

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

Total _____
HIT DICE

DEATH SAVES
 SUCCESSES
 FAILURES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME	ATK BONUS	DAMAGE/TYPE

ATTACKS & SPELLCASTING

FEATURES & TRAITS

PASSIVE WISDOM (PERCEPTION)

OTHER PROFICIENCIES & LANGUAGES

CP	
SP	
EP	
GP	
PP	

EQUIPMENT



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

Blank lines for 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

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.

POISON SPRAY

cantrip conjuration

Casting Time: 1 action

Range: 10 feet

Target: A creature you can see within range

Components: V S

Duration: Instantaneous

Classes: Artificer, Druid, Sorcerer, Warlock, Wizard

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.

SHILLELAGH

cantrip transmutation

Casting Time: 1 bonus action

Range: Touch

Target: The wood of a club or quarterstaff you are holding

Components: V S M (Mistletoe, a shamrock leaf, and a club or quarterstaff)

Duration: 1 minute

Classes: Druid

The wood of a club or quarterstaff you are holding is imbued with nature's power. For the duration, you can use your spellcasting ability instead of Strength for the attack and damage rolls of melee attacks using that weapon, and the weapon's damage die becomes a d8. The weapon also becomes magical, if it isn't already. The spell ends if you cast it again or if you let go of the weapon.

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.

ENTANGLE

1st level conjuration

Casting Time: 1 action

Range: 90 feet

Target: A point within range

Components: V S

Duration: Concentration, Up to 1 minute

Classes: Druid

Grasping weeds and vines sprout from the ground in a 20-foot square starting from a point within range. For the duration, these plants turn the ground in the area into difficult terrain.

A creature in the area when you cast the spell must succeed on a Strength saving throw or be restrained by the entangling plants until the spell ends. A creature restrained by the plants can use its action to make a Strength check against your spell save DC. On a success, it frees itself.

When the spell ends, the conjured plants wilt away.

THUNDERWAVE

1st level evocation

Casting Time: 1 action

Range: Self (15-foot cube)

Target: Self (15-foot cube)

Components: V S

Duration: Instantaneous

Classes: Bard, Druid, Sorcerer, Wizard

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.

BARKSKIN

2nd level transmutation

Casting Time: 1 action

Range: Touch

Target: A willing creature

Components: V S M (A handful of oak bark)

Duration: Concentration, Up to 1 hour

Classes: Druid, Ranger

You touch a willing creature. Until the spell ends, the target's skin has a rough, bark-like appearance, and the target's AC can't be less than 16, regardless of what kind of armor it is wearing.

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.

PASS WITHOUT TRACE

2nd level abjuration

Casting Time: 1 action

Range: Self

Target: Self

Components: V S M (Ashes from a burned leaf of mistletoe and a sprig of spruce)

Duration: Concentration, Up to 1 hour

Classes: Druid, Ranger

A veil of shadows and silence radiates from you, masking you and your companions from detection. For the duration, each creature you choose within 30 feet of you (including you) has a +10 bonus to Dexterity (Stealth) checks and can't be tracked except by magical means. A creature that receives this bonus leaves behind no tracks or other traces of its passage.

MELD INTO STONE

3rd level transmutation (ritual)

Casting Time: 1 action

Range: Touch

Target: A stone object or surface large enough to fully contain your body

Components: V S

Duration: 8 hours

Classes: Cleric, Druid

You step into a stone object or surface large enough to fully contain your body, melding yourself and all the equipment you carry with the stone for the duration. Using your movement, you step into the stone at a point you can touch. Nothing of your presence remains visible or otherwise detectable by nonmagical senses.

While merged with the stone, you can't see what occurs outside it, and any Wisdom (Perception) checks you make to hear sounds outside it are made with disadvantage. You remain aware of the passage of time and can cast spells on yourself while merged in the stone. You can use your movement to leave the stone where you entered it, which ends the spell. You otherwise can't move.

