1d12 when you reach 5th level (2d12), 11th level (3d12), and 17th level (4d12).

PHB 266



PRESTIDIGITATION Lv 0

Range **10 ft** Wizard |
Bard |
Duration **1 hour** Cleric
Druid
Casting Time **1 action** Sorcerer |
Warlock |
Ranger
Paladin



Has a hundred and one uses

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.

You instantaneously light or snuff a small fire.

You instantaneously clean or soil a small object.

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.

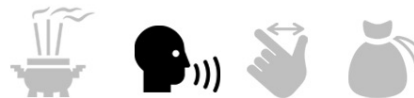
You create a nonmagical trinket or an illusory image that can fit in your hand and that lasts until the end of your next turn.

PHB 267*



DISSONANT WHISPERS Lv 1

Range **60 ft** Wizard
Bard |
Duration **Instant** Cleric
Druid
Casting Time **1 action** Sorcerer
Warlock
Ranger
Paladin



You whisper some really bad song lyrics

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

PHB 234



HELLISH REBUKE Lv 1

Range **60 ft**

Duration **Instant**

Casting Time **Reaction**



Wizard

Bard

Cleric

Druid

Sorcerer

Warlock

Ranger

Paladin

Flames lash out at your attacker

You point your finger, and the creature that damaged you is momentarily surrounded by hellish flames. The creature must make a Dexterity saving throw. It takes 2d10 fire damage on a failed save, or half as much damage on a successful one.


At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d10 for each slot level above 1st.

PHB 250



HEX Lv 1

Range **90 ft**

Duration  **1 hour**

Casting Time **Bonus**



Wizard

Bard

Cleric

Druid

Sorcerer

Warlock

Ranger

Paladin

Your weaken a creature and make them vulnerable to further attacks

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 when ever 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 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.

PHB 251

