

CLASS & LEVEL

BACKGROUND

PLAYER NAME

CHARACTER 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

FEATURES & TRAITS

PASSIVE WISDOM (PERCEPTION)

OTHER PROFICIENCIES & LANGUAGES

EQUIPMENT

CP

SP

EP

GP

PP



AGE	HEIGHT	WEIGHT
EYES	SKIN	HAIR

CHARACTER NAME

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME

SYMBOL

CHARACTER BACKSTORY

ADDITIONAL FEATURES & TRAITS

TREASURE



CHILL TOUCH

Lv 0

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



A skeletal hand saps the warmth from your enemies

You create a ghostly, skeletal hand in the space of a creature within range. Make a ranged spell attack against the creature to assail it with the chill of the grave. On a hit, the target takes 1d8 necrotic damage, and it can't regain hit points until the start of your next turn. Until then, the hand clings to the target. If you hit an undead target, it also has disadvantage on attack rolls against you until the end of your next turn.

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

PHB 221



FIRE BOLT

Lv 0

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



Works equally well on goblins, or steak

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).

PHB 242



RAY OF FROST

Lv 0

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



A beam of cold energy

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).

PHB 271



SHOCKING GRASP

Lv 0

Range	Touch	Wizard
		Bard
Duration	Instant	Cleric
		Druid
Casting Time	1 action	Sorcerer
		Warlock
		Ranger
		Paladin



Impress your friends! Fool your enemies!

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).

PHB 275

BURNING HANDS Lv 1

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



A cone of flames bursts from your palms

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.

PHB 220

DETECT MAGIC Lv 1

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



You reach out with your mind, feeling for magical energies

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.

PHB 231

IDENTIFY Lv 1

Range **Touch** Wizard | Bard |
 Duration **Instant** Cleric | Druid |
 Casting Time **1 minute** Sorcerer | Warlock | Ranger | Paladin |



"Hello my friend, stay awhile and listen!"

You choose one object that you must touch throughout the casting of the spell. If it is a magic item or some other magic imbued object, you learn its properties and how to use them, whether it requires attunement to use, and how many charges it has, if any. You learn whether any spells are affecting the item and what they are. If the item was created by a spell, you learn which spell created it.

If you instead touch a creature throughout the casting, you learn what spells, if any, are currently affecting it.

PHB 252

MAGE ARMOR Lv 1

Range **Touch** Wizard | Bard |
 Duration **8 hours** Cleric | Druid |
 Casting Time **1 action** Sorcerer | Warlock | Ranger | Paladin |



Robes can be as mithril, in the right hands

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.

PHB 256

MAGIC MISSILE Lv 1

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



The first spell they teach at wizard school

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.

PHB 257

SHIELD Lv 1

Range	Self	Wizard
		Bard
Duration	1 round	Cleric
		Druid
Casting Time	Reaction	Sorcerer
		Warlock
		Ranger
		Paladin



A magical shield springs into existence to protect you

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*.

PHB 275

RAY OF SICKNESS Lv 1

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



Usually follows a long night out

A ray of sickening greenish energy lashes out toward a creature within range. Make a ranged spell attack against the target. On a hit, the target takes 2d8 poison damage and must make a Constitution saving throw. On a failed save, it is also poisoned until the end of your next turn.

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.

PHB 271

THUNDERWAVE Lv 1

Range	Self	Wizard
		Bard
Duration	Instant	Cleric
		Druid
Casting Time	1 action	Sorcerer
		Warlock
		Ranger
		Paladin



A blast of force that reels your enemies

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.

PHB 282