

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

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

ATTACKS & SPELLCASTING

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

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

Song on the Wind

(2nd-level Nightingale Circle feature)

When you choose this circle, you can emulate the nightingale in one of two essential ways: you can use your voice to influence others, or you are more often heard than seen. You gain your choice of one of the following features:

Heard Not Seen. You gain proficiency in the Stealth skill, and all of your spells are cast using only verbal components unless the material component listed costs more than 25 gold pieces or an exceptionally rare item, in which case the material component is required.

Performance of a Lifetime. You gain proficiency in the Performance (oratory) skill. Furthermore, whenever you are required to make a Charisma (Deception, Intimidation, or Persuasion) ability check, you can make a Charisma (Performance - oratory) ability check in its place.

Nightingale Wild Wings

(2nd-level Nightingale Circle feature)

You grow a pair of brown wings as an Action. These wings allow you to slow a fall as though you are under the effects of *feather fall*, and they grant a +3 bonus on Strength (Athletics) ability checks made to jump (as long as you are not squeezing). Additionally, if you are not wearing any armor, you can treat your base Armor Class as 12 + your Dexterity modifier (max 4). When purchasing tunics, cloaks, and dresses, you must pay an additional 5 percent above the normal price to cover the cost of special tailoring to allow for your wings. The wings can be retracted back into your form with an Action.

Nightingale Circle Spells

Your mystical ability to influence others with the power of your voice manifests itself in certain spells. At 3rd, 5th, 7th, and 9th level you gain access to circle spells. Once you gain access to a circle spell, you always have it prepared, and it doesn't count against the number of spells you can prepare each day. If you gain access to a spell that doesn't appear on the druid spell list, the spell is nevertheless a druid spell for you.

Druid Level	Spells (*new spell)
3rd	<i>calm emotions, suggestion</i>
5th	<i>fly, sending</i>
7th	<i>compulsion, melancholy melody*</i>

9th	<i>dominate person, geas</i>
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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.

CALM EMOTIONS

2nd level enchantment

Casting Time: 1 action

Range: 60 feet

Target: Each humanoid in a 20-foot-radius sphere centered on a point you choose within range

Components: V S

Duration: Concentration, Up to 1 minute

Classes: Bard, Cleric

You attempt to suppress strong emotions in a group of people. Each humanoid in a 20-foot-radius sphere centered on a point you choose within range must make a Charisma saving throw; a creature can choose to fail this saving throw if it wishes. If a creature fails its saving throw, choose one of the following two effects. You can suppress any effect causing a target to be charmed or frightened. When this spell ends, any suppressed effect resumes, provided that its duration has not expired in the meantime.

Alternatively, you can make a target indifferent about creatures of your choice that it is hostile toward. This indifference ends if the target is attacked or harmed by a spell or if it witnesses any of its friends being harmed. When the spell ends, the creature becomes hostile again, unless the GM rules otherwise.

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 an 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.

SUGGESTION

2nd level enchantment

Casting Time: 1 action

Range: 30 feet

Target: A creature you can see within range that can hear and understand you

Components: V M (A snake's tongue and either a bit of honeycomb or a drop of sweet oil)

Duration: Concentration, Up to 8 hours

Classes: Bard, Sorcerer, Warlock, Wizard

You suggest a course of activity (limited to a sentence or two) and magically influence a creature you can see within range that can hear and understand you. Creatures that can't be charmed are immune to this effect. The suggestion must be worded in such a manner as to make the course of action sound reasonable. Asking the creature to stab itself, throw itself onto a spear, immolate itself, or do some other obviously harmful act ends the spell.

The target must make a Wisdom saving throw. On a failed save, it pursues the course of action you described to the best of its ability. The suggested course of action can continue for the entire duration. If the suggested activity can be completed in a shorter time, the spell ends when the subject finishes what it was asked to do.

You can also specify conditions that will trigger a special activity during the duration. For example, you might suggest that a knight give her warhorse to the first beggar she meets. If the condition isn't met before the spell expires, the activity isn't performed.

If you or any of your companions damage the target, the spell ends.

FLY

3rd level transmutation

Casting Time: 1 action

Range: Touch

Target: A willing creature

Components: V S M (A wing feather from any bird)

Duration: Concentration, Up to 10 minutes

Classes: Artificer, Sorcerer, Warlock, Wizard

You touch a willing creature. The target gains a flying speed of 60 feet for the duration. When the spell ends, the target falls if it is still aloft, unless it can stop the fall.

At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, you can target one additional creature for each slot level above 3rd.

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.

SENDING

3rd level evocation

Casting Time: 1 action

Range: Unlimited

Target: A creature with which you are familiar

Components: V S M (A short piece of fine copper wire)

Duration: 1 round

Classes: Bard, Cleric, Wizard

You send a short message of twenty-five words or less to a creature with which you are familiar. The creature hears the message in its mind, recognizes you as the sender if it knows you, and can answer in a like manner immediately. The spell enables creatures with Intelligence scores of at least 1 to understand the meaning of your message.

You can send the message across any distance and even to other planes of existence, but if the target is on a different plane than you, there is a 5 percent chance that the message doesn't arrive.

APE

Medium beast, unaligned

Armor Class 12

Hit Points 19 (3d8 + 6)

Speed 30 ft., Climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (3)	14 (2)	14 (2)	6 (-2)	12 (1)	7 (-2)

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

Skills Athletics +5, Perception +3

Senses passive Perception 13

Languages None

Challenge 1/2 (100 XP)

ACTIONS

Multiattack. The ape makes two Fist attacks.

Fist. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* (1d4 + 3) Bludgeoning damage.

Rock (Recharge 6). *Ranged Weapon Attack:* +5 to hit, reach 25/50 ft., one target. *Hit:* (2d6 + 3) Bludgeoning damage.

BLACK BEAR

Medium beast, unaligned

Armor Class 11

Hit Points 19 (3d8 + 6)

Speed 30 ft., Climb 30 ft., Swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (2)	12 (1)	14 (2)	2 (-4)	12 (1)	7 (-2)

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

Skills Perception +5

Senses Darkvision 60 ft., passive Perception 15

Languages None

Challenge 1/2 (100 XP)

ACTIONS

Multiattack. The bear makes two Rend attacks.

Rend. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* (1d6 + 2) Slashing damage.

CROCODILE

Large beast, unaligned

Armor Class 12

Hit Points 13 (2d10 + 2)

Speed 20 ft., Swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (2)	10 (0)	13 (1)	2 (-4)	10 (0)	5 (-3)

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

Skills Stealth +2

Senses passive Perception 10

Languages None

Challenge 1/2 (100 XP)

Hold Breath. The crocodile can hold its breath for 1 hour.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* (1d8 + 2) Piercing damage. If the target is Medium or smaller, it has the Grappled condition (escape DC 12). While Grappled, the target has the Restrained condition.