

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**    **DEATH SAVES**  
 SUCCESSSES ○○○○  
 FAILURES ○○○○

**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 cantrips

SPELL LEVEL SLOTS TOTAL SLOTS EXPENDED

1

PREPARED

SPELL NAME

Preparation checkboxes and spell name lines for level 1

2

Preparation checkboxes and spell name lines for level 2

3

Preparation checkboxes and spell name lines for level 3

4

Preparation checkboxes and spell name lines for level 4

5

Preparation checkboxes and spell name lines for level 5

6

Preparation checkboxes and spell name lines for level 6

7

Preparation checkboxes and spell name lines for level 7

8

Preparation checkboxes and spell name lines for level 8

9

Preparation checkboxes and spell name lines for level 9

SPELLS KNOWN





Level-1 enchantment

**Animal Friendship**

1 act. 30 ft V,S,M 24 hrs

This spell lets you convince a beast that you mean it no harm. Choose a beast that you can see within range. It must see and hear you. If the beast's Intelligence is 4 or higher, the spell fails. Otherwise, the beast must succeed on a Wisdom saving throw or be charmed by you for the spell's duration. If you or one of your companions harms the target, the spell ends. At Higher Levels - When you cast this spell using a spell slot of 2nd level or higher, you can affect one additional beast for each slot level above 1st

**Druid DC 12 Mod +4**

Level-1 conjuration

**Arms of Hadar**

1 act. Self V,S Inst

You invoke the power of Hadar, the Dark Hunger. Tendrils of dark energy erupt from you and batter all creatures within 10 feet of you. Each creature in that area must make a Strength saving throw. On a failed save, a target takes 2d6 necrotic damage and can't take reactions until its next turn. On a successful save, the creature takes half damage, but suffers no other effect.

**Druid DC 12 Mod +4**

Level-1 enchantment

**Charm Person**

1 act. 30 ft V,S 1 hr

You attempt to charm a humanoid you can see within range. It must make a Wisdom saving throw, and does so with advantage if you or your companions are fighting it. If it fails the saving throw, it is charmed by you until the spell ends or until you or your companions do anything harmful to it. The charmed creature regards you as a friendly acquaintance. When the spell ends, the creature knows it was charmed by you. 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. The creatures must be within 30 feet of each other when you target them.

**Druid DC 12 Mod +4**

Level-1 transmutation

**Create or Destroy Water**

1 act. 30 ft V,S,M Inst

You either create or destroy water. Create Water. You create up to 10 gallons of clean water within range in an open container. Alternatively, the water falls as rain in a 30-foot cube within range, extinguishing exposed flames in the area. Destroy Water. You destroy up to 10 gallons of water in an open container within range. Alternatively, you destroy fog in a 30-foot cube within range. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you create or destroy 10 additional gallons of water, or the size of the cube increases by 5 feet, for each slot level above 1st.

**Druid DC 12 Mod +4**

Level-1 evocation

**Cure Wounds**

1 act. Touch V,S Inst

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.

**Druid DC 12 Mod +4**

Level-1 divination

**Detect Magic**

1 act. Self V,S Conc, 10 mins

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.

**Druid DC 12 Mod +4**

Level-1 divination

**Detect Poison and Disease**

1 act. Self V,S,M Conc, 10 mins

For the duration, you can sense the presence and location of poisons, poisonous creatures, and diseases within 30 feet of you. You also identify the kind of poison, poisonous creature, or disease in each case. 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.

**Druid DC 12 Mod +4**

Transmutation cantrip

**Druidcraft**

1 act. 30 ft V,S Inst

Whispering to the spirits of nature, you create one of the following effects within range:

- You create a tiny, harmless sensory effect that predicts what the weather will be at your location for the next 24 hours. The effect might manifest as a golden orb for clear skies, a cloud for rain, falling snowflakes for snow, and so on. This effect persists for 1 round.
- You instantly make a flower blossom, a seed pod open, or a leaf bud bloom.
- You create an instantaneous, harmless sensory effect, such as falling leaves, a puff of wind, the sound of a small animal, or the faint odor of skunk. The effect must fit in a 5-foot cube.
- You instantly light or snuff out a candle, a torch, or a small campfire.

**Druid DC 12 Mod +4**

Level-1 conjuration

**Entangle**

1 act. 90 ft V,S Conc, 1 min

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.

**Druid DC 12 Mod +4**




Level-1 evocation

**Faerie Fire**

1 act. 60 ft V Conc, 1 min

Each object in a 20-foot cube within range is outlined in blue, green, or violet light (your choice). Any creature in the area when the spell is cast is also outlined in light if it fails a Dexterity saving throw. For the duration, objects and affected creatures shed dim light in a 10-foot radius. Any attack roll against an affected creature or object has advantage if the attacker can see it, and the affected creature or object can't benefit from being invisible.

**Druid DC 12 Mod +4**

Level-1 conjuration

**Fog Cloud**

1 act. 120 ft V,S Conc, 1 hr

You create a 20-foot-radius sphere of fog centered on a point within range. The sphere spreads around corners, and its area is heavily obscured. It lasts for the duration or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the radius of the fog increases by 20 feet for each slot level above 1st.

**Druid DC 12 Mod +4**

Level-1 transmutation

**Goodberry**

1 act. Touch V,S,M Inst

Up to ten berries appear in your hand and are infused with magic for the duration. A creature can use its action to eat one berry. Eating a berry restores 1 hit point, and the berry provides enough nourishment to sustain a creature for one day. The berries lose their potency if they have not been consumed within 24 hours of the casting of this spell.

**Druid DC 12 Mod +4**

Level-1 evocation

**Healing Word**

1 b.a. 60 ft V Inst

A creature of your choice that you can see within range regains hit points equal to 1d4 + 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 1d4 for each slot level above 1st.

**Druid DC 12 Mod +4**

Level-1 transmutation

**Jump**

1 act. Touch V,S,M 1 min

You touch a creature. The creature's jump distance is tripled until the spell ends.

**Druid DC 12 Mod +4**

Level-1 transmutation

**Longstrider**

1 act. Touch V,S,M 1 hr

You touch a creature. The target's speed increases by 10 feet until the spell ends. 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.

**Druid DC 12 Mod +4**

Level-1 transmutation

**Purify Food and Drink**

1 act. 10 ft V,S Inst

All nonmagical food and drink within a 5-foot-radius sphere centered on a point of your choice within range is purified and rendered free of poison and disease.

**Druid DC 12 Mod +4**

Transmutation cantrip

**Shillelagh**

1 b.a. Touch V,S,M 1 min

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.

**Druid DC 12 Mod +4**











Level-1 divination

**Speak with Animals**

1 act. Self V,S 10 mins

You gain the ability to comprehend and verbally communicate with beasts for the duration. The knowledge and awareness of many beasts is limited by their intelligence, but at minimum, beasts can give you information about nearby locations and monsters, including whatever they can perceive or have perceived within the past day. You might be able to persuade a beast to perform a small favor for you, at the GM's discretion.

**Druid DC 12 Mod +4**


<p>Level-1 evocation </p> <p><b>Thunderwave</b></p> <p>   </p> <p>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.</p> <p><b>Druid DC 12 Mod +4</b></p>	<p>Conjuration cantrip </p> <p><b>Poison Spray</b></p> <p>   </p> <p>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. This spell's damage increases by 1d12 when you reach 5th level (2d12), 11th level (3d12), and 17th level (4d12).</p> <p><b>High Elf DC 9 Mod +1</b></p>	
