

CHARACTER NAME <hr/>	CLASS & LEVEL <hr/>	BACKGROUND <hr/>	PLAYER NAME <hr/>
<hr/>	RACE <hr/>	ALIGNMENT <hr/>	EXPERIENCE POINTS <hr/>

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

SUCCESSES
 FAILURES
DEATH SAVES

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

3

6

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

PREPARED

SPELL NAME

4

7

8

5

9

SPELLS KNOWN

Iron Rod

(simple melee weapon)

1 gp, 1d4 Bludgeoning, 2 lb., Light

As a benefit of training and wearing iron pieces, you have armor proficiency in wearing specialized robes. In combination with iron jewelry and other iron adornments, your Armor Class improves from these simple protections. Allowable Iron-Studded Robes per level:

1st-level to 10th-level - Iron-Studded Robes

11th-level to 16th-level - Reinforced Iron-Studded Robes

17th-level to 20th-level - Braided Iron-Studded Robes

Armor	Type	Cost	AC	Strength	Stealth	Weight
Iron-Studded Robes	Light	15 gp	11 + Dex modifier	Str 9	–	10 lb.
Reinforced Iron-Studded Robes	Light	25 gp	12 + Dex modifier	Str 10	–	13 lb.
Braided Iron-Studded Robes	Medium	40 gp	13 + Dex modifier	Str 11	Disadvantage	18 lb.

Ferrous Strength

(1st-level Iron Magi Origins feature)

Your body has adapted and changed with the iron energies that constantly feed through your form. You have the following features:

Hardened Frame. At the end of every Long Rest, you receive Temporary Hit Points equal to your proficiency modifier. These Temporary Hit Points do not stack with other instances.

Ferrous Burst. You can pull from a hidden reserve and push your body beyond its limits. When required to make a Strength saving throw, you can choose to have Advantage on the roll. You can use this feature equal to your proficiency modifier before needing a Long Rest to recover.

Iron Magi Expanded Spell List

Sorcerer Level	Spell (*new spell)
Cantrips	<i>iron shot*</i>
1st	<i>cure wounds, inflict wounds, iron grasp*, mage armor</i>
2nd	<i>arc lightning*, charged tendrils*, cure disease*, iron shards*</i>
3rd	<i>charged step*, iron balls*, iron cage*, lasting tendrils*</i>
4th	<i>thunder spear*</i>
5th	<i>iron coffin*</i>
6th	—
7th	<i>storm cloud*, thunder mark*</i>
8th	—
9th	—

ACID SPLASH

cantrip conjuration

Casting Time: 1 action

Range: 60 feet

Target: One creature within range or two creatures within range that are within 5 feet of each other

Components: V S

Duration: Instantaneous

Classes: Artificer, Sorcerer, Wizard

You hurl a bubble of acid. Choose one creature within range, or choose two creatures within range that are within 5 feet of each other. A target must succeed on a Dexterity saving throw or take 1d6 acid damage.

FIRE BOLT

cantrip evocation

Casting Time: 1 action

Range: 120 feet

Target: A creature or object within range

Components: V S

Duration: Instantaneous

Classes: Artificer, Sorcerer, Wizard

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).

Iron Shot

cantrip conjuration

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

You send a small pellet of iron toward a target. Make a Ranged Melee Attack. On a successful hit, the target takes 1d10 Piercing damage. This pellet's damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).

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.

MENDING

cantrip transmutation

Casting Time: 1 minute

Range: Touch

Target: A single break or tear in an object you touch

Components: V S M (Two lodestones)

Duration: Instantaneous

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

This spell repairs a single break or tear in an object you touch, such as a broken chain link, two halves of a broken key, a torn cloak, or a leaking wineskin. As long as the break or tear is no larger than 1 foot in any dimension, you mend it, leaving no trace of the former damage.

This spell can physically repair a magic item or construct, but the spell can't restore magic to such an object.

PRESTIDIGITATION

cantrip transmutation

Casting Time: 1 action

Range: 10 feet

Target: See text

Components: V S

Duration: Up to 1 hour

Classes: Artificer, Bard, Sorcerer, Warlock, Wizard

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, such as a shower of sparks, a puff of wind, faint musical notes, or an odd odor.

You instantaneously light or snuff out a candle, a torch, or a small campfire.

You instantaneously clean or soil an object no larger than 1 cubic foot.

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.

If you cast this spell multiple times, you can have up to three of its non-instantaneous effects active at a time, and you can dismiss such an effect as an action.

SHOCKING GRASP

cantrip evocation

Casting Time: 1 action

Range: Touch

Target: A creature you try to touch

Components: V S

Duration: Instantaneous

Classes: Artificer, Sorcerer, Wizard

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 can't take reactions until the start of its next turn.

MAGE ARMOR

1st level abjuration

Casting Time: 1 action

Range: Touch

Target: A willing creature who isn't wearing armor

Components: V S M (A piece of cured leather)

Duration: 8 hours

Classes: Sorcerer, Wizard

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.

SHIELD

1st level abjuration

Casting Time: 1 reaction, which you take when you are hit by an attack or targeted by the magic missile spell

Range: Self

Target: Self

Components: V S

Duration: 1 round

Classes: Sorcerer, Wizard

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.

BLUR

2nd level illusion

Casting Time: 1 action

Range: Self

Target: Self

Components: V

Duration: Concentration, Up to 1 minute

Classes: Artificer, Sorcerer, Wizard

Your body becomes blurred, shifting and wavering to all who can see you. For the duration, any creature has disadvantage on attack rolls against you. An attacker is immune to this effect if it doesn't rely on sight, as with blindsight, or can see through illusions, as with truesight.

Charged Tendrils

2nd-level evocation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

Tendrils of lightning branch off your hand to strike a target. You make a Melee Spell Attack against a target. On a hit, the target takes 3d6 Lightning damage. The target must then make a Constitution saving throw. If failed, the target's muscles seize, causing them to have Disadvantage on all Attacks their next Round.

FIREBALL

3rd level evocation

Casting Time: 1 action

Range: 150 feet

Target: A point you choose within range

Components: V S M (A tiny ball of bat guano and sulfur)

Duration: Instantaneous

Classes: Sorcerer, Wizard

A bright streak flashes from your pointing finger to a point you choose within range and then blossoms with a low roar into an explosion of flame. Each creature in a 20-foot-radius sphere centered on that point must make a Dexterity saving throw. A target takes 8d6 fire damage on a failed save, or half as much damage on a successful one. The fire spreads around corners. It ignites 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 4th level or higher, the damage increases by 1d6 for each slot level above 3rd.

HASTE

3rd level transmutation

Casting Time: 1 action

Range: 30 feet

Target: A willing creature that you can see within range

Components: V S M (A shaving of licorice root)

Duration: Concentration, Up to 1 minute

Classes: Artificer, Sorcerer, Wizard

Choose a willing creature that you can see within range. Until the spell ends, the target's speed is doubled, it gains a +2 bonus to AC, it has advantage on Dexterity saving throws, and it gains an additional action on each of its turns. That action can be used only to take the Attack (one weapon attack only), Dash, Disengage, Hide, or Use an Object action.

When the spell ends, the target can't move or take actions until after its next turn, as a wave of lethargy sweeps over it.