DUNGEONS & DRAGONS®

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

PASSIVE WISDOM (PERCEPTION)

OTHER PROFICIENCIES & LANGUAGES

ARMOR CLASS

INITIATIVE

SPEED

Hit Point Maximum _____

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total _____

HIT DICE

SUCCESSES ○○○

FAILURES ○○○

DEATH SAVES

NAME	ATK BONUS	DAMAGE/TYPE

ATTACKS & SPELLCASTING

CP

SP

EP

GP

PP

EQUIPMENT

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

FEATURES & TRAITS

D&D

CHARACTER NAME

AGE   HEIGHT   WEIGHT

EYES   SKIN   HAIR

NAME

SYMBOL

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

ADDITIONAL FEATURES & TRAITS

CHARACTER BACKSTORY

TREASURE

DUNGEONS & DRAGONS®

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

PASSIVE WISDOM (PERCEPTION)

OTHER PROFICIENCIES & LANGUAGES

ARMOR CLASS

INITIATIVE

SPEED

Hit Point Maximum _____

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total _____

HIT DICE

SUCCESSES ○○○

FAILURES ○○○

DEATH SAVES

NAME	ATK BONUS	DAMAGE/TYPE

ATTACKS & SPELLCASTING

CP

SP

EP

GP

PP

EQUIPMENT

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

FEATURES & TRAITS

CHARACTER NAME

| AGE | HEIGHT | WEIGHT |
| EYES | SKIN | HAIR |

NAME

SYMBOL

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

ADDITIONAL FEATURES & TRAITS

CHARACTER BACKSTORY

TREASURE

SPELLCASTING
CLASS

SPELLCASTING
ABILITY

SPELL SAVE DC

SPELL ATTACK
BONUS

0 CANTRIPS

3

6

SPELL
LEVEL

SLOTS TOTAL   SLOTS EXPENDED

1

PREPARED   SPELL NAME

SPELLS KNOWN

4

7

2

5

8

9

MINOR ILLUSION — Lv 0

Range	**30 ft**	Wizard
		Bard
Duration	**1 minute**	Cleric
		Druid
Casting Time	**1 action**	Sorcerer
		Warlock
		Ranger
		Paladin

Creates a small distortion in reality

You create a sound or an image of an object within range that lasts for the duration. The illusion also ends if you dismiss it as an action or cast this spell again.

If you create a sound, its volume can range from a whisper to a scream. It can be your voice, someone else's voice, a lion's roar, a beating of drums, or any other sound you choose. The sound continues unabated throughout the duration, or you can make discrete sounds at different times before the spell ends.

PHB 260

VICIOUS MOCKERY — Lv 0

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

Words can hurt sometimes too

You unleash a string of insults laced with subtle enchantments at a creature you can see within range. If the target can hear you (though it need not understand you), it must succeed on a Wisdom saving throw or take 1d4 psychic damage and have disadvantage on the next attack roll it makes before the end of its next turn.

This spell's damage increases by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4).

PHB 285

CHARM PERSON — Lv 1

Range	**30 ft**	Wizard
		Bard
Duration	**1 hour**	Cleric
		Druid
Casting Time	**1 action**	Sorcerer
		Warlock
		Ranger
		Paladin

It helps if you flash a smile too

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.

PHB 221

COMPREHEND LANGUAGES — Lv 1

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

"Can you repeat that one more time?"

For the duration, you understand the literal meaning of any spoken language that you hear. You also understand any written language that you see, but you must be touching the surface on which the words are written. It takes about 1 minute to read one page of text.

This spell doesn't decode secret messages in a text or a glyph, such as an arcane sigil, that isn't part of a written language.

PHB 224

DISSONANT WHISPERS — Lv 1

Range	**60 ft**
Duration	**Instant**
Casting Time	**1 action**

Wizard
Bard
Cleric
Druid
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

FAERIE FIRE — Lv 1

Range	**60 ft**
Duration	**1 minute**
Casting Time	**1 action**

Wizard
Bard
Cleric
Druid
Sorcerer
Warlock
Ranger
Paladin

"You can't hide from me."

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.

PHB 239

HEALING WORD — Lv 1

Range	**60 ft**
Duration	**Instant**
Casting Time	**Bonus**

Wizard
Bard
Cleric
Druid
Sorcerer
Warlock
Ranger
Paladin

With a whisper, the wounds of your allies begin to mend

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.

