

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

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

CP

SP

EP

GP

PP

EQUIPMENT

FEATURES & TRAITS



AGE	HEIGHT	WEIGHT
EYES	SKIN	HAIR

CHARACTER NAME

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME

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SYMBOL

CHARACTER BACKSTORY

ADDITIONAL FEATURES & TRAITS

TREASURE



SPELLCASTING CLASS

SPELLCASTING ABILITY

SPELL SAVE DC

SPELL ATTACK BONUS

0 CANTRIPS

Blank lines for writing cantrips.

SPELL LEVEL SLOTS TOTAL SLOTS EXPENDED

1

PREPARED

SPELL NAME

Table for level 1 spells with columns for spell level, slots total, slots expended, prepared status, and spell name.

2

Table for level 2 spells with columns for spell level, slots total, slots expended, prepared status, and spell name.

3

Table for level 3 spells with columns for spell level, slots total, slots expended, prepared status, and spell name.

4

Table for level 4 spells with columns for spell level, slots total, slots expended, prepared status, and spell name.

5

Table for level 5 spells with columns for spell level, slots total, slots expended, prepared status, and spell name.

6

Table for level 6 spells with columns for spell level, slots total, slots expended, prepared status, and spell name.

7

Table for level 7 spells with columns for spell level, slots total, slots expended, prepared status, and spell name.

8

Table for level 8 spells with columns for spell level, slots total, slots expended, prepared status, and spell name.

9

Table for level 9 spells with columns for spell level, slots total, slots expended, prepared status, and spell name.

SPELLS KNOWN

## Discipline Domain Spells

Cleric Level	Spells (*new spell)
1st	<i>command, heroism</i>
3rd	<i>aid, hold person</i>
5th	<i>protection from energy, shrug it off*</i>
7th	<i>crushing blow*, freedom of movement</i>
9th	<i>battle-scarred*, geas</i>

### Battle Bred

*(1st-level Discipline Domain feature)*

You gain proficiency with heavy armor and martial weapons.

### Disciplined Life

*(1st-level Discipline Domain feature)*

You gain one of the features below. This choice is permanent and cannot be changed.

**Disciplined Body.** You gain proficiency in Constitution, Dexterity, or Strength saving throws (your choice).

**Disciplined Mind.** You have Advantage on saving throws made against the charmed condition and against spells from the enchantment school.

### Channel Divinity: Sigil of Nonconformance

*(2nd-level Discipline Domain feature)*

You can use your Channel Divinity to brand an enemy with the sigil of the nonconformer. As an Action, you present your holy symbol and select one target within 60 feet of you that you can see. Until the end of your next Turn, all attacks you or an ally make against the target deal an additional amount of Psychic damage equal to your Wisdom modifier (minimum 1) + your Charisma modifier (minimum 1).

## GUIDANCE

*cantrip divination*

**Casting Time:** 1 action

**Range:** Touch

**Target:** One willing creature

**Components:** V S

**Duration:** Concentration, Up to 1 minute

**Classes:** Artificer, Cleric, Druid

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

## LIGHT

*cantrip evocation*

**Casting Time:** 1 action

**Range:** Touch

**Target:** One object that is no larger than 10 feet in any dimension

**Components:** V M (A firefly or phosphorescent moss)

**Duration:** 1 hour

**Classes:** Artificer, Bard, Cleric, Sorcerer, Wizard

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.

## SACRED FLAME

*cantrip evocation*

**Casting Time:** 1 action

**Range:** 60 feet

**Target:** A creature that you can see within range

**Components:** V S

**Duration:** Instantaneous

**Classes:** Cleric

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.

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## SPARE THE DYING

*cantrip necromancy*

**Casting Time:** 1 action

**Range:** Touch

**Target:** A living creature that has 0 hit points

**Components:** V S

**Duration:** Instantaneous

**Classes:** Artificer, Cleric

You touch a living creature that has 0 hit points. The creature becomes stable. This spell has no effect on undead or constructs.

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## COMMAND

*1st level enchantment*

**Casting Time:** 1 action

**Range:** 60 feet

**Target:** A creature you can see within range

**Components:** V

**Duration:** 1 round

**Classes:** Cleric, Paladin

You speak a one-word command to a creature you can see within range. The target must succeed on a Wisdom saving throw or follow the command on its next turn. The spell has no effect if the target is undead, if it doesn't understand your language, or if your command is directly harmful to it. Some typical commands and their effects follow. You might issue a command other than one described here. If you do so, the GM determines how the target behaves. If the target can't follow your command, the spell ends.

**Approach.** The target moves toward you by the shortest and most direct route, ending its turn if it moves within 5 feet of you.

**Drop.** The target drops whatever it is holding and then ends its turn.

**Flee.** The target spends its turn moving away from you by the fastest available means.

**Grovel.** The target falls prone and then ends its turn.

**Halt.** The target doesn't move and takes no actions. A flying creature stays aloft, provided that it is able to do so. If it must move to stay aloft, it flies the minimum distance needed to remain in the air.

**At Higher Levels:** When you cast this spell using a spell slot of 2nd level or higher, you can affect one additional creature for each slot level above 1st. The creatures must be within 30 feet of each other when you target them.

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## CURE WOUNDS

*1st level evocation*

**Casting Time:** 1 action

**Range:** Touch

**Target:** A creature you touch

**Components:** V S

**Duration:** Instantaneous

**Classes:** Artificer, Bard, Cleric, Druid, Paladin, Ranger

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.

## GUIDING BOLT

*1st level evocation*

**Casting Time:** 1 action

**Range:** 120 feet

**Target:** A creature of your choice within range

**Components:** V S

**Duration:** 1 round

**Classes:** Cleric

A flash of light streaks toward a creature of your choice within range. Make a ranged spell attack against the target. On a hit, the target takes 4d6 radiant damage, and the next attack roll made against this target before the end of your next turn has advantage, thanks to the mystical dim light glittering on the target until then.

