

D&D BEYOND

CHARACTER NAME

CLASS & LEVEL

PLAYER NAME

SPECIES

BACKGROUND

EXPERIENCE POINTS

STRENGTH

- ☐ Strength
- ☐ Dexterity
- ☐ Constitution
- ☐ Intelligence
- ☐ Wisdom
- ☐ Charisma

Saving Throw Modifiers

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

- ☐ Acrobatics
- ☐ Animal Handling
- ☐ Arcana
- ☐ Athletics
- ☐ Deception
- ☐ History
- ☐ Insight
- ☐ Intimidation
- ☐ Investigation
- ☐ Medicine
- ☐ Nature
- ☐ Perception
- ☐ Performance
- ☐ Persuasion
- ☐ Religion
- ☐ Sleight of Hand
- ☐ Stealth
- ☐ Survival
- ☐ _____
- ☐ _____
- ☐ _____

SKILLS

INITIATIVE

ARMOR

CLASS

DEFENSES

HEROIC INSPIRATION

PROFICIENCY BONUS

ABILITY SAVE DC

SPEED

Max HP

Current HP

Temp HP

HIT POINTS

Total

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

PROFICIENCIES & TRAINING

ACTIONS

PASSIVE PERCEPTION

PASSIVE INSIGHT

PASSIVE INVESTIGATION

SENSES

NAME

HIT

DAMAGE/TYPE

NOTES

WEAPON ATTACKS & CANTRIPS



CLASS & LEVEL

PLAYER NAME

SPECIES

BACKGROUND

EXPERIENCE POINTS

CHARACTER NAME

FEATURES & TRAITS

CP

SP

EP

GP

PP

WEIGHT CARRIED

ENCUMBERED

PUSH/DRAG/LIFT

| NAME | QTY | WEIGHT | NAME | QTY | WEIGHT |
|---------------------|-----|--------|------|-----|--------|
| ATTUNED MAGIC ITEMS | | | | | |

EQUIPMENT



| | | | | |
|-----------|-------|------|--------|--------|
| GENDER | AGE | SIZE | HEIGHT | WEIGHT |
| ALIGNMENT | FAITH | SKIN | EYES | HAIR |

CHARACTER NAME

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

CHARACTER BACKSTORY

ADDITIONAL NOTES

SPELLCASTING CLASS

SPELLCASTING ABILITY

SPELL SAVE DC

SPELL ATTACK BONUS

| PREP SPELL NAME | SOURCE | SAVE/ATK | TIME | RANGE | COMP | DURATION | PAGE REF | NOTES |
|-------------------|--------|----------|------|-------|------|----------|----------|-------|
| <div>SPELLS</div> | | | | | | | | |

Cleric Spells - Level 0 (Cantrips)

Cantrips are spells that you can use without spending spell slots. You can just keep using them as much as you like without worrying about running out...

Fire Bolt

Evocation Cantrip

Casting Time: 1 Action **Range:** 120 feet **Components:** V, S **Duration:** Instantaneous

You hurl a mote of fire at a creature or an object within range. Make a ranged spell attack against the target. On a hit, the target takes 1d10 Fire damage. A flammable object hit by this spell starts burning if it isn't being worn or carried.

Cantrip Upgrade: The damage increases by 1d10 when you reach levels 5 (2d10), 11 (3d10), and 17 (4d10).

Guidance

Evocation Cantrip

Casting Time: 1 Action **Range:** Touch **Components:** V, S **Duration:** 1 Minute (C)

You hurl a mote of fire at a creature or an object within range. Make a ranged spell attack against the target. On a hit, the target takes 1d10 Fire damage. A flammable object hit by this spell starts burning if it isn't being worn or carried.

Cantrip Upgrade: The damage increases by 1d10 when you reach levels 5 (2d10), 11 (3d10), and 17 (4d10).

Light

Evocation Cantrip

Casting Time: 1 Action **Range:** Touch **Components:** V, S **Duration:** 1 Hour

You touch one Large or smaller object that isn't being worn or carried by someone else. Until the spell ends, the object sheds Bright Light in a 20-foot radius and Dim Light for an additional 20 feet. The light can be colored as you like.

Covering the object with something opaque blocks the light. The spell ends if you cast it again.

Ray of Frost

Evocation Cantrip

Casting Time: 1 Action **Range:** 60 feet **Components:** V, S **Duration:** Instantaneous

A frigid beam of blue-white light streaks toward a creature within range. Make a ranged spell attack against the target. On a hit, it takes 1d8 Cold damage, and its Speed is reduced by 10 feet until the start of your next turn.

Cantrip Upgrade: The damage increases by 1d8 when you reach levels 5 (2d8), 11 (3d8), and 17 (4d8).