PHB 250

DUNGEONS & DRAGONS®

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

PASSIVE WISDOM (PERCEPTION)

OTHER PROFICIENCIES & LANGUAGES

ARMOR CLASS

INITIATIVE

SPEED

Hit Point Maximum _____

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total _____

HIT DICE

SUCCESSES ○○○
FAILURES ○○○

DEATH SAVES

| NAME | ATK BONUS | DAMAGE/TYPE |

ATTACKS & SPELLCASTING

CP
SP
EP
GP
PP

EQUIPMENT

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

FEATURES & TRAITS

D&D

CHARACTER NAME

AGE   HEIGHT   WEIGHT

EYES   SKIN   HAIR

CHARACTER APPEARANCE

NAME

SYMBOL

ALLIES & ORGANIZATIONS

ADDITIONAL FEATURES & TRAITS

CHARACTER BACKSTORY

TREASURE

D&D

SPELLCASTING
CLASS

SPELLCASTING ABILITY	SPELL SAVE DC	SPELL ATTACK BONUS

0 CANTRIPS

1
SPELL LEVEL
SLOTS TOTAL   SLOTS EXPENDED

PREPARED   SPELL NAME

SPELLS KNOWN

2

3

4

5

6

7

8

9

LIGHT

Lv 0

Range	**Touch**
Duration	**1 Hour**
Casting Time	**1 action**

Wizard
Bard
Cleric
Druid
Sorcerer
Warlock
Ranger
Paladin

Let there be light!

You touch one object that is no larger than 10 feet in any dimension. Until the spell ends, the object sheds bright light in a 20 foot radius and dim light for an additional 20 feet. The light can be colored as you like. Completely covering the object with something opaque blocks the light. The spell ends if you cast it again or dismiss it as an action.

If you target an object held or worn by a hostile creature, that creature must succeed on a Dexterity saving throw to avoid the spell.

PHB 255

RESISTANCE

Lv 0

Range	**Touch**
Duration	**1 minute**
Casting Time	**1 action**

Wizard
Bard
Cleric
Druid
Sorcerer
Warlock
Ranger
Paladin

An allies resilience is strengthened

You touch one willing creature. Once before the spell ends, the target can roll a d4 and add the number rolled to one saving throw of its choice. It can roll the die before or after making the saving throw. The spell then ends.

PHB 272

SACRED FLAME

Lv 0

Range	**60 ft**
Duration	**Instant**
Casting Time	**1 action**

Wizard
Bard
Cleric
Druid
Sorcerer
Warlock
Ranger
Paladin

Purifying radiance of the gods

Flame like radiance descends on a creature that you can see within range. The target must succeed on a Dexterity saving throw or take 1d8 radiant damage. The target gains no benefit from cover for this saving throw.

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

PHB 272

BANE

Lv 1

Range	**30 ft**
Duration	**1 minute**
Casting Time	**1 action**

Wizard
Bard
Cleric
Druid
Sorcerer
Warlock
Ranger
Paladin

"I am the bane of your existence"

Up to three creatures of your choice that you can see within range must make Charisma saving throws. Whenever a target that fails this saving throw makes an attack roll or a saving throw before the spell ends, the target must roll a d4 and subtract the number rolled from the attack roll or saving throw.

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.

PHB 216

CREATE OR DESTROY WATER — Lv 1

Range	30 ft
Duration	Instant
Casting Time	1 action

Wizard
Bard
Cleric
Druid
Sorcerer
Warlock
Ranger
Paladin

If a druid says they can make water it's not just a crude joke

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.

PHB 229

FOG CLOUD — Lv 1

Range	120 ft
Duration	1 hour
Casting Time	1 action

Wizard
Bard
Cleric
Druid
Sorcerer
Warlock
Ranger
Paladin

A dense fog blankets the area

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.

PHB 243

HEALING WORD — Lv 1

Range	60 ft
Duration	Instant
Casting Time	Bonus

Wizard
Bard
Cleric
Druid
Sorcerer
Warlock
Ranger
Paladin

With a whisper, the wounds of your allies begin to mend

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.

PHB 250

INFLICT WOUNDS — Lv 1

Range	Touch
Duration	Instant
Casting Time	1 action

Wizard
Bard
Cleric
Druid
Sorcerer
Warlock
Ranger
Paladin

With a touch, wounds open up on an enemy

Make a melee spell attack against a creature you can reach. On a hit, the target takes 3d10 necrotic damage.

