

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

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

PASSIVE WISDOM (PERCEPTION)

OTHER PROFICIENCIES & LANGUAGES

EQUIPMENT

FEATURES & TRAITS



CHARACTER NAME

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME

SYMBOL

TREASURE

CHARACTER BACKSTORY



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

2

5

9

SPELLS KNOWN



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

2

5

9

SPELLS KNOWN



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

2

5

9

SPELLS KNOWN

<div>Level-1 transmutation</div> <div>MORCPUB</div> <div>Bladethirst</div> <div>1 b.a. Self V 1 rnd</div> <div>Your sword or other slashing weapon bursts into unearthly steel-blue flame. Until the end of your turn, you have advantage on all rolls to hit with this weapon and inflict an additional 1d6 cold damage. The weapon sheds bright light in 10-foot radius and dim light for a further 10 feet. At Higher Levels. When you cast this spell with a spell slot of 2nd level or higher, the amount of cold damage you inflict increases by 1d6 for each slot level above 1st.</div> <div>Paladin DC 11 Mod +3</div>	<div>Level-1 enchantment</div> <div>MORCPUB</div> <div>Bless</div> <div>1 act. 30 ft V,S,M Conc, 1 min</div> <div>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.</div> <div>Paladin DC 11 Mod +3</div>	<div>Level-1 abjuration</div> <div>MORCPUB</div> <div>Ceremony</div> <div>1 hr Touch V,S,M Inst</div> <div>You perform a special religious ceremony that is infused with magic. When you cast the spell, choose one of the following rites, the target of which must be within 10 feet of you throughout the casting. Atonement: You touch one willing creature whose alignment has changed, and you make a DC 20 Wisdom (Insight) check. On a successful check, you restore the target to its original alignment. Bless Water: You touch one vial of water and cause it to become holy water. Coming of Age: You touch one humanoid who is a young adult. For the next 24 hours, whenever the target makes an ability check, it can roll a d4 and add the number rolled to the ability check. A creature can benefit from this rite only once. Dedication: You touch one humanoid who wishes to be dedicated to your god's service. For the next 24 hours, whenever the target makes a saving throw, it can roll a d4 and add the number rolled to the save. A creature can</div> <div>Paladin DC 11 Mod +3</div>
<div>Level-1 enchantment</div> <div>MORCPUB</div> <div>Command</div> <div>1 act. 60 ft V 1 rnd</div> <div>You speak a one-word command to a creature you can see within range. The target must succeed on a Wisdom saving throw or follow the command on its next turn. The spell has no effect if the target is undead, if it doesn't understand your language, or if your command is directly harmful to it. Some typical commands and their effects follow. You might issue a command other than one described here. If you do so, the GM determines how the target behaves. If the target can't follow your command, the spell ends. Approach. The target moves toward you by the shortest and most direct route, ending its turn if it moves within 5 feet of you. Drop. The target drops whatever it is holding and then ends its turn. Flee. The target spends its turn moving away from you by the fastest available means. Grovel. The target falls prone and then ends its turn. Halt. The target doesn't move and takes no actions. A flying creature</div> <div>Paladin DC 11 Mod +3</div>	<div>Level-1 enchantment</div> <div>MORCPUB</div> <div>Compelled Duel</div> <div>1 b.a. 30 ft V Conc, 1 min</div> <div>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.</div> <div>Paladin DC 11 Mod +3</div>	<div>Level-1 evocation</div> <div>MORCPUB</div> <div>Cure Wounds</div> <div>1 act. Touch V,S Inst</div> <div>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.</div> <div>Paladin DC 11 Mod +3</div>
<div>Level-1 divination</div> <div>MORCPUB</div> <div>Detect Evil and Good</div> <div>1 act. Self V,S Conc, 10 mins</div> <div>For the duration, you know if there is an aberration, celestial, elemental, fey, fiend, or undead within 30 feet of you, as well as where the creature is located. Similarly, you know if there is a place or object within 30 feet of you that has been magically consecrated or desecrated. 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.</div> <div>Paladin DC 11 Mod +3</div>	<div>Level-1 divination</div> <div>MORCPUB</div> <div>Detect Magic</div> <div>1 act. Self V,S Conc, 10 mins</div> <div>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.</div> <div>Paladin DC 11 Mod +3</div>	<div>Level-1 divination</div> <div>MORCPUB</div> <div>Detect Poison and Disease</div> <div>1 act. Self V,S,M Conc, 10 mins</div> <div>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.</div> <div>Paladin DC 11 Mod +3</div>

<p>Ceremony <i>(reverse)</i></p> <p>benefit from this rite only once. Funeral Rite: You touch one corpse, and for the next 7 days, the target can't become undead by any means short of a wish spell. Wedding: You touch adult humanoids willing to be bonded together in marriage. For the next 7 days, each target gains a +2 bonus to AC while they are within 30 feet of each other. A creature can benefit from this rite again only if widowed.</p>		
		<p>Command <i>(reverse)</i></p> <p>stays aloft, provided that it is able to do so. If it must move to stay aloft, it flies the minimum distance needed to remain in the air. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can affect one additional creature for each slot level above 1st. The creatures must be within 30 feet of each other when you target them.</p>

Level-1 evocation

**Divine Favor**

1 b.a. Self V,S Conc, 1 min

Your prayer empowers you with divine radiance. Until the spell ends, your weapon attacks deal an extra 1d4 radiant damage on a hit.