Minor physical damage to the stone doesn't harm you, but its partial destruction or a change in its shape (to the extent that you no longer fit within it) expels you and deals 6d6 bludgeoning damage to you. The stone's complete destruction (or transmutation into a different substance) expels you and deals 50 bludgeoning damage to you. If expelled, you fall prone in an unoccupied space closest to where you first entered.

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.

BROWN BEAR

Large beast, unaligned

Armor Class 11

Hit Points 22 (3d10 + 6)

Speed 40 ft., Climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (3)	12 (1)	15 (2)	2 (-4)	13 (1)	7 (-2)

Saving Throws Str +3, Dex +1, Con +2, Int -4, Wis +1, Cha -2

Skills Perception +3

Senses Darkvision 60 ft., passive Perception 13

Languages None

Challenge 1 (200 XP)

ACTIONS

Multiattack. The bear makes one Bite attack and one Claw attack.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* (1d8 + 3) Piercing damage.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* (1d4 + 3) Slashing damage. The target has the Prone condition if it is Huge or smaller.

DIRE WOLF

Large beast, unaligned

Armor Class 14

Hit Points 22 (3d10 + 6)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (3)	15 (2)	15 (2)	3 (-4)	12 (1)	7 (-2)

Saving Throws Str +3, Dex +2, Con +2, Int -4, Wis +1, Cha -2

Skills Perception +5, Stealth +4

Senses Darkvision 60 ft., passive Perception 15

Languages None

Challenge 1 (200 XP)

Pack Tactics. The wolf has Advantage on an attack roll against a creature if at least one of the wolf's allies is within 5 feet of the creature and the ally doesn't have the Incapacitated condition.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* (1d10 + 3) Piercing damage. The target has the Prone condition if it is Huge or smaller.

GIANT HYENA

Large beast, unaligned

Armor Class 12

Hit Points 45 (6d10+12)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	2 (-4)	12 (+1)	7 (-2)

Skills Perception +3

Senses passive Perception 13

Challenge 1 (200 XP)

Rampage. When the hyena reduces a creature to 0 hit points with a melee attack on its turn, the hyena can take a bonus action to move up to half its speed and make a bite attack.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* (2d6 + 3) piercing damage.

GIANT SPIDER

Large beast, unaligned

Armor Class 14

Hit Points 26 (4d10 + 4)

Speed 30 ft., Climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (2)	16 (3)	12 (1)	2 (-4)	11 (0)	4 (-3)

Saving Throws Str +2, Dex +3, Con +1, Int -4, Wis +0, Cha -3

Skills Perception +4, Stealth +7

Senses Darkvision 60 ft., passive Perception 14

Languages None

Challenge 1 (200 XP)

Spider Climb. The spider can climb difficult surfaces, including along ceilings, without needing to make an ability check.

Web Walker. The spider ignores movement restrictions caused by webs, and it knows the location of any other creature in contact with the same web.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* (1d8 + 3) Piercing damage plus (2d6) Poison damage.

Web (Recharge 5–6). *Dexterity Saving Throw*: DC 13, one creature the spider can see within 60 feet.

Failure: The target has the Restrained condition until the web is destroyed (AC 10; HP 5; Vulnerability to Fire damage; Immunity to Poison and Psychic damage).

TIGER

Large beast, unaligned

Armor Class 13

Hit Points 22 (3d10 + 6)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (3)	16 (3)	14 (2)	3 (-4)	12 (1)	8 (-1)

Saving Throws Str +3, Dex +3, Con +2, Int -4, Wis +1, Cha -1

Skills Perception +3, Stealth +7

Senses Darkvision 60 ft., passive Perception 13

Languages None

Challenge 1 (200 XP)

ACTIONS

Multiattack. The tiger makes one Pounce attack and uses Prowl.

Pounce. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* (1d6 + 3) Slashing damage. If the tiger had Advantage on the attack roll, the target takes an extra 3 (or 1d6 (1d6)) Slashing damage and, if it is Huge or smaller, has the Prone condition.

Prowl. The tiger moves up to half its Speed without provoking Opportunity Attacks. At the end of this movement, the tiger can take the Hide action.