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 253

Protection from Evil and Good — Lv 1

Range **Touch**

Duration **10 minutes**

Casting Time **1 action**

Wizard
Bard
Cleric
Druid
Sorcerer
Warlock
Ranger
Paladin

An ally is armored against otherworldy creatures

Until the spell ends, one willing creature you touch is protected against certain types of creatures: aberrations, celestials, elementals, fey, fiends, and undead.

The protection grants several benefits. Creatures of those types have disadvantage on attack rolls against the target. The target also can't be charmed, frightened, or possessed by them. If the target is already, they have advantage on any new saving throw against the relevant effect.

PHB 270

Thunderwave — Lv 1

Range **Self**

Duration **Instant**

Casting Time **1 action**

Wizard
Bard
Cleric
Druid
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

DUNGEONS & DRAGONS®

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

PASSIVE WISDOM (PERCEPTION)

OTHER PROFICIENCIES & LANGUAGES

ARMOR CLASS

INITIATIVE

SPEED

Hit Point Maximum _____

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total _____

HIT DICE

SUCCESSES ○○○
FAILURES ○○○

DEATH SAVES

NAME	ATK BONUS	DAMAGE/TYPE

ATTACKS & SPELLCASTING

CP
SP
EP
GP
PP

EQUIPMENT

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

FEATURES & TRAITS

D&D

CHARACTER NAME

AGE HEIGHT WEIGHT

EYES SKIN HAIR

NAME

SYMBOL

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

ADDITIONAL FEATURES & TRAITS

CHARACTER BACKSTORY

TREASURE

D&D

SPELLCASTING CLASS

SPELLCASTING ABILITY

SPELL SAVE DC

SPELL ATTACK BONUS

0 CANTRIPS

SPELL LEVEL

SLOTS TOTAL   SLOTS EXPENDED

1

PREPARED   SPELL NAME

SPELLS KNOWN

2

3

4

5

6

7

8

9

DRUIDCRAFT — Lv 0

Range **30 ft**
Duration **Instant**
Casting Time **1 action**

Wizard
Bard
Cleric
Druid
Sorcerer
Warlock
Ranger
Paladin

Prestidigitation for druids

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. 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.

PHB 236

THORN WHIP — Lv 0

Range **30 ft**
Duration **Instant**
Casting Time **1 action**

Wizard
Bard
Cleric
Druid
Sorcerer
Warlock
Ranger
Paladin

Has some "unconventional" uses

You create a long, vine-like whip covered in thorns that lashes out at your command toward a creature in range. Make a melee spell attack against the target. If the attack hits, the creature takes 1d6 piercing damage, and if the creature is Large or smaller, you pull the creature up to 10 feet closer to you.

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

PHB 282

POISON SPRAY — Lv 0

Range **10 ft**
Duration **Instant**
Casting Time **1 action**

Wizard
Bard
Cleric
Druid
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

DETECT MAGIC — Lv 1

Range **Self**
Duration **10 minutes**
Casting Time **1 action**

Wizard
Bard
Cleric
Druid
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

FAERIE FIRE
Lv 1

Range	**60 ft**
Duration	**1 minute**
Casting Time	**1 action**

Wizard
Bard
Cleric
Druid
Sorcerer
Warlock
Ranger
Paladin

"You can't hide from me."

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.

PHB 239

FOG CLOUD
Lv 1

Range	**120 ft**
Duration	**1 hour**
Casting Time	**1 action**

Wizard
Bard
Cleric
Druid
Sorcerer
Warlock
Ranger
Paladin

A dense fog blankets the area

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.

PHB 243

HEALING WORD
Lv 1

Range	**60 ft**
Duration	**Instant**
Casting Time	**Bonus**

Wizard
Bard
Cleric
Druid
Sorcerer
Warlock
Ranger
Paladin

With a whisper, the wounds of your allies begin to mend

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.

