

# 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

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SPECIES

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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



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# Wizard 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...*

## Blade Ward

*Abjuration Cantrip*

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

Whenever a creature makes an attack roll against you before the spell ends, the attacker subtracts 1d4 from the attack roll.

## 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.

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

## Mage Hand

*Conjuration Cantrip*

**Casting Time:** 1 action   **Range:** 30 feet   **Components:** V, S   **Duration:** 1 Minute

A spectral, floating hand appears at a point you choose within range. The hand lasts for the duration. The hand vanishes if it is ever more than 30 feet away from you or if you cast this spell again. When you cast the spell, you can use the hand to manipulate an object, open an unlocked door or container, stow or retrieve an item from an open container, or pour the contents out of a vial. As a Magic action on your later turns, you can control the hand thus again. As part of that action, you can move the hand up to 30 feet. The hand can't attack, activate magic items, or carry more than 10 pounds.

## Message

*Transmutation Cantrip*

**Casting Time:** 1 Action **Range:** 120 feet **Components:** S, M **Duration:** 1 Round

You point toward a creature within range and whisper a message. The target (and only the target) hears the message and can reply in a whisper that only you can hear.

You can cast this spell through solid objects if you are familiar with the target and know it is beyond the barrier. Magical silence; 1 foot of stone, metal, or wood; or a thin sheet of lead blocks the spell.

## Minor Illusion

*Illusion Cantrip*

**Casting Time:** 1 Action **Range:** 30 feet **Components:** S, M **Duration:** 1 Minute

You create a sound or an image of an object within range that lasts for the duration. See the descriptions below for the effects of each. The illusion ends if you cast this spell again.

If a creature takes a Study action to examine the sound or image, the creature can determine that it is an illusion with a successful Intelligence (Investigation) check against your spell save DC. If a creature discerns the illusion for what it is, the illusion becomes faint to the creature.

**Sound.** If you create a sound, its volume can range from a whisper to a scream. It can be your voice, someone else's voice, a lion's roar, a beating of drums, or any other sound you choose. The sound continues unabated throughout the duration, or you can make discrete sounds at different times before the spell ends.

**Image.** If you create an image of an object—such as a chair, muddy footprints, or a small chest—it must be no larger than a 5-foot Cube. The image can't create sound, light, smell, or any other sensory effect. Physical interaction with the image reveals it to be an illusion, since things can pass through it.

## 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.

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

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# Wizard Spells - Level 1

*Level one spells and above require that you burn spell slots cast them. As a first level wizard 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.*

## Burning Hands

*Evocation Spell*

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

A thin sheet of flames shoots forth from you. Each creature in a 15-foot Cone makes a Dexterity saving throw, taking 3d6 Fire damage on a failed save or half as much damage on a successful one. Flammable objects in the Cone that aren't being worn or carried start burning.

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

## Feather Fall

*Transmutation Spell*

**Casting Time:** 1 Reaction **Range:** 60 ft **Components:** V, M **Duration:** 1 Minute

Nonflammable grease covers the ground in a 10-foot square centered on a point within range and turns it into Difficult Terrain for the duration. When the grease appears, each creature standing in its area must succeed on a Dexterity saving throw or have the Prone condition. A creature that enters the area or ends its turn there must also succeed on that save or fall Prone.

## Grease

*Conjuration Spell*

**Casting Time:** 1 Action **Range:** 60 ft **Components:** V, S, M **Duration:** 1 Minute

Nonflammable grease covers the ground in a 10-foot square centered on a point within range and turns it into Difficult Terrain for the duration. When the grease appears, each creature standing in its area must succeed on a Dexterity saving throw or have the Prone condition. A creature that enters the area or ends its turn there must also succeed on that save or fall Prone.

## Ice Knife

*Conjuration Spell*

**Casting Time:** 1 Action **Range:** 60 ft **Components:** S, M **Duration:** Instantaneous

You create a shard of ice and fling it at one creature within range. Make a ranged spell attack against the target. On a hit, the target takes 1d10 Piercing damage. Hit or miss, the shard then explodes. The target and each creature within 5 feet of it must succeed on a Dexterity saving throw or take 2d6 Cold damage.

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

## Mage Armor

*Abjuration Spell*

**Casting Time:** 1 Action **Range:** Touch **Components:** V, S, M **Duration:** 8 Hours

You touch a willing creature who isn't wearing armor. Until the spell ends, the target's base AC becomes 13 plus its Dexterity modifier. The spell ends early if the target dons armor.

## Magic Missile

*Evocation Spell*

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

You create three glowing darts of magical force. Each dart strikes a creature of your choice that you can see within range. A dart deals 1d4 + 1 Force damage to its target. The darts all strike simultaneously, and you can direct them to hit one creature or several.

**Using a Higher-Level Spell Slot:** *The spell creates one more dart for each spell slot level above 1.*

## Witch Bolt

*Evocation Spell*

**Casting Time:** 1 Action **Range:** 60 ft **Components:** V, S, M **Duration:** 1 Minute (C)

A beam of crackling energy lances toward a creature within range, forming a sustained arc of lightning between you and the target. Make a ranged spell attack against it. On a hit, the target takes 2d12 Lightning damage. On each of your subsequent turns, you can take a Bonus Action to deal 1d12 Lightning damage to the target automatically, even if the first attack missed. The spell ends if the target is ever outside the spell's range or if it has Total Cover from you.

**Using a Higher-Level Spell Slot:** *The initial damage increases by 1d12 for each spell slot level above 1.*