

CLASS & LEVEL

SUBCLASS

EXPERIENCE POINTS

CHARACTER NAME

PLAYER NAME

LINEAGE

HERITAGE

BACKGROUND

SAVE

STRENGTH

SAVE

DEXTERITY

SAVE

CONSTITUTION

SAVE

INTELLIGENCE

SAVE

WISDOM

SAVE

CHARISMA

- SKILLS**
- 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)

PROFICIENCY BONUS

STATUS

INITIATIVE

SPEED

LUCK

PASSIVE INSIGHT

PASSIVE INVESTIGATION

PASSIVE PERCEPTION

ATTACKS

	Atk Bonus	Damage/Type	Range/Properties

HIT POINTS

MAX	CURRENT	TEMP

HIT DICE

TYPE	USED	MAX

DEATH SAVES

SUCCESSSES

FAILURES

ARMOR

ARMOR CLASS (With Shield)	Name	Base AC	Properties	ARMOR CLASS (No Shield)

EXHAUSTION CONDITIONS

I 2 3 4 5 6

PROFICIENCIES, LANGUAGES, & TALENTS

TREASURE & EQUIPMENT

PP

GP

SP

CP

FEATURES & TRAITS





CHARACTER APPEARANCE

CHARACTER NAME

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

BACKSTORY

Homeland

ALLIES & ORGANIZATIONS

ADDITIONAL FEATURES & TRAITS

ADDITIONAL TREASURE

ADVENTURING MOTIVATION

LIGHT

Arcane and Divine Cantrip (Evocation)

Casting Time: 1 action

Range: Touch

Components: V, S, M (a firefly or phosphorescent moss)

Duration: 1 hour

You cause bright light to spring forth from whatever you touch.

You touch one object that is no larger than 10 feet in any dimension. 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. Completely covering the object with something opaque blocks the light. The spell ends if you cast it again or dismiss it as an action.

If you target an object held or worn by a hostile creature, that creature must succeed on a DEX save to avoid the spell.

FIRE UNDER THE TONGUE

1st-Ring Arcane (Transmutation)

Casting Time: 1 action

Range: 5 feet

Components: V, S

Duration: 24 hours

You consume fire and hold it until you spit out the flames.

You can ingest a nonmagical fire up to the size of a Small campfire within range. The fire is stored harmlessly in your mouth and dissipates without effect if it is not expelled before the spell ends. Once ingested, you can spit out the stored fire as an action. If you try to hit a particular target with the flames, treat this as a ranged attack with a range of 5 feet. Small campfire-sized flames deal 2d6 fire damage, while Tiny torch-sized flames deal 1d6 fire damage. Once you have spit out the flames, the fire goes out immediately unless it hits flammable material that can keep it fed.

MENDING

Arcane and Divine Cantrip (Transmutation)

Casting Time: 1 minute

Range: Touch

Components: V, S, M (two lodestones)

Duration: Instantaneous

In a moment of deep intent, something that was broken becomes whole again.

This spell repairs a single break or tear in an object you touch, such as a broken chain link, two halves of a broken key, a torn cloak, or a leaking wineskin. As long as the break or tear is no larger than 1 foot in any dimension, you mend it, leaving no trace of the former damage.

This spell can physically repair a magic item or Construct, but the spell can't restore magic to such an object.

LONGSTRIDER

1st-Ring Arcane (Transmutation)

Casting Time: 1 action

Range: Touch

Components: V, S, M (a pinch of dirt)

Duration: 1 hour

Your touch grants a burst of fleetness to your target.

You touch a creature. Its speed increases by 10 feet until the spell ends.

SHIELD

1st-Ring Arcane (Abjuration)

Casting Time: 1 reaction, which you take when you are hit by an attack or targeted by the *magic missile* spell

Range: Self

Components: V, S

Duration: 1 round

You create a ward at the last moment, protecting yourself from all but the stoutest of strikes.

An invisible barrier of magical force appears and protects you. Until the start of your next turn, you have a +5 bonus to AC, including against the triggering attack, and you take no damage from *magic missile*.

Animated Chain Shirt

Armor (Chain shirt), rare 2,000 gp
(requires attunement)

While wearing this armor, you gain a +1 bonus to AC, and you can use an action to cause parts of the armor to unravel into long, animated chains. While the chains are active, you have a climbing speed equal to your walking speed, and your AC is reduced by 2. You can use a bonus action to deactivate the chains, returning the armor to normal.

Grasping Chains. While wearing this armor with the chains active, you can use an action to attack twice with the chains. You are proficient with the chains. Each chain has a reach of 10 feet and deals bludgeoning damage equal to 1d6 + your Strength modifier on a hit. If you hit a creature of your size or smaller using a chain, you automatically grapple the creature with the chain. You can have no more than two creatures grappled in this way at a time. While grappling a target with a chain, you can't attack other creatures with that chain. You can't attack a creature with either chain if you are climbing.