PHB 250

THUNDERWAVE
Lv 1

Range	**Self**
Duration	**Instant**
Casting Time	**1 action**

Wizard
Bard
Cleric
Druid
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

DUNGEONS & DRAGONS®

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

PASSIVE WISDOM (PERCEPTION)

OTHER PROFICIENCIES & LANGUAGES

ARMOR CLASS

INITIATIVE

SPEED

Hit Point Maximum _____

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total _____

HIT DICE

SUCCESSES ○○○
FAILURES ○○○

DEATH SAVES

NAME	ATK BONUS	DAMAGE/TYPE

ATTACKS & SPELLCASTING

CP
SP
EP
GP
PP

EQUIPMENT

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

FEATURES & TRAITS

D&D

CHARACTER NAME

| AGE | HEIGHT | WEIGHT |
| EYES | SKIN | HAIR |

NAME

SYMBOL

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

CHARACTER BACKSTORY

ADDITIONAL FEATURES & TRAITS

TREASURE

DUNGEONS & DRAGONS®

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

PASSIVE WISDOM (PERCEPTION)

OTHER PROFICIENCIES & LANGUAGES

ARMOR CLASS

INITIATIVE

SPEED

Hit Point Maximum _____

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total _____

HIT DICE

SUCCESSES ○○○

FAILURES ○○○

DEATH SAVES

NAME	ATK BONUS	DAMAGE/TYPE

ATTACKS & SPELLCASTING

CP

SP

EP

GP

PP

EQUIPMENT

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

FEATURES & TRAITS

D&D

CHARACTER NAME

AGE   HEIGHT   WEIGHT

EYES   SKIN   HAIR

NAME

SYMBOL

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

ADDITIONAL FEATURES & TRAITS

CHARACTER BACKSTORY

TREASURE

DUNGEONS & DRAGONS®

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

PASSIVE WISDOM (PERCEPTION)

OTHER PROFICIENCIES & LANGUAGES

ARMOR CLASS

INITIATIVE

SPEED

Hit Point Maximum _____

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total _____

HIT DICE

SUCCESSES ○○○
FAILURES ○○○

DEATH SAVES

| NAME | ATK BONUS | DAMAGE/TYPE |

ATTACKS & SPELLCASTING

CP

SP

EP

GP

PP

EQUIPMENT

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

FEATURES & TRAITS

D&D

CHARACTER NAME

AGE HEIGHT WEIGHT

EYES SKIN HAIR

CHARACTER APPEARANCE

NAME

SYMBOL

ALLIES & ORGANIZATIONS

ADDITIONAL FEATURES & TRAITS

CHARACTER BACKSTORY

TREASURE

D&D

SPELLCASTING
CLASS

SPELLCASTING ABILITY	SPELL SAVE DC	SPELL ATTACK BONUS

0 CANTRIPS

_____
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SPELL LEVEL

SLOTS TOTAL   SLOTS EXPENDED

1

PREPARED   SPELL NAME

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SPELLS KNOWN

2

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BLESS — Lv 1

Range	**30 ft**	Wizard
		Bard
Duration	🧠 **1 minute**	Cleric ▮
		Druid
Casting Time	**1 action**	Sorcerer
		Warlock
		Ranger
		Paladin ▮

Your divine energy grants your allies a boon

You bless up to three creatures of your choice within range. Whenever a target makes an attack roll or a saving throw before the spell ends, the target can roll a d4 and add the number rolled to the attack roll or saving throw.

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.

PHB 219

CURE WOUNDS — Lv 1

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

A staple for any healer

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.

PHB 230

DUNGEONS & DRAGONS®

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

PASSIVE WISDOM (PERCEPTION)

OTHER PROFICIENCIES & LANGUAGES

ARMOR CLASS

INITIATIVE

SPEED

Hit Point Maximum _____

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total _____

HIT DICE

SUCCESSES ○○○
FAILURES ○○○

DEATH SAVES

NAME	ATK BONUS	DAMAGE/TYPE

ATTACKS & SPELLCASTING

CP

SP

EP

GP

PP

EQUIPMENT

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

FEATURES & TRAITS

CHARACTER NAME

AGE   HEIGHT   WEIGHT

EYES   SKIN   HAIR

NAME

SYMBOL

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

ADDITIONAL FEATURES & TRAITS

CHARACTER BACKSTORY

TREASURE

D&D

SPELLCASTING
CLASS

SPELLCASTING ABILITY	SPELL SAVE DC	SPELL ATTACK BONUS

0 CANTRIPS

SPELL LEVEL

1 SLOTS TOTAL — SLOTS EXPENDED

PREPARED — SPELL NAME

SPELLS KNOWN

2

3

4

5

6

7

8

9

GOODBERRY

Lv 1

Range **Touch**

Duration **Instant**

Casting Time **1 action**

Wizard
Bard
Cleric
Druid
Sorcerer
Warlock
Ranger
Paladin

Up to ten berries appear in your hand and are infused with magic for the duration. A creature can use its action to eat one berry. Eating a berry restores 1 hit point, and the berry provides enough nourishment to sustain a creature for one day.

