

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

NAME

SYMBOL

ALLIES & ORGANIZATIONS

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

Level-4 abjuration

**Banishment**

1 act. 60 ft V,S,M Conc, 1 min

You attempt to send one creature that you can see within range to another plane of existence. The target must succeed on a Charisma saving throw or be banished. If the target is native to the plane of existence you're on, you banish the target to a harmless demiplane. While there, the target is incapacitated. The target remains there until the spell ends, at which point the target reappears in the space it left or in the nearest unoccupied space if that space is occupied. If the target is native to a different plane of existence than the one you're on, the target is banished with a faint popping noise, returning to its home plane. If the spell ends before 1 minute has passed, the target reappears in the space it left or in the nearest unoccupied space if that space is occupied. Otherwise, the target doesn't return. At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, you can target one additional creature for each slot

Ranger DC15 Mod +7

Level-5 divination

**Commune with Nature**

1 min Self V,S Inst

You briefly become one with nature and gain knowledge of the surrounding territory. In the outdoors, the spell gives you knowledge of the land within 3 miles of you. In caves and other natural underground settings, the radius is limited to 300 feet. The spell doesn't function where nature has been replaced by construction, such as in dungeons and towns. You instantly gain knowledge of up to three facts of your choice about any of the following subjects as they relate to the area: • terrain and bodies of water • prevalent plants, minerals, animals, or peoples • powerful celestials, fey, fiends, elementals, or undead • influence from other planes of existence • buildings For example, you could determine the location of powerful undead in the area, the location of major sources of safe drinking water, and the location of any nearby towns.

Ranger DC15 Mod +7

Level-3 conjuration

**Conjure Animals**

1 act. 60 ft V,S Conc, 1 hr

You summon fey spirits that take the form of beasts and appear in unoccupied spaces that you can see within range. Choose one of the following options for what appears: • One beast of challenge rating 2 or lower • Two beasts of challenge rating 1 or lower • Four beasts of challenge rating 1/2 or lower • Eight beasts of challenge rating 1/4 or lower Each beast is also considered fey, and it disappears when it drops to 0 hit points or when the spell ends. The summoned creatures are friendly to you and your companions. Roll initiative for the summoned creatures as a group, which has its own turns. They obey any verbal commands that you issue to them (no action required by you). If you don't issue any commands to them, they defend themselves from hostile creatures, but otherwise take no actions. The GM has the creatures' statistics. At Higher Levels. When you cast this spell using certain higher-level spell slots, you

Ranger DC15 Mod +7

Level-5 conjuration

**Conjure Volley**

1 act. 150 ft V,S,M Inst

You fire a piece of non-magical ammunition from a ranged weapon or throw a non-magical weapon into the air and choose a point within range. Hundreds of duplicates of the ammunition or weapon fall in a volley from above and then disappear. Each creature in a 40-foot-radius, 20-foot-high cylinder centered on that point must make a Dexterity saving throw. A creature takes 8d8 damage on a failed save, or half as much damage on a successful one. The damage type is the same as that of the ammunition or weapon

Ranger DC15 Mod +7

Level-2 transmutation

**Cordon of Arrows**

1 act. 5 ft V,S,M 8 hrs

You plant four pieces of non-magical ammunition - arrows or crossbow bolts - in the ground within range and lay magic upon them to protect an area. Until the spell ends, whenever a creature other than you comes within 30 feet of the ammunition for the first time on a turn or ends its turn there, one piece of ammunition flies up to strike it. The creature must succeed on a Dexterity saving throw or take 1d6 piercing damage. The piece of ammunition is then destroyed. The spell ends when no ammunition remains. When you cast this spell, you can designate any creature you choose, and the spell ignores them. At higher levels: When you cast this spell using a spell slot of 3rd or higher, the amount of ammunition that can be affected increases by two for each slot level above 2nd.

Ranger DC15 Mod +7

Level-3 transmutation

**Flame Arrows**

1 act. Touch V,S Conc, 1 hr

You touch a quiver containing arrows or bolts. When a target is hit by a ranged weapon attack using a piece of ammunition drawn from the quiver, the target takes an extra 1d6 fire damage. The spell's magic ends on the piece of ammunition when it hits or misses, and the spell ends when twelve pieces of ammunition have been drawn from the quiver. At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, the number of pieces of ammunition you can affect with this spell increases by two for each slot level above 3rd.

Ranger DC15 Mod +7

Level-1 conjuration

**Hail of Thorns**

1 b.a. Self V Conc, 1 min

The next time you hit a creature with a ranged weapon attack before the spell ends, this spell creates a rain of thorns that sprouts from your ranged weapon or ammunition. In addition to the normal effect of the attack, the target of the attack and each creature within 5 feet of it must make a Dexterity saving throw. A creature takes 1d10 piercing damage on a failed save, or half as much damage on a successful one. At Higher Levels: If you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d10 for each slot level above 1st (to a maximum of 6d10).

Ranger DC15 Mod +7

Level-3 transmutation

**Haste**

1 act. 30 ft V,S,M Conc, 1 min

Choose a willing creature that you can see within range. Until the spell ends, the target's speed is doubled, it gains a +2 bonus to AC, it has advantage on Dexterity saving throws, and it gains an additional action on each of its turns. That action can be used only to take the Attack (one weapon attack only), Dash, Disengage, Hide, or Use an Object action. When the spell ends, the target can't move or take actions until after its next turn, as a wave of lethargy sweeps over it.

