

CLASS & LEVEL

BACKGROUND

PLAYER NAME

CHARACTER 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**
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

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

Legion's Arcana

(2nd-level Imperial Advocate Tradition feature)

You've learned to wield and cast your spells in such a way as to benefit the entirety of the legion. When you cast a spell that affects one ally, you may also grant yourself the benefits of the spell. The spell's level can only be equal to or less than your Proficiency Bonus. You may use this feature twice before needing a Long Rest to recover.

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).

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.

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.

FEATHER FALL

1st level transmutation

Casting Time: 1 reaction, which you take when you or a creature within 60 feet of you falls

Range: 60 feet

Target: Up to five falling creatures within range

Components: V M (A small feather or piece of down)

Duration: 1 minute

Classes: Artificer, Bard, Sorcerer, Wizard

Choose up to five falling creatures within range. A falling creature's rate of descent slows to 60 feet per round until the spell ends. If the creature lands before the spell ends, it takes no falling damage and can land on its feet, and the spell ends for that creature.

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.

MAGIC MISSILE

1st level evocation

Casting Time: 1 action

Range: 120 feet

Target: A creature of your choice that you can see within range

Components: V S

Duration: Instantaneous

Classes: Sorcerer, Wizard

You create three glowing darts of magical force. Each dart hits a creature of your choice that you can see within range. A dart deals 1d4 + 1 force damage to its target. The darts all strike simultaneously, and you can direct them to hit one creature or several.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the spell creates one more dart for each slot above 1st.

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.

INVISIBILITY

2nd level illusion

Casting Time: 1 action

Range: Touch

Target: A creature you touch

Components: V S M (An eyelash encased in gum arabic)

Duration: Concentration, Up to 1 hour

Classes: Artificer, Bard, Sorcerer, Warlock, Wizard

A creature you touch becomes invisible until the spell ends. Anything the target is wearing or carrying is invisible as long as it is on the target's person. The spell ends for a target that attacks or casts a spell.

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, you can target one additional creature for each slot level above 2nd.

MIRROR IMAGE

2nd level illusion

Casting Time: 1 action

Range: Self

Target: Self

Components: V S

Duration: 1 minute

Classes: Sorcerer, Warlock, Wizard

Three illusory duplicates of yourself appear in your space. Until the spell ends, the duplicates move with you and mimic your actions, shifting position so it's impossible to track which image is real. You can use your action to dismiss the illusory duplicates.

Each time a creature targets you with an attack during the spell's duration, roll a d20 to determine whether the attack instead targets one of your duplicates.

If you have three duplicates, you must roll a 6 or higher to change the attack's target to a duplicate. With two duplicates, you must roll an 8 or higher. With one duplicate, you must roll an 11 or higher.

A duplicate's AC equals 10 + your Dexterity modifier. If an attack hits a duplicate, the duplicate is destroyed. A duplicate can be destroyed only by an attack that hits it. It ignores all other damage and effects. The spell ends when all three duplicates are destroyed.

A creature is unaffected by this spell if it can't see, if it relies on senses other than sight, such as blindsight, or if it can perceive illusions as false, as with truesight.

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.

LIGHTNING BOLT

3rd level evocation

Casting Time: 1 action

Range: Self (100-foot line)

Target: Self (100-foot line)

Components: V S M (A bit of fur and a rod of amber, crystal, or glass)

Duration: Instantaneous

Classes: Sorcerer, Wizard

A stroke of lightning forming a line 100 feet long and 5 feet wide blasts out from you in a direction you choose. Each creature in the line must make a Dexterity saving throw. A creature takes 8d6 lightning damage on a failed save, or half as much damage on a successful one. The lightning 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 above 3rd.