

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

EQUIPMENT

CP _____

SP _____

EP _____

GP _____

PP _____



AGE	HEIGHT	WEIGHT
EYES	SKIN	HAIR

CHARACTER NAME



NAME

SYMBOL

ALLIES & ORGANIZATIONS

TREASURE

CHARACTER BACKSTORY



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

LIGHT

CASTING TIME

1 action

RANGE

Touch

COMPONENTS

V, M

DURATION

1 hour

a firefly or phosphorescent moss

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.

Bard, Cleric

Evocation cantrip

BLESS

CASTING TIME

1 action

RANGE

30 feet

COMPONENTS

V, S, M

DURATION

Concentration, up to 1 minute

a sprinkling of holy water

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.

Cleric, Cleric (Life), Paladin

1st Enchantment

COMPELLED DUEL

CASTING TIME

1 bonus action

RANGE

30 feet

COMPONENTS

V

DURATION

Concentration, up to 1 minute

You attempt to compel a creature into a duel. One creature that you can see within range must make a Wisdom saving throw. On a failed save, the creature is drawn to you, compelled by your divine demand. For the duration, it has disadvantage on attack rolls against creatures other than you, and must make a Wisdom saving throw each time it attempts to move to a space that is more than 30 feet away from you, if it succeeds on this saving throw, this spell doesn't restrict the target's movement for that turn. The spell ends if you attack any other creature, if you cast a spell that targets a hostile creature other than the target, if a creature friendly to you damages the target or casts a harmful spell on it, or if you end your turn more than 30 feet away from the target.

Paladin, Paladin (Crown)

1st Enchantment

HELLISH REBUKE

CASTING TIME

1 reaction

RANGE

60 feet

COMPONENTS

V, S

DURATION

Instantaneous

You point your finger, and the creature that damaged you is momentarily surrounded by hellish flames. The creature must make a Dexterity saving throw. It takes 2d10 fire damage on a failed save, or half as much damage on a successful one.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d10 for each slot level above 1st.

Paladin (Oathbreaker)

1st Evocation

IDENTIFY (RITUAL)

CASTING TIME

1 minute

RANGE

Touch

COMPONENTS

V, S, M

DURATION

Instantaneous

a pearl worth at least 100 gp and an owl feather

You choose one object that you must touch throughout the casting of the spell. If it is a magic item or some other magic-imbued object, you learn its properties and how to use them, whether it requires attunement to use, and how many charges it has, if any. You learn whether any spells are affecting the item and what they are. If the item was created by a spell, you learn which spell created it.

If you instead touch a creature throughout the casting, you learn what spells, if any, are currently affecting it.

Bard, Cleric (Knowledge)

1st Divination

PROTECTION FROM EVIL AND GOOD

CASTING TIME

1 action

RANGE

Touch

COMPONENTS

V, S, M

DURATION

Concentration, up to 10 minutes

holy water or powdered silver and iron, which the spell consumes

Until the spell ends, one willing creature you touch is protected against certain types of creatures - aberrations, celestials, elementals, fey, fiends, and undead.

The protection grants several benefits. Creatures of those types have disadvantage on attack rolls against the target. The target also can't be charmed, frightened, or possessed by them. If the target is already charmed, frightened, or possessed by such a creature, the target has advantage on any new saving throw against the relevant effect.

Cleric, Paladin, Paladin

(Devotion)

1st Abjuration

SHIELD OF FAITH

CASTING TIME

1 bonus action

RANGE

60 feet

COMPONENTS

V, S, M

DURATION

Concentration, up to 10 minutes

a small parchment with a bit of holy text written on it

A shimmering field appears and surrounds a creature of your choice within range, granting it a +2 bonus to AC for the duration.

Cleric, Cleric (War), Paladin

1st Abjuration

SEARING SMITE

CASTING TIME

1 bonus action

RANGE

Self

COMPONENTS

V

DURATION

Concentration, up to 1 minute

The next time you hit a creature with a melee weapon attack during the spell's duration, your weapon flares with white-hot intensity, and the attack deals an extra 1d6 fire damage to the target and causes the target to ignite in flames. At the start of each of its turns until the spell ends, the target must make a Constitution saving throw. On a failed save, it takes 1d6 fire damage. On a successful save, the spell ends. If the target or a creature within 5 feet of it uses an action to put out the flames, or if some other effect douses the flames (such as the target being submerged in water), the spell ends.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the initial extra damage dealt by the attack increases by 1d6 for each slot above the 1st.

Paladin

1st Evocation

HEAT METAL

CASTING TIME

1 action

RANGE

60 feet

COMPONENTS

V, S, M

DURATION

Concentration, up to 1 minute

a piece of iron and a flame

Choose a manufactured metal object, such as a metal weapon or a suit of heavy or medium metal armor, that you can see within range. You cause the object to glow red-hot. Any creature in physical contact with the object takes 2d8 fire damage when you cast the spell. Until the spell ends, you can use a bonus action on each of your subsequent turns to cause this damage again.