Ranger DC15 Mod +7

Level-1 divination

**Hunter's Mark**

1 b.a. 90 ft V Conc, 1 hr

You choose a creature you can see within range and mystically mark it as your quarry. Until the spell ends, you deal an extra 1d6 damage to the target whenever you hit it with a weapon attack, and you have advantage on any Wisdom (Perception) or Wisdom (Survival) check you make to find it. If the target drops to 0 hit points before this spell ends, you can use a bonus action on a subsequent turn of yours to mark a new creature. At Higher Levels: When you cast this spell using a spell slot of 3rd or 4th level, you can maintain your concentration on the spell for up to 8 hours. When you use a spell slot of 5th level or higher, you can maintain your concentration on the spell for up to 24 hours.







Ranger DC15 Mod +7

Conjure Animals *(reverse)*

choose one of the summoning options above, and more creatures appear: twice as many with a 5th-level slot, three times as many with a 7th-level slot, and four times as many with a 9th-level slot.

Banishment *(reverse)*

level above 4th.

<div>Level-5 conjuration</div> <div>MORCPUB</div> <div>Lightbow</div> <div></div> <div><p>You create a bow or crossbow out of moonlight or sunlight--choose when you cast this spell. You may use it yourself or hand it to another person. If you wield it yourself, you are considered to have proficiency in it and you fire it at advantage. When you draw the bowstring back, a white, glowing arrow coalesces, ready for you to fire. On a successful hit, it does 2d10 piercing damage plus 1d10 radiant damage. It also has an additional effect, depending on whether you chose the moonbow or sunbow. Moonbow. The bow is made of glowing white crystal and has a thin beam of silver light as the bowstring. If you hit an undead creature or a shapechanger, it takes another 3d10 radiant damage and outlines the undead with a pale, flickering moonlight that acts identically to faerie fire. Sunbow. The bow is made of glowing yellow amber and has a thin beam of scarlet light as the bowstring. If you hit a creature with either the Sunlight</p></div> <div>Ranger DC15 Mod +7</div> <div></div>	<div>Level-3 transmutation</div> <div>MORCPUB</div> <div>Lightning Arrow</div> <div></div> <div><p>The next time you make a ranged weapon attack during the spell's duration, the weapon's ammunition, or the weapon itself if it's a thrown weapon, transforms into a bolt of lightning. Make the attack roll as normal. The target takes 4d8 lightning damage on a hit, or half as much damage on a miss, instead of the weapon's normal damage. Whether you hit or miss, each creature within 10 feet of the target must make a Dexterity saving throw. Each of these creatures takes 2d8 lightning damage on a failed save, or half as much damage on a successful one. The piece of ammunition or weapon then returns to its normal form. At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, the damage for both effects of the spell increases by 1d8 for each slot level above 3rd.</p></div> <div>Ranger DC15 Mod +7</div>	<div>Level-5 abjuration</div> <div>MORCPUB</div> <div>Mass Protection from Energy</div> <div></div> <div><p>For the duration, you and up to six allies you can see within range have resistance to one damage type of your choice: acid, cold, fire, lightning, or thunder.</p></div> <div>Ranger DC15 Mod +7</div>
<div>Level-2 conjuration</div> <div>MORCPUB</div> <div>Misty Step</div> <div></div> <div><p>Briefly surrounded by silvery mist, you teleport up to 30 feet to an unoccupied space that you can see.</p></div> <div>Ranger DC15 Mod +7</div>	<div>Level-1 abjuration</div> <div>MORCPUB</div> <div>Protection from Evil and Good</div> <div></div> <div><p>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.</p></div> <div>Ranger DC15 Mod +7</div>	<div>Level-5 conjuration</div> <div>MORCPUB</div> <div>Teleportation Circle</div> <div></div> <div><p>As you cast the spell, you draw a 10-foot-diameter circle on the ground inscribed with sigils that link your location to a permanent teleportation circle of your choice whose sigil sequence you know and that is on the same plane of existence as you. A shimmering portal opens within the circle you drew and remains open until the end of your next turn. Any creature that enters the portal instantly appears within 5 feet of the destination circle or in the nearest unoccupied space if that space is occupied. Many major temples, guilds, and other important places have permanent teleportation circles inscribed somewhere within their confines. Each such circle includes a unique sigil sequence—a string of magical runes arranged in a particular pattern. When you first gain the ability to cast this spell, you learn the sigil sequences for two destinations on the Material Plane, determined by the GM. You can learn</p></div> <div>Ranger DC15 Mod +7</div> <div></div>
<div>Level-1 transmutation</div> <div>MORCPUB</div> <div>Zephyr Strike</div> <div></div> <div><p>You move like the wind. Until the spell ends, your movement doesn't provoke opportunity attacks. Once before the spell ends, you can give yourself advantage on one weapon attack roll on your turn. That attack deals an extra 1d8 force damage on a hit. Whether you hit or miss, your walking speed increases by 30 feet until the end of that turn.</p></div> <div>Ranger DC15 Mod +7</div>		

		<p>Lightbow <i>(reverse)</i></p> <p>Sensitivity or Sunlight Hypersensitivity trait, it inflicts an additional 3d10 fire damage and blinds the creature for the duration. At Higher Levels. If you cast this spell with a slot of 6th level or higher, it inflicts an additional 1d10 radiant damage for each slot level above 5th. The bow has a range of 250/800. You can't use it to fire arrows other than the ones it creatues.</p>
<p>Teleportation Circle <i>(reverse)</i></p> <p>additional sigil sequences during your adventures. You can commit a new sigil sequence to memory after studying it for 1 minute. You can create a permanent teleportation circle by casting this spell in the same location every day for one year. You need not use the circle to teleport when you cast the spell in this way.</p>		