DUNGEONS & DRAGONS®

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

NAME	ATK BONUS	DAMAGE/TYPE

ATTACKS & SPELLCASTING

CP
SP
EP
GP
PP

EQUIPMENT

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

FEATURES & TRAITS

D&D

AGE   HEIGHT   WEIGHT

EYES   SKIN   HAIR

NAME

SYMBOL

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

ADDITIONAL FEATURES & TRAITS

CHARACTER BACKSTORY

TREASURE

D&D

SPELLCASTING
CLASS

SPELLCASTING
ABILITY

SPELL SAVE DC

SPELL ATTACK
BONUS

| 0 | CANTRIPS |

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SPELL
LEVEL
SLOTS TOTAL   SLOTS EXPENDED

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PREPARED   SPELL NAME
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SPELLS KNOWN

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Sorcerer Cantrips

Prestidigitation (Transmutation cantrip)
Casting Time: 1 action **Range:** 10 feet **Duration:** Up to 1 hour **Components:** V, S
This spell is a minor m agical 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 fitting in your hand, which 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.
Metamagic: You can use Distant Spell (1 SP) on this spell.

Mage Hand (Conjuration cantrip)
Casting Time: 1 action **Range:** 30 feet **Duration:** 1 minute **Components:** V, S
A spectral, floating hand appears at a point you choose within range. The hand lasts for the duration or until you dismiss it as an action. The hand vanishes if it is ever more than 30 feet away from you or if you cast this spell again. You can use your action to control the hand. You can use the hand to manipulate an object, open an unlocked door or container, stow or retrieve an item from an open container, or pour the contents out of a vial. You can move the hand up to 30 feet each time you use it. The hand can't attack, activate magic items, or carry more than 10 pounds.
Metamagic: You can use Distant Spell (1 SP) on this spell.

Shocking Grasp (Evocation cantrip)
Casting Time: 1 action **Range:** Touch **Duration:** Instantaneous **Components:** V, S
Lightning springs from your hand to deliver a shock to a creature you try to touch. Make a melee spell attack (+8) 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 2d8+4 lightning damage (includes Draconic Ancestry), and it can't take reactions until the start of its next turn.
Metamagic: You can use Twinned Spell (1 SP) or Distant Spell (1 SP) on this spell.

Fire Bolt (Evocation cantrip)
Casting Time: 1 action **Range:** 120 feet **Duration:** Instantaneous **Components:** V, S
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 2d10 fire damage. A flammable object hit by this spell ignites if it isn't being worn or carried.
Metamagic: You can use Twinned Spell (1 SP) or Distant Spell (1 SP) on this spell.

Message (Transmutation cantrip)
Casting Time: 1 action **Range:** 120 feet **Duration:** 1 round
Components: V, S, M (a short piece of copper wire)
You point your finger toward a creature within range and whisper a message. The target (and only the target) hears the message and can reply in a whisper that only you can hear.
You can cast this spell through solid objects if you are familiar with the target and know it is beyond the barrier. Magical silence, 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood blocks the spell. The spell doesn't have to follow a straight line and can travel freely around corners or through openings.
Metamagic: You can use Distant Spell (1 SP) on this spell.

Sorcerer Spells

Chromatic Orb (1st-level evocation)
Casting Time: 1 action **Range:** 90 feet **Duration:** Instantaneous
Components: V, S, M (a diamond worth at least 50gp)
You hurl a 4-inch-diameter sphere of energy at a creature that you can see within range. You choose acid, cold, fire, lightning, poison, or thunder for the type of orb you create, and then make a ranged spell attack (+8) against the target. If the attack hits, the creature takes 3d8 of the type you chose.
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.
Metamagic: You can use Twinned Spell (1 SP/spell-slot level) or Distant Spell (1 SP) on this spell.
Bronze Dragon Ancenstry: If you cause lightning damage the spell deals +4 damage.

Detect Magic (1st-level divination)
Casting Time: 1 action **Range:** Self **Duration:** Concentration, up to 10 minutes **Components:** V, S
For the duration, you sense the presence of magic within 30 feet of you. If you sense magic in this way, you can use your action to see a faint aura around any visible creature or object in the area that bears magic, and you learn its school of magic, if any. The spell can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

Witch Bolt (1st-level evocation)
Casting Time: 1 action **Range:** 30 feet **Duration:** Concentration, up to 1 minute
Components: V, S, M (a twig from a tree that has been struck by lightning)
A beam of crackling, blue energy lances out toward a creature within range, forming a sustained arc of lightning between you and the target. Make a ranged spell attack (+8) against that creature. On a hit, the target takes 1d12+4 lightning damage, and on each of your turns for the duration, you can use your action to deal 1d12 lightning damage to the target automatically. The spell ends if you use your action to do anything else. The spell also ends if the target is ever outside the spell's range or if it has total cover from you.
At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d12 for each slot level above 1st.
Metamagic: You can use Twinned Spell (1 SP/spell-slot level) or Distant Spell (1 SP) on this spell.

Invisibility (2nd-level illusion)
Casting Time: 1 action **Range:** Touch **Duration:** Concentration, up to 1 hour
Components: V, S, M (an eyelash encased in gum arabic)
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, you can target one additional creature.
Metamagic: You can use Distant Spell (1 SP) on this spell. You can use Distant Spell (2 SP) on this spell, but only if you cast it as a 2nd-level spell.

Knock (2nd-level transmutation)
Casting Time: 1 action **Range:** 60 feet **Duration:** Instantaneous
Components: V
Choose an object that you can see within range. The object can be a door, a box, a chest, a set of manacles, a padlock, or another object that contains a mundane or magical means that prevents access.
A target that is held shut by a mundane lock or that is stuck or barred becomes unlocked, unstuck, or unbarred. If the object has multiple locks, only one of them is unlocked.
If you choose a target that is held shut with arcane lock, that spell is suppressed for 10 minutes, during which time the target can be opened and shut normally.
When you cast the spell, a loud knock, audible from as far away as 300 feet, emanates from the target object.
Metamagic: You can use Distant Spell (1 SP) on this spell.

Lightning bolt (3rd-level evocation)
Casting Time: 1 action **Range:** Self (100-foot line) **Duration:** Instantaneous
Components: V, S, M (a bit of fur and a rod of amber, crystal, or glass)
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 (DC 15). A creature takes 8d6+4 lightning damage (includes Draconic Ancestry) 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.

Fly (3rd-level transmutation)
Casting Time: 1 action **Range:** Touch **Duration:** Concentration, up to 10 minutes
Components: V, S, M (a wing feather from any bird)
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.
Metamagic: You can use Twinned Spell (3 SP) or Distant Spell (1 SP) on this spell.