

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

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

ATTACKS & SPELLCASTING

PASSIVE WISDOM (PERCEPTION)

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP

PP

TREASURE

EQUIPMENT



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

Message High Elf Cantrip Transmutation DC 15 Spell Mod +7 1 Act. 120 ft V,S,M 1 Rnd A short piece of copper wire You point your finger toward a creature within range and whisper a message. The target (and only the target) hears the message and can reply in a whisper that only you can hear. You can cast this spell through solid objects if you are familiar with the target and know it is beyond the barrier. Magical silence, 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood blocks the spell. The spell doesn't have to follow a straight line and can travel freely around corners or through openings.	Fire Bolt Wizard Cantrip Evocation DC 15 Spell Mod +7 1 Act. 120 ft V,S Inst You hurl a mote of fire at a creature or object within range. Make a ranged spell attack against the target. On a hit, the target takes 1d10 fire damage. A flammable object hit by this spell ignites if it isn't being worn or carried. This spell's damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).	Infestation Wizard Cantrip Conjuraction DC 15 Spell Mod +7 1 Act. 30 ft V,S,M Inst A living flea You cause a cloud of mites, fleas, and other parasites to appear momentarily on one creature you can see within range. The target must succeed on a Constitution saving throw, or it takes 1d6 poison damage and moves 5 feet in a random direction if it can move and its speed is at least 5 feet. Roll a d4 for the direction: 1, north; 2, south; 3, east; or 4, west. This movement doesn't provoke opportunity attacks, and if the direction rolled is blocked, the target doesn't move. The spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).
Mage Hand Wizard Cantrip Conjuraction DC 15 Spell Mod +7 1 Act. 30 ft V,S 1 min A spectral, floating hand appears at a point you choose within range. The hand lasts for the duration or until you dismiss it as an action. The hand vanishes if it is ever more than 30 feet away from you or if you cast this spell again. You can use your action to control the hand. You can use the hand to manipulate an object, open an unlocked door or container, stow or retrieve an item from an open container, or pour the contents out of a vial. You can move the hand up to 30 feet each time you use it. The hand can't attack, activate magic items, or carry more than 10 pounds.	Prestidigitation Wizard Cantrip Transmutation DC 15 Spell Mod +7 1 Act. 10 ft V,S Up to 1 hr 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	Burning Hands Wizard Level 1 Evocation DC 15 Spell Mod +7 1 Act. Self V,S Inst As you hold your hands with thumbs touching and fingers spread, a thin sheet of flames shoots forth from your outstretched fingertips. Each creature in a 15-foot cone must make a Dexterity saving throw. A creature takes 3d6 fire damage on a failed save, or half as much damage on a successful one. The fire ignites any flammable objects in the area that aren't being worn or carried. 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.
Feather Fall Wizard Level 1 Transmutation DC 15 Spell Mod +7 1 reAct. 60 ft V,M 1 min A small feather or piece of down Choose up to five falling creatures within range. A falling creature's rate of descent slows to 60 feet per round until the spell ends. If the creature lands before the spell ends, it takes no falling damage and can land on its feet, and the spell ends for that creature.	Hideous Laughter Wizard Level 1 Enchantment DC 15 Spell Mod +7 1 Act. 30 ft V,S,M Conc, 1 min Tiny tarts and a feather that is waved in the air A creature of your choice that you can see within range perceives everything as hilariously funny and falls into fits of laughter if this spell affects it. The target must succeed on a Wisdom saving throw or fall prone, becoming incapacitated and unable to stand up for the duration. A creature with an Intelligence score of 4 or less isn't affected. At the end of each of its turns, and each time it takes damage, the target can make another Wisdom saving throw. The target has advantage on the saving throw if it's triggered by damage. On a success, the spell ends.	Mage Armor Wizard Level 1 Abjuraction DC 15 Spell Mod +7 1 Act. Touch V,S,M 8 hrs A piece of cured leather You touch a willing creature who isn't wearing armor, and a protective magical force surrounds it until the spell ends. The target's base AC becomes 13 + its Dexterity modifier. The spell ends if the target dons armor or if you dismiss the spell as an action.

	Prestidigitation <i>(reverse)</i> such an effect as an action.	

Magic Missile

Wizard Level 1 Evocation DC 15 Spell Mod +7

1 Act. **120 ft** **V,S** **Inst**

You create three glowing darts of magical force. Each dart hits a creature of your choice that you can see within range. A dart deals 1d4 + 1 force damage to its target. The darts all strike simultaneously, and you can direct them to hit one creature or several. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the spell creates one more dart for each slot level above 1st.

Shield

Wizard Level 1 Abjuration DC 15 Spell Mod +7

1 reAct. **Self** **V,S** **1 Rnd**

An invisible barrier of magical force appears and protects you. Until the start of your next turn, you have a +5 bonus to AC, including against the triggering attack, and you take no damage from magic missile.

