

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

---

SYMBOL

CHARACTER BACKSTORY

ADDITIONAL FEATURES & TRAITS

TREASURE



SPELLCASTING CLASS

SPELLCASTING ABILITY

SPELL SAVE DC

SPELL ATTACK BONUS

0 CANTRIPS

---

---

---

---

---

---

---

---

SPELL LEVEL SLOTS TOTAL SLOTS EXPENDED

1

PREPARED SPELL NAME

○

○

○

○

○

○

○

○

○

○

○

○

○

○

○

2

○

○

○

○

○

○

○

○

○

○

○

○

○

○

○

3

○

○

○

○

○

○

○

○

○

○

○

○

○

○

○

4

○

○

○

○

○

○

○

○

○

○

○

○

○

○

○

5

○

○

○

○

○

○

○

○

○

○

○

○

○

○

○

6

○

○

○

○

○

○

○

○

○

○

○

○

○

○

○

7

○

○

○

○

○

○

○

○

○

○

○

○

○

○

○

8

○

○

○

○

○

○

○

○

○

○

○

○

○

○

○

9

○

○

○

○

○

○

○

○

○

○

○

○

○

○

○

SPELLS KNOWN

## 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.

---

## 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.

---

---

## BLESS

*1st level enchantment*

**Casting Time:** 1 action

**Range:** 30 feet

**Target:** Up to three creatures of your choice within range

**Components:** V S M (A sprinkling of holy water)

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

**Classes:** Cleric, Paladin

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.

---

---

## 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.

---

---

## SANCTUARY

*1st level abjuration*

**Casting Time:** 1 bonus action

**Range:** 30 feet

**Target:** A creature within range

**Components:** V S M (A small silver mirror)

**Duration:** 1 minute

**Classes:** Artificer, Cleric

You ward a creature within range against attack. Until the spell ends, any creature who targets the warded creature with an attack or a harmful spell must first make a Wisdom saving throw. On a failed save, the creature must choose a new target or lose the attack or spell. This spell doesn't protect the warded creature from area effects, such as the explosion of a fireball.

If the warded creature makes an attack or casts a spell that affects an enemy creature, this spell ends.

---

---

## 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.

---

---

## 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.

---

---

## 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.

---

---

## 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.

---

---

## 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.

---

---

## SPIRITUAL WEAPON

*2nd level evocation*

**Casting Time:** 1 bonus action

**Range:** 60 feet

**Target:** See text

**Components:** V S

**Duration:** 1 minute

**Classes:** Cleric

You create a floating, spectral weapon within range that lasts for the duration or until you cast this spell again. When you cast the spell, you can make a melee spell attack against a creature within 5 feet of the weapon. On a hit, the target takes force damage equal to  $1d8$  + your spellcasting ability modifier. As a bonus action on your turn, you can move the weapon up to 20 feet and repeat the attack against a creature within 5 feet of it. The weapon can take whatever form you choose. Clerics of deities who are associated with a particular weapon (as St. Cuthbert is known for his mace and Thor for his hammer) make this spell's effect resemble that weapon.

**At Higher Levels:** When you cast this spell using a spell slot 3rd level or higher, the damage increases by  $1d8$  for every two slot levels above the 2nd.

---

---

## BEACON OF HOPE

*3rd level abjuration*

**Casting Time:** 1 action

**Range:** 30 feet

**Target:** Any number of creatures within range

**Components:** V S

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

**Classes:** Cleric

This spell bestows hope and vitality. Choose any number of creatures within range. For the duration, each target has advantage on Wisdom saving throws and death saving throws, and regains the maximum number of hit points possible from any healing.

---



---

## 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.

---

---

## 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.

---

---

## SPIRIT GUARDIANS

*3rd level conjuration*

**Casting Time:** 1 action

**Range:** Self (15-foot radius)

**Target:** Self (15-foot radius)

**Components:** V S M (A holy symbol)

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

**Classes:** Cleric

You call forth spirits to protect you. They flit around you to a distance of 15 feet for the duration. If you are good or neutral, their spectral form appears angelic or fey (your choice). If you are evil, they appear fiendish. When you cast this spell, you can designate any number of creatures you can see to be unaffected by it. An affected creature's speed is halved in the area, and when the creature enters the area for the first time on a turn or starts its turn there, it must make a Wisdom saving throw. On a failed save, the creature takes  $3d8$  radiant damage (if you are good or neutral) or  $3d8$  necrotic damage (if you are evil). On a successful save, the creature takes half as much damage.

**At Higher Levels:** When you cast this spell using a spell slot of 4th level or higher, the damage increases by  $1d8$  for each slot level above 3rd.

---