The berries lose their potency if they have not been consumed within 24 hours of the casting of this spell.

PHB 246

HUNTER'S MARK

Lv 1

Range **90 ft**

Duration **1 hour**

Casting Time **Bonus**

Wizard
Bard
Cleric
Druid
Sorcerer
Warlock
Ranger
Paladin

You choose a creature you can see within range and mystically mark it as your quarry. Until the spell ends, you deal an extra 1d6 damage to the target whenever you hit it with a weapon attack, and you have advantage on any Wisdom (Perception) or Wisdom (Survival) check you make to find it. 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 mark a new creature.

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

DUNGEONS & DRAGONS®

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

PASSIVE WISDOM (PERCEPTION)

OTHER PROFICIENCIES & LANGUAGES

ARMOR CLASS

INITIATIVE

SPEED

Hit Point Maximum _____

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total _____

HIT DICE

SUCCESSES ○○○
FAILURES ○○○

DEATH SAVES

NAME	ATK BONUS	DAMAGE/TYPE

ATTACKS & SPELLCASTING

CP

SP

EP

GP

PP

EQUIPMENT

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

FEATURES & TRAITS

D&D

CHARACTER NAME

AGE	HEIGHT	WEIGHT
EYES	SKIN	HAIR

CHARACTER APPEARANCE

NAME

SYMBOL

ALLIES & ORGANIZATIONS

CHARACTER BACKSTORY

ADDITIONAL FEATURES & TRAITS

TREASURE

D&D

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

SPELLS KNOWN

2

5

8

9

FIRE BOLT — Lv 0

Range	120 ft	Wizard
Duration	Instant	Bard
		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

MAGE HAND — Lv 0

Range	30 ft	Wizard
Duration	1 minute	Bard
		Cleric
		Druid
Casting Time	1 action	Sorcerer
		Warlock
		Ranger
		Paladin

With a snap, a spectral hand appears

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.

PHB 256

PRESTIDIGITATION — Lv 0

Range	10 ft	Wizard
Duration	1 hour	Bard
		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★

SHOCKING GRASP — Lv 0

Range	Touch	Wizard
Duration	Instant	Bard
		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 canÕt take reactions until the start of its next turn.

The spellÕs 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
Duration	Instant	Bard
		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
Duration	10 minutes	Bard
		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

Sleep — Lv 1

Range	90 ft	Wizard
Duration	1 minute	Bard
		Cleric
		Druid
Casting Time	1 action	Sorcerer
		Warlock
		Ranger
		Paladin

You compel creatures in an area to fall into a deep slumber

This spell sends creatures into a magical slumber. Roll 5d8; the total is how many hit points of creatures this spell can affect. Creatures within 20 feet of a point you choose are affected. Starting with the creature that has the lowest current hit points, each creature affected by this spell falls unconscious until the spell ends, the sleeper takes damage, or someone uses an action to shake or slap the sleeper awake.

Undead and creatures immune to being charmed aren't affected by this spell.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, roll an additional 2d8 for each slot level above 1st.

PHB 276★

DUNGEONS & DRAGONS®

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

PASSIVE WISDOM (PERCEPTION)

