

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



AGE	HEIGHT	WEIGHT
EYES	SKIN	HAIR

CHARACTER NAME

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



<p>Level-1 enchantment</p> <p><b>Bless</b></p> <p>1 act. 30 ft V,S,M Conc, 1 min</p> <p>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.</p> <p>Cleric DC 14 Mod +6</p>	<p>Level-2 transmutation</p> <p><b>Body of the Sun</b></p> <p>1 act. Self V,S Conc, 1 min</p> <p>You burst into brilliant golden flames which extend up to five feet from your body in all directions. A creatures that enters the area or ends its turn there must make a Dexterity saving throw. A creature takes 3d10 fire damage on a failed saving throw, or half as much on successful one. In addition, A creature that is within 10 feet of you must make a Constitution saving throw or be blinded until the end of its next turn. You shed bright light out to a radius of 30 feet and dim light to an additional 30 feet.</p> <p>Cleric DC 14 Mod +6</p>	<p>Level-1 evocation</p> <p><b>Burning Hands</b></p> <p>1 act. Self V,S Inst</p> <p>As you hold your hands with thumbs touching and fingers spread, a thin sheet of flames shoots forth from your outstretched fingertips. Each creature in a 15-foot cone must make a Dexterity saving throw. A creature takes 3d6 fire damage on a failed save, or half as much damage on a successful one. The fire ignites any flammable objects in the area that aren't being worn or carried. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.</p> <p>Cleric DC 14 Mod +6</p>
<p>Level-1 evocation</p> <p><b>Cure Wounds</b></p> <p>1 act. Touch V,S Inst</p> <p>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.</p> <p>Cleric DC 14 Mod +6</p>	<p>Level-1 evocation</p> <p><b>Faerie Fire</b></p> <p>1 act. 60 ft V Conc, 1 min</p> <p>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.</p> <p>Cleric DC 14 Mod +6</p>	<p>Level-2 conjuration</p> <p><b>Flaming Sphere</b></p> <p>1 act. 60 ft V,S,M Conc, 1 min</p> <p>A 5-foot-diameter sphere of fire appears in an unoccupied space of your choice within range and lasts for the duration. Any creature that ends its turn within 5 feet of the sphere must make a Dexterity saving throw. The creature takes 2d6 fire damage on a failed save, or half as much damage on a successful one. As a bonus action, you can move the sphere up to 30 feet. If you ram the sphere into a creature, that creature must make the saving throw against the sphere's damage, and the sphere stops moving this turn. When you move the sphere, you can direct it over barriers up to 5 feet tall and jump it across pits up to 10 feet wide. The sphere ignites flammable objects not being worn or carried, and it sheds bright light in a 20-foot radius and dim light for an additional 20 feet. At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d6 for each slot level above 2nd.</p> <p>Cleric DC 14 Mod +6</p>
<p>Divination cantrip</p> <p><b>Guidance</b></p> <p>1 act. Touch V,S Conc, 1 min</p> <p>You touch one willing creature. Once before the spell ends, the target can roll a d4 and add the number rolled to one ability check of its choice. It can roll the die before or after making the ability check. The spell then ends.</p> <p>Cleric DC 14 Mod +6</p>	<p>Level-1 evocation</p> <p><b>Guiding Bolt</b></p> <p>1 act. 120 ft V,S 1 rnd</p> <p>A flash of light streaks toward a creature of your choice within range. Make a ranged spell attack against the target. On a hit, the target takes 4d6 radiant damage, and the next attack roll made against this target before the end of your next turn has advantage, thanks to the mystical dim light glittering on the target until then. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.</p> <p>Cleric DC 14 Mod +6</p>	<p>Level-1 evocation</p> <p><b>Healing Word</b></p> <p>1 b.a. 60 ft V Inst</p> <p>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.</p> <p>Cleric DC 14 Mod +6</p>


<div>Level-2 evocation</div> <div>SCORCPUB</div> <div>Scorching Ray</div> <div>1 act. 120 ft V,S Inst</div> <div>You create three rays of fire and hurl them at targets within range. You can hurl them at one target or several. Make a ranged spell attack for each ray. On a hit, the target takes 2d6 fire damage. At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you create one additional ray for each slot level above 2nd.</div> <div>Cleric DC14 Mod +6</div>	<div>Level-1 abjuration</div> <div>SCORCPUB</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>Cleric DC14 Mod +6</div>	<div>Necromancy cantrip</div> <div>SCORCPUB</div> <div>Spare the Dying</div> <div>1 act. Touch V,S Inst</div> <div>You touch a living creature that has 0 hit points. The creature becomes stable. This spell has no effect on undead or constructs.</div> <div>Cleric DC14 Mod +6</div>
<div>Level-2 evocation</div> <div>SCORCPUB</div> <div>Spiritual Spear</div> <div>1 act. Self V,S,M Conc, 1 min</div> <div>A spear of magical force shimmers into being in your outstretched hand. You may wield it in battle as if you had proficiency in it. This spear does 1d8 piercing damage plus 1d8 force damage. At Higher Levels. When you cast this spell with a 3rd-level or higher spell slot, it does an additional 1d10 force damage for each slot level above 2nd.</div> <div>Cleric DC14 Mod +6</div>	<div>Evocation cantrip</div> <div>SCORCPUB</div> <div>Word of Radiance</div> <div>1 act. 5 ft V,M Inst</div> <div>You utter a divine word, and burning radiance erupts from you. Each creature of your choice that you can see within range must succeed on a Constitution saving throw or take 1d6 radiant damage. The spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).</div> <div>Cleric DC14 Mod +6</div>	