If a creature is holding or wearing the object and takes the damage from it, the creature must succeed on a Constitution saving throw or drop the object if it can. If it doesn't drop the object, it has disadvantage on attack rolls and ability checks until the start of your next turn.

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

Bard

2nd Transmutation

LESSER RESTORATION	
CASTING TIME 1 action	RANGE Touch
COMPONENTS V, S	DURATION Instantaneous
<p>You touch a creature and can end either one disease or one condition afflicting it. The condition can be blinded, deafened, paralyzed, or poisoned.</p>	
<p>Bard, Cleric, Cleric (Life), Paladin, Paladin (Devotion) 2nd Abjuration</p>	

MAGIC WEAPON	
CASTING TIME 1 bonus action	RANGE Touch
COMPONENTS V, S	DURATION Concentration, up to 1 hour
<p>You touch a nonmagical weapon. Until the spell ends, that weapon becomes a magic weapon with a +1 bonus to attack rolls and damage rolls. At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, the bonus increases to +2. When you use a spell slot of 6th level or higher, the bonus increases to +3.</p>	
<p>Cleric (Arcana), Cleric (War), Paladin 2nd Transmutation</p>	

WARDING BOND	
CASTING TIME 1 action	RANGE Touch
COMPONENTS V, S, M	DURATION 1 hour
<p><i>a pair of platinum rings worth at least 50 gp each, which you and target must wear for the duration</i></p> <p>This spell wards a willing creature you touch and creates a mystic connection between you and the target until the spell ends. While the target is within 60 feet of you, it gains a +1 bonus to AC and saving throws, and it has resistance to all damage. Also, each time it takes damage, you take the same amount of damage. The spell ends if you drop to 0 hit points or if you and the target become separated by more than 60 feet. It also ends if the spell is cast again on either of the connected creatures. You can also dismiss the spell as an action.</p>	
<p>Cleric, Paladin (Crown) 2nd Abjuration</p>	

BLINDING SMITE	
CASTING TIME 1 bonus action	RANGE Self
COMPONENTS V	DURATION Concentration, up to 1 minute
<p>The next time you hit a creature with a melee weapon attack during this spell's duration, you weapon flares with a bright light, and the attack deals an extra 3d8 radiant damage to the target. Additionally, the target must succeed on a Constitution saving throw or be blinded until the spell ends. A creature blinded by this spell makes another Constitution saving throw at the end of each of its turns. On a successful save, it is no longer blinded.</p>	
<p>Paladin 3rd Evocation</p>	

ELEMENTAL WEAPON	
CASTING TIME 1 action	RANGE Touch
COMPONENTS V, S	DURATION Concentration, up to 1 hour
<p>A nonmagical weapon you touch becomes a magic weapon. Choose one of the following damage types - acid, cold, fire, lightning, or thunder. For the duration, the weapon has a +1 bonus to attack rolls and deals an extra 1d4 damage of the chosen type when it hits. At Higher Levels: When you cast this spell using a spell slot of 5th or 6th level, the bonus to attack rolls increases to +2 and the extra damage increases to 2d4. When you use a spell slot of 7th level or higher, the bonus increases to +3 and the extra damage increases to 3d4.</p>	
<p>Paladin 3rd Transmutation</p>	

PROTECTION FROM ENERGY	
CASTING TIME 1 action	RANGE Touch
COMPONENTS V, S	DURATION Concentration, up to 1 hour
<p>For the duration, the willing creature you touch has resistance to one damage type of your choice - acid, cold, fire, lightning, or thunder.</p>	
<p>Cleric, Paladin (Ancients), Paladin (Vengeance) 3rd Abjuration</p>	

REVIVIFY	
CASTING TIME 1 action	RANGE Touch
COMPONENTS V, S, M	DURATION Instantaneous
<p><i>diamonds worth 300 gp, which the spell consumes</i></p> <p>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.</p>	
<p>Cleric, Cleric (Life), Paladin 3rd Necromancy</p>	

SPIRIT SHROUD	
CASTING TIME 1 bonus action	RANGE Self (10-foot-radius)
COMPONENTS V, S	DURATION Concentration, up to 1 minute
<p>You call forth spirits of the dead, which flit around you for the spell's duration. The spirits are intangible and invulnerable. Until the spell ends, any attack you make deals 1d8 extra damage when you hit a creature within 10 feet of you. This damage is radiant, necrotic, or cold (your choice when you cast the spell). Any creature that takes this damage can't regain hit points until the start of your next turn. In addition, any creature of your choice that you can see that starts its turn within 10 feet of you has its speed reduced by 10 feet until the start of your next turn. 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.</p>	
<p>Cleric, Paladin 3rd Necromancy</p>	