OTHER PROFICIENCIES & LANGUAGES

ARMOR CLASS

INITIATIVE

SPEED

Hit Point Maximum _____

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total _____

HIT DICE

SUCCESSES ○○○
FAILURES ○○○

DEATH SAVES

NAME	ATK BONUS	DAMAGE/TYPE

ATTACKS & SPELLCASTING

CP
SP
EP
GP
PP

EQUIPMENT

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

FEATURES & TRAITS

CHARACTER NAME

AGE   HEIGHT   WEIGHT

EYES   SKIN   HAIR

NAME

SYMBOL

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

ADDITIONAL FEATURES & TRAITS

CHARACTER BACKSTORY

TREASURE

D&D

SPELLCASTING
CLASS

SPELLCASTING ABILITY	SPELL SAVE DC	SPELL ATTACK BONUS

0 CANTRIPS

3

6

SPELL LEVEL
SLOTS TOTAL   SLOTS EXPENDED

1

PREPARED   SPELL NAME

7

SPELLS KNOWN

4

2

8

5

9

ELDRITCH BLAST — Lv 0

Range	**120 ft**	Wizard
Duration	**Instant**	Bard
		Cleric
Casting Time	**1 action**	Druid
		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**
Duration	**Instant**	Bard
		Cleric
Casting Time	**1 action**	**Druid**
		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**
Duration	**1 hour**	**Bard**
		Cleric
Casting Time	**1 action**	Druid
		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
Duration	**Instant**	**Bard**
		Cleric
Casting Time	**1 action**	Druid
		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**	Wizard
		Bard
Duration	**Instant**	Cleric
		Druid
Casting Time	**Reaction**	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**	Wizard
		Bard
Duration	**1 hour**	Cleric
		Druid
Casting Time	**Bonus**	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

DUNGEONS & DRAGONS®

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

PASSIVE WISDOM (PERCEPTION)

OTHER PROFICIENCIES & LANGUAGES

ARMOR CLASS

INITIATIVE

SPEED

Hit Point Maximum _____

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total _____

HIT DICE

SUCCESSES ○ ○ ○

FAILURES ○ ○ ○

DEATH SAVES

NAME	ATK BONUS	DAMAGE/TYPE

ATTACKS & SPELLCASTING

CP

SP

EP

GP

PP

EQUIPMENT

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

FEATURES & TRAITS

D&D

CHARACTER NAME

AGE   HEIGHT   WEIGHT

EYES   SKIN   HAIR

CHARACTER APPEARANCE

NAME

SYMBOL

ALLIES & ORGANIZATIONS

CHARACTER BACKSTORY

ADDITIONAL FEATURES & TRAITS

TREASURE

D&D

SPELLCASTING
CLASS

SPELLCASTING
ABILITY

SPELL SAVE DC

SPELL ATTACK
BONUS

0 CANTRIPS

SPELL
LEVEL
SLOTS TOTAL   SLOTS EXPENDED

1

PREPARED   SPELL NAME

SPELLS KNOWN

2

3

4

5

6

7

8

9

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CHILL TOUCH   Lv 0

Range **120 ft**

Duration **1 round**

Casting Time **1 action**

Wizard
Bard
Cleric
Druid
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**

Duration **Instant**

Casting Time **1 action**

Wizard
Bard
Cleric
Druid
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**

Duration **Instant**

Casting Time **1 action**

Wizard
Bard
Cleric
Druid
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**

Duration **Instant**

Casting Time **1 action**

Wizard
Bard
Cleric
Druid
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 canÕt take reactions until the start of its next turn.

The spellÕs 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**
Duration	**Instant**
Casting Time	**1 action**

Wizard
Bard
Cleric
Druid
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**
Duration	**10 minutes**
Casting Time	**1 action**

Wizard
Bard
Cleric
Druid
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**
Duration	**Instant**
Casting Time	**1 minute**

100gp

Wizard
Bard
Cleric
Druid
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**
Duration	**8 hours**
Casting Time	**1 action**

Wizard
Bard
Cleric
Druid
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**
Duration	**Instant**
Casting Time	**1 action**

Wizard
Bard
Cleric
Druid
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**
Duration	**1 round**
Casting Time	**Reaction**

Wizard
Bard
Cleric
Druid
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**
Duration	**Instant**
Casting Time	**1 action**

Wizard
Bard
Cleric
Druid
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**
Duration	**Instant**
Casting Time	**1 action**

Wizard
Bard
Cleric
Druid
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

DUNGEONS & DRAGONS®

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

PASSIVE WISDOM (PERCEPTION)

OTHER PROFICIENCIES & LANGUAGES

ARMOR CLASS

INITIATIVE

SPEED

Hit Point Maximum ____

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total ____

HIT DICE

SUCCESSES ○○○
FAILURES ○○○

DEATH SAVES

NAME	ATK BONUS	DAMAGE/TYPE

ATTACKS & SPELLCASTING

CP
SP
EP
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PP

EQUIPMENT

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FLAWS

FEATURES & TRAITS

D&D

CHARACTER NAME

AGE   HEIGHT   WEIGHT

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SYMBOL

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TREASURE