Paladin DC 11 Mod +3

Level-1 abjuration

**Exorcism**

1 hr 10 ft V,S,M Inst

You attempt to force a ghost, demon, or other such entity to leave the host or object it is possessing. The creature that the entity is possessing must be either willing or restrained for you to cast this spell. After an hour of reciting liturgy, chanting, waving burning sage around, drawing magic sigils, and so on, the entity must make a saving throw, using the higher of its Charisma, Constitution, or Wisdom. If it succeeds, nothing happens and the spell ends. If the entity fails its saving throw, it takes 2d10 psychic damage and its hit point total is reduced by that amount. It must then make a second saving throw, using the same attribute it used for the first save. If that roll fails, it also loses a number of points from that attribute equal to your spellcasting ability modifier (minimum of 1). Hit point and attribute reduction lasts until one week has passed since the last time you or anyone else attempted to exorcise it. If the entity fails its

Paladin DC 11 Mod +3

Level-1 divination

**Fire Truth**

1 round 5 ft V,S,M 1 min

You light a specially-made candle and place it within 5 feet of a named target. If the target then knowingly tells a lie, the candle flares brightly. A half-lie or slight deception causes the candle to gutter and flicker. If the target tells an outrageous lie, the candle extinguishes itself. At Higher Levels. When you cast this spell using a 3rd-level or higher spell slot, and the target tells a lie, the fire leaps and burns the target, inflicting 1d10 fire damage with each lie.

Paladin DC 11 Mod +3

Level-1 transmutation

**First Strike**

1 react. Self V,S,M Inst

You and all allies within range have advantage on your initiative rolls.

Paladin DC 11 Mod +3

Level-1 conjuration

**Golden Barding**

1 act. Touch V 1 hr

You create shimmering, weightless gold barding for your steed that fits perfectly, regardless of what sort of creature it is. The target's AC improves by +2 for the duration of the spell. The spell ends if you put real barding on your steed or if you dismiss the spell as an action. At Higher Levels. When you cast this spell with a 2nd-level or higher spell slot, you increase the AC bonus by +1 for each slot level above 2nd.

Paladin DC 11 Mod +3

Level-1 enchantment

**Heroism**

1 act. Touch V,S Conc, 1 min

A willing creature you touch is imbued with bravery. Until the spell ends, the creature is immune to being frightened and gains temporary hit points equal to your spellcasting ability modifier at the start of each of its turns. When the spell ends, the target loses any remaining temporary hit points from this spell. 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.

Paladin DC 11 Mod +3

Level-1 evocation

**Interrogation**

1 round Touch V,S 1 min

You cast this spell on a creature you are questioning. If the target refuses to answer your question to your satisfaction, you may speak a word or touch the target and it suffers terrible pain and takes 1d8 psychic damage. The spell doesn't force the target to be truthful. If you ask the target a nonsensical question or if it fails to understand the question, it takes no damage and suffers no pain. You may ask one question per round. If this damage would cause your target to drop to 0 hit points, it instead drops to 1 hit point and falls unconscious.

Paladin DC 11 Mod +3

Level-1 divination

**Last Image**

1 round Touch V,S Inst

When you touch a corpse that still has at least one of its eyes partially intact, and cast this spell, you see a still image of whatever the last thing the corpse saw and get a brief image of the cause of death. If the target died due to a gaze attack, you must make a saving throw of the type associated with the attack or suffer the results of the gaze. You have advantage on this roll. If you cast this spell on a corpse of a creature that was blind, you instead get the last experience it had using its primary sensory organs (typically hearing or touch), provided it still has much of that organ intact.

Paladin DC 11 Mod +3

Level-1 abjuration

**Protection from Evil and Good**

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

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.