**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.

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## HEROISM

*1st level enchantment*

**Casting Time:** 1 action

**Range:** Touch

**Target:** A willing creature you touch

**Components:** V S

**Duration:** Concentration, Up to 1 minute

**Classes:** Bard, Paladin

A willing creature you touch is imbued with bravery. Until the spell ends, the creature is immune to being frightened and gains temporary hit points equal to your spellcasting ability modifier at the start of each of its turns. When the spell ends, the target loses any remaining temporary hit points from this spell.

**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.

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## SHIELD OF FAITH

*1st level abjuration*

**Casting Time:** 1 bonus action

**Range:** 60 feet

**Target:** A creature of your choice within range

**Components:** V S M (A small parchment with a bit of holy text written on it)

**Duration:** Concentration, Up to 10 minutes

**Classes:** Cleric, Paladin

A shimmering field appears and surrounds a creature of your choice within range, granting it a +2 bonus to AC for the duration.

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## AID

*2nd level abjuration*

**Casting Time:** 1 action

**Range:** 30 feet

**Target:** Up to three creatures within range

**Components:** V S M (A tiny strip of white cloth)

**Duration:** 8 hours

**Classes:** Artificer, Cleric, Paladin

Your spell bolsters your allies with toughness and resolve. Choose up to three creatures within range. Each target's hit point maximum and current hit points increase by 5 for the duration.

**At Higher Levels:** When you cast this spell using a spell slot of 3rd level or higher, a target's hit points increase by an additional 5 for each slot level above 2nd.

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## FIND TRAPS

*2nd level divination*

**Casting Time:** 1 action

**Range:** 120 feet

**Target:** Any trap within range that is within line of sight

**Components:** V S

**Duration:** Instantaneous

**Classes:** Cleric, Druid, Ranger

You sense the presence of any trap within range that is within line of sight. A trap, for the purpose of this spell, includes anything that would inflict a sudden or unexpected effect you consider harmful or undesirable, which was specifically intended as such by its creator. Thus, the spell would sense an area affected by the alarm spell, a glyph of warding, or a mechanical pit trap, but it would not reveal a natural weakness in the floor, an unstable ceiling, or a hidden sinkhole.

This spell merely reveals that a trap is present. You don't learn the location of each trap, but you do learn the general nature of the danger posed by a trap you sense.

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## HOLD PERSON

*2nd level enchantment*

**Casting Time:** 1 action

**Range:** 60 feet

**Target:** A humanoid that you can see within range

**Components:** V S M (A small, straight piece of iron)

**Duration:** Concentration, Up to 1 minute

**Classes:** Bard, Cleric, Druid, Sorcerer, Warlock, Wizard

Choose a humanoid that you can see within range. The target must succeed on a Wisdom saving throw or be paralyzed for the duration. At the end of each of its turns, the target can make another Wisdom saving throw. On a success, the spell ends on the target.

**At Higher Levels:** When you cast this spell using a spell slot of 3rd level or higher, you can target on additional humanoid for each slot level above 2nd. The humanoids must be within 30 feet of each other when you target them.

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## LESSER RESTORATION

*2nd level abjuration*

**Casting Time:** 1 action

**Range:** Touch

**Target:** A creature

**Components:** V S

**Duration:** Instantaneous

**Classes:** Artificer, Bard, Cleric, Druid, Paladin, Ranger

You touch a creature and can end either one disease or one condition afflicting it. The condition can be blinded, deafened, paralyzed, or poisoned.

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## PRAYER OF HEALING

*2nd level evocation*

**Casting Time:** 10 minutes

**Range:** 30 feet

**Target:** Up to six creatures of your choice that you can see within range

**Components:** V

**Duration:** Instantaneous

**Classes:** Cleric

Up to six creatures of your choice that you can see within range each regain hit points equal to  $2d8$  + 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 3rd level or higher, the Healing increases by  $1d8$  for each slot level above 2nd.

## MASS HEALING WORD

*3rd level evocation*

**Casting Time:** 1 bonus action

**Range:** 60 feet

**Target:** Up to six creatures of your choice that you can see within range

**Components:** V

**Duration:** Instantaneous

**Classes:** Cleric

As you call out words of restoration, up to six creatures of your choice that you can see within range regain 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 4th level or higher, the Healing increases by  $1d4$  for each slot level above 3rd.

## PROTECTION FROM ENERGY

*3rd level abjuration*

**Casting Time:** 1 action

**Range:** Touch

**Target:** The willing creature you touch

**Components:** V S

**Duration:** Concentration, Up to 1 hour

**Classes:** Artificer, Cleric, Druid, Ranger, Sorcerer, Wizard

For the duration, the willing creature you touch has resistance to one damage type of your choice: acid, cold, fire, lightning, or thunder.

## REVIVIFY

*3rd level necromancy*

**Casting Time:** 1 action

**Range:** Touch

**Target:** A creature that has died within the last minute

**Components:** V S M (Diamonds worth 300 gp, which the spell consumes)

**Duration:** Instantaneous

**Classes:** Artificer, Cleric, Paladin

You touch a creature that has died within the last minute. That creature returns to life with 1 hit point. This spell can't return to life a creature that has died of old age, nor can it restore any missing body parts.

## Shrug It Off

*3rd-level conjuration*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S, M (a miniature suit of plate armor)

**Duration:** 1 minute

You steel your mind and body against intrusion from outside influences. You gain a +2 bonus on Saving Throw rolls. Additionally, once before the spell ends, when you fail a Saving Throw roll, you can use your Reaction to immediately re-roll it, possibly turning the failure into a success.