Sacred Flame

Evocation Cantrip

Casting Time: 1 Action **Range:** 60 feet **Components:** V, S **Duration:** Instantaneous

Flame-like radiance descends on a creature that you can see within range. The target must succeed on a Dexterity saving throw or take 1d8 Radiant damage. The target gains no benefit from Half Cover or Three-Quarters Cover for this save.

Cantrip Upgrade: The damage increases by 1d8 when you reach levels 5 (2d8), 11 (3d8), and 17 (4d8).

Spare the Dying

Necromancy Cantrip

Casting Time: 1 Action **Range:** 15 feet **Components:** V, S **Duration:** Instantaneous

Choose a creature within range that has 0 Hit Points and isn't dead. The creature becomes Stable.

Cantrip Upgrade: The range doubles when you reach levels 5 (30 feet), 11 (60 feet), and 17 (120 feet).

Thaumaturgy

Transmutation Cantrip

Casting Time: 1 Action **Range:** 30 feet **Components:** V **Duration:** 1 Minute

You manifest a minor wonder within range. You create one of the effects below within range. If you cast this spell multiple times, you can have up to three of its 1-minute effects active at a time.

- **Altered Eyes.** You alter the appearance of your eyes for 1 minute.
- **Booming Voice.** Your voice booms up to three times as loud as normal for 1 minute. For the duration, you have Advantage on Charisma (Intimidation) checks.
- **Fire Play.** You cause flames to flicker, brighten, dim, or change color for 1 minute.
- **Invisible Hand.** You instantaneously cause an unlocked door or window to fly open or slam shut.
- **Phantom Sound.** You create an instantaneous sound that originates from a point of your choice within range, such as a rumble of thunder, the cry of a raven, or ominous whispers.
- **Tremors.** You cause harmless tremors in the ground for 1 minute.

Toll the Dead

Necromancy Cantrip

Casting Time: 1 Action **Range:** 60 feet **Components:** V, S **Duration:** Instantaneous

You point at one creature you can see within range, and the single chime of a dolorous bell is audible within 10 feet of the target. The target must succeed on a Wisdom saving throw or take 1d8 Necrotic damage. If the target is missing any of its Hit Points, it instead takes 1d12 Necrotic damage.

Cantrip Upgrade: The damage increases by one die when you reach levels 5 (2d8 or 2d12), 11 (3d8 or 3d12), and 17 (4d8 or 4d12).

Cleric Spells - Level 1

Level one spells and above require that you burn spell slots cast them. As a first level cleric you have two first level spell slots which means you can cast two first level spells before running out. To get your spell slots back you will need to take a long rest.

Bless

Enchantment

Casting Time: 1 action **Range:** 30 feet **Components:** V, S, M **Duration:** 1 Minute (C)

You bless up to three creatures within range. Whenever a target makes an attack roll or a saving throw before the spell ends, the target adds 1d4 to the attack roll or save.

Using a Higher-Level Spell Slot: *You can target one additional creature for each spell slot level above 1.*

Cure Wounds

Abjuration

Casting Time: 1 action **Range:** Touch **Components:** V, S **Duration:** Instantaneous

A creature you touch regains a number of Hit Points equal to 2d8 plus your spellcasting ability modifier.

Using a Higher-Level Spell Slot: *The healing increases by 2d8 for each spell slot level above 1.*

Guiding Bolt

Evocation

Casting Time: 1 action **Range:** 120 ft **Components:** V, S **Duration:** 1 Round

You hurl a bolt of light toward a creature within range. Make a ranged spell attack against the target. On a hit, it takes 4d6 Radiant damage, and the next attack roll made against it before the end of your next turn has Advantage.

Using a Higher-Level Spell Slot: *The damage increases by 1d6 for each spell slot level above 1.*

Healing Word

Abjuration

Casting Time: 1 Bonus Action **Range:** 60 ft **Components:** V **Duration:** Instantaneous

You hurl a bolt of light toward a creature within range. Make a ranged spell attack against the target. On a hit, it takes 4d6 Radiant damage, and the next attack roll made against it before the end of your next turn has Advantage.

Using a Higher-Level Spell Slot: *The damage increases by 1d6 for each spell slot level above 1.*

Inflict Wounds

Necromancy

Casting Time: 1 Action **Range:** Touch **Components:** V, S **Duration:** Instantaneous

You hurl a bolt of light toward a creature within range. Make a ranged spell attack against the target. On a hit, it takes 4d6 Radiant damage, and the next attack roll made against it before the end of your next turn has Advantage.

Using a Higher-Level Spell Slot: *The damage increases by 1d6 for each spell slot level above 1.*