Paladin DC 11 Mod +3

	<p>Exorcism <i>(reverse)</i></p> <p>first saving throw, you must make a Constitution saving throw (DC equal to 10 + the entity's proficiency bonus + its Charisma attribute modifier). If you fail, you take 1d10 psychic damage and the entity's host takes 1d6 force damage. One casting of this spell will generally only weaken the spirit; it usually requires multiple castings to fully drive it away. If you reduce its hit point total to 1, or if two of Charisma, Constitution, or Wisdom attributes are reduced to 3 or lower, it will be too weak to remain inside its vessel and will immediately attempt to flee. It cannot attempt to repossess that host for 1 year. Note that this spell does not prevent the creature from using any of its own abilities while you are casting it, unless the creature is also within the boundaries of a magic circle. At Higher Levels. When you cast this spell with a 2nd-level or higher spell slot, you inflict an additional 1d10 psychic damage for each slot level above 1st. The amount of damage you or the host takes doesn't change.</p>	

<div>Level-1 transmutation</div> <div>MORCPUB</div> <div>Purify Food and Drink</div> <div>1 act. 10 ft. V, S Inst</div> <div>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.</div> <div>Paladin DC 11 Mod +3</div>	<div>Level-1 transmutation</div> <div>MORCPUB</div> <div>Quick Step</div> <div>1 act. Touch V, S, M 1 hr</div> <div>One willing creature you touch gains the ability to run at full speed plus 15 feet for an hour without tiring. When the spell's duration ends, the creature will need to take a short rest before it can be affected by this spell again. At Higher Levels. When you cast this spell with a spell slot of 2nd level or higher, the duration increases by 1 hour for each slot level above 1st.</div> <div>Paladin DC 11 Mod +3</div>	<div>Level-1 evocation</div> <div>MORCPUB</div> <div>Searing Smite</div> <div>1 b.a. Self V Conc, 1 min</div> <div>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 1st.</div> <div>Paladin DC 11 Mod +3</div>
<div>Level-1 abjuration</div> <div>MORCPUB</div> <div>Shield of Faith</div> <div>1 b.a. 60 ft. V, S, M Conc, 10 mins</div> <div>A shimmering field appears and surrounds a creature of your choice within range, granting it a +2 bonus to AC for the duration.</div> <div>Paladin DC 11 Mod +3</div>	<div>Level-1 abjuration</div> <div>MORCPUB</div> <div>Snare</div> <div>1 min Touch V, S, M 8 hrs</div> <div>As you cast this spell, you use the rope to create a circle with a 5-foot radius on the ground or the floor. When you finish casting, the rope disappears and the circle becomes a magic trap. This trap is nearly invisible, requiring a successful Intelligence (Investigation) check against your spell save DC to be discerned. The trap triggers when a Small, Medium, or Large creature moves onto the ground or the floor in the spell's radius. That creature must succeed on a Dexterity saving throw or be magically hoisted into the air, leaving it hanging upside down 3 feet above the ground or the floor. The creature is restrained there until the spell ends. A restrained creature can make a Dexterity saving throw at the end of each of its turns, ending the effect on itself on a success. Alternatively, the creature or someone else who can reach it can use an action to make an Intelligence (Arcana) check against your spell save DC to end this spell.</div> <div>Paladin DC 11 Mod +3</div>	<div>Level-1 evocation</div> <div>MORCPUB</div> <div>Thunderous Smite</div> <div>1 b.a. Self V Conc, 1 min</div> <div>The first time you hit with a melee weapon attack during this spell's duration, your weapon rings with thunder that is audible within 300 feet of you, and the attack deals an extra 2d6 thunder damage to the target. Additionally, if the target is a creature, it must succeed on a Strength saving throw or be pushed 10 feet away from you and knocked prone.</div> <div>Paladin DC 11 Mod +3</div>
<div>Level-1 transmutation</div> <div>MORCPUB</div> <div>Weapon Bless</div> <div>10 mins Touch V, S, M Until discharged</div> <div>You imbue your weapon with great power against a single, specific foe, whose name (or at least a very good description) you inscribe upon the weapon. When you face that foe in battle, you gain a +10 bonus to hit on your first attack, and do +10 damage on that first attack, if it is successful. In addition, if you roll a 1, you may reroll; you must take the second roll, no matter what it is. After that first blow, the magic fades somewhat. For one minute afterwards, you have a +1 bonus to hit and +1 to damage against that creature. If you use this weapon against another creature before you strike your named foe, the spell ends and the weapon becomes completely normal.</div> <div>Paladin DC 11 Mod +3</div>	<div>Level-1 evocation</div> <div>MORCPUB</div> <div>Wrathful Smite</div> <div>1 b.a. Self V Conc, 1 min</div> <div>The next time you hit with a melee weapon attack during this spell's duration, your attack deals an extra 1d6 psychic damage. Additionally, if the target is a creature, it must make a Wisdom saving throw or be frightened of you until the spell ends. As an action, the creature can make a Wisdom check against your spell save DC to end this spell.</div> <div>Paladin DC 11 Mod +3</div>	

	Snare (reverse) save DC. On a success, the restrained effect ends. After the trap is triggered, the spell ends when no creature is restrained by it.	