Dust Devil

Wizard Level 2 Conjuraton DC 15 Spell Mod +7

1 Act. **60 ft** **V,S,M** **Conc, 1 min***A pinch of dust*

Choose an unoccupied 5-foot cube of air that you can see within range. An elemental force that resembles a dust devil appears in the cube and lasts for the spell's duration. Any creature that ends its turn within 5 feet of the dust devil must make a Strength saving throw. On a failed save, the creature takes 1d8 bludgeoning damage and is pushed 10 feet away. On a successful save, the creature takes half as much damage and isn't pushed. As a bonus action, you can move the dust devil up to 30 feet in any direction. If the dust devil moves over sand, dust, loose dirt, or small gravel, it sucks up the material and forms a 10-foot-radius cloud of debris around itself that lasts until the start of your next turn. The cloud heavily obscures its area. At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, the damage

Maximilian's Earthen Grasp

Wizard Level 2 Transmutation DC 15 Spell Mod +7

1 Act. **30 ft** **V,S,M** **Conc, 1 min***A miniature hand sculpted from clay*

You choose a 5-foot-square unoccupied space on the ground that you can see within range. A Medium hand made from compacted soil rises there and reaches for one creature you can see within 5 feet of it. The target must make a Strength saving throw. On a failed save, the target takes 2d6 bludgeoning damage and is restrained for the spell's duration. As an action, you can cause the hand to crush the restrained target, which must make a Strength saving throw. The target takes 2d6 bludgeoning damage on a failed save, or half as much damage on a successful one. To break out, the restrained target can use its action to make a Strength check against your spell save DC. On a success, the target escapes and is no longer restrained by the hand. As an action, you can cause the hand to reach for a different creature or to move to a different unoccupied

Rime's Binding Ice

Wizard Level 2 Evocation DC 15 Spell Mod +7

1 Act. **Self (30-foot cone)** **Inst***A vial of meltwater*

A burst of cold energy emanates from you in a 30-foot cone. Each creature in that area must make a Constitution saving throw. On a failed save, a creature takes 3d8 cold damage and is hindered by ice formations for 1 minute, or until it or another creature within reach of it uses an action to break away the ice. A creature hindered by ice has its speed reduced to 0. On a successful save, a creature takes half as much damage and isn't hindered by ice. At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, increase the cold damage by 1d8 for each slot level above 2nd.

Shatter

Wizard Level 2 Evocation DC 15 Spell Mod +7

1 Act. **60 ft** **V,S,M** **Inst***A chip of mica*

A sudden loud ringing noise, painfully intense, erupts from a point of your choice within range. Each creature in a 10-foot-radius sphere centered on that point must make a Constitution saving throw. A creature takes 3d8 thunder damage on a failed save, or half as much damage on a successful one. A creature made of inorganic material such as stone, crystal, or metal has disadvantage on this saving throw. A nonmagical object that isn't being worn or carried also takes the damage if it's in the spell's area. At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d8 for each slot level above 2nd.

Blink

Wizard Level 3 Transmutation DC 15 Spell Mod +7

1 Act. **Self** **V,S** **1 min**

Roll a d20 at the end of each of your turns for the duration of the spell. On a roll of 11 or higher, you vanish from your current plane of existence and appear in the Ethereal Plane (the spell fails and the casting is wasted if you were already on that plane). At the start of your next turn, and when the spell ends if you are on the Ethereal Plane, you return to an unoccupied space of your choice that you can see within 10 feet of the space you vanished from. If no unoccupied space is available within that range, you appear in the nearest unoccupied space (chosen at random if more than one space is equally near). You can dismiss this spell as an action. While on the Ethereal Plane, you can see and hear the plane you originated from, which is cast in shades of gray, and you can't see anything there more than 60 feet away. You can only affect and be

Counterspell

Wizard Level 3 Abjuration DC 15 Spell Mod +7

1 reAct. **60 ft** **S** **Inst**

You attempt to interrupt a creature in the process of casting a spell. If the creature is casting a spell of 3rd level or lower, its spell fails and has no effect. If it is casting a spell of 4th level or higher, make an ability check using your spellcasting ability. The DC equals 10 + the spell's level. On a success, the creature's spell fails and has no effect. At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, the interrupted spell has no effect if its level is less than or equal to the level of the spell slot you used.

Fireball

Wizard Level 3 Evocation DC 15 Spell Mod +7

1 Act. **150 ft** **V,S,M** **Inst***A tiny ball of bat guano and sulfur*

A bright streak flashes from your pointing finger to a point you choose within range and then blossoms with a low roar into an explosion of flame. Each creature in a 20-foot-radius sphere centered on that point must make a Dexterity saving throw. A target takes 8d6 fire damage on a failed save, or half as much damage on a successful one. The fire spreads around corners. It ignites flammable objects in the area that aren't being worn or carried. At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for each slot level above 3rd.

Dust Devil *(reverse)*
increases by 1d8 for each slot level above 2nd.

Maximilian's Earthen Grasp *(reverse)*
space within range. The hand releases a restrained target if you do either.

Blink *(reverse)*
affected by other creatures on the Ethereal Plane. Creatures that aren't there can't perceive you or interact with you, unless they have the ability to do so.

Thunder Step

Wizard Level 3 Conjuration DC 15 Spell Mod +7



 **1 Act.**

 **90 ft**

 **V**

 **Inst**

You teleport yourself to an unoccupied space you can see within range. Immediately after you disappear, a thunderous boom sounds, and each creature within 10 feet of the space you left must make a Constitution saving throw, taking 3d10 thunder damage on a failed save, or half as much damage on a successful one. The thunder can be heard from up to 300 feet away. You can bring along objects as long as their weight doesn't exceed what you can carry. You can also teleport one willing creature of your size or smaller who is carrying gear up to its carrying capacity. The creature must be within 5 feet of you when you cast this spell, and there must be an unoccupied space within 5 feet of your destination space for the creature to appear in; otherwise, the creature is left behind. At Higher Levels. When you cast this spell using a

		Thunder Step <i>(reverse)</i> spell slot of 4th level or higher, the damage increases by 1d10 for each slot level above 3rd.