



# RED = Important

## Black = Info

DO NOT SEND ME EMAILS REGARDING EDIT ACCESS, THEY WILL BE IGNORED.

You need to make a copy in order to use the sheet.

To make a copy, simply click on "File" in the ribbon above and then "Make a copy."

The [Data] Tab is not optimized for laptop screens. It is a reference book for the rest the character sheet so only mess with it if you know what you are doing!

[Spellsheet] is not something you edit. To use it only check the "known" box. For everything else such as spell save dc, etc. Use [Spells].

The [spellsheet] linked by default is updated at my own personal liesure, but all the base dnd spells are there for 5E. If I update it, it will break pre-existing characters [Spells] Tab as everything will shift 'X' amount of cells down. For the most part though updates to the [Spellsheet] are rare.

If you want to update it yourself, you can simply make a copy of the other sheet it references and then edit that and link it in place of the link it currently uses. That formula can be found in "B3" in the [Spellsheet]. (you need to use a "anyone with link" link.)

TL;DR: alot of this doc is inspired by a popular online 5E character sheet made by Tintagel. This doc used that one as a foundation to build off of but has since become its own thing.

Old Versions prior to 2.0 are not public.

Your V.	2.1
Current V.	2.1

Note:	Intended for 5th Edition
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Up to date?
You are up to date.
Change logs are kept in



See this little black triangle?  
Hover over the cell its in and a  
little pop up will show explaining  
how to use that section of the doc!

[Data] and only  
from one  
version to the  
next.

Dark  
Mode?



Links/Contact:

[Other Works](#)

[Patreon?](#)

[Printable Alternative](#)

Email: [Reaperninja08@Gmail.com](mailto:Reaperninja08@Gmail.com)

Whats new?

- Owlee image updated on [Intro] and Other Works Doc
- [Intro] text updated, New [Dark Mode].
  - [Wildshape] Tab added,
  - [WildShape Library] added.
- [Familiar/Companion] Tab added.
- Look at [Data] for full changelog.

+	Skills	Prof. [1]	Adv. [2]
+0	Acrobatics (Dex)		
+0	Animal Handling (Wis)		
+0	Arcana (Int)		
+0	Athletics (Str)		
+0	Deception (Cha)		
+0	History (Int)		
+0	Insight (Wis)		
+0	Intimidation (Cha)		
+0	Investigation (Int)		
+0	Medicine (Wis)		
+0	Nature (Int)		
+0	Perception (Wis)		
+0	Performance (Cha)		
+0	Persuasion (Cha)		
+0	Religion (Int)		
+0	Sleight of Hand (Dex)		
+0	Stealth (Dex)		
+0	Survival (Wis)		

Passive Perception	<b>+10</b>	Dark Vision [3]
		<input type="checkbox"/> 60 Ft.
Passive Insight	<b>+10</b>	<input type="checkbox"/> 120 Ft.
Passive Investigation	<b>+10</b>	Prof. <b>+1</b>

Tool Prof. [5]	Languages [6]
Weapon/Armor Prof. [8]	

Attunements [10]	Hold Breath [11]	Level	XP
<input type="checkbox"/>	1 Min	0	
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Saving Throws			
STR	<b>+0</b>		
DEX	<b>+0</b>		
CON	<b>+0</b>		
INT	<b>+0</b>		
WIS	<b>+0</b>		
CHA	<b>+0</b>		
	Mod	Prof.	Misc

Stats		
STR	10	<b>+0</b>
DEX	10	<b>+0</b>
CON	10	<b>+0</b>
INT	10	<b>+0</b>
WIS	10	<b>+0</b>
CHA	10	<b>+0</b>

Movement [7]				
Walk	30	FT.	6	Tiles
Dash	60	FT.	12	Tiles
Climb	15	FT.	3	Tiles
Swim	15	FT.	3	Tiles

Hair									
Eyes									
Height									
Weight									
Age									
Portrait									
Name									
Deity					Race				
Gender [4]					Background				
Size					Alignment				

Class	Lvl	Hit Dice	Con	HP
Monk		D8		
Druid	[9]	D8		
Barbarian		D12		
Sorcerer		D6		
<b>Total:</b>	<b>0</b>			<b>0</b>

HP	AC	Init. Bonus	Death Saves [12]
/0	10	<b>+0</b>	✓ <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Temp:		Jack of All Trades [15]	X <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		<input type="checkbox"/>	

Weapon [16]	Hit [17]	Dmg [18]	Range	Type [19]	Notes [20]

Special Attacks [13]	Special Defenses [14]
use "Alt+Enter" to be able to drop down text:	use "Alt+Enter" to be able to drop down text:
Like this.	Like this.



## Race/Class Feats.

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## Item Effects



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Known All  
Level All

School All  
Ritual All  
CastingTime All

Concentration All  
Source All  
Components All  
Cleric All

EldritchKnight All  
ArcaneTricksterAll  
Ranger All  
Wizard All  
Bard All

Paladin All  
Warlock All  
Wizard All  
Bard All

Artificer All  
Sorcerer All  
Druid All

Note: To see if a class can learn the spell, make sure only TRUE is checked for that class. You do not need to mess with any of the other classes filters to see if your class can learn it. For crafting else, just make sure what you are looking for is the only thing checkedmark.

Known	Level	Name	School	Casting Time	Range	Area/Targets	Effect	Save/Attack	Duration	Concentration	Ritual	Components	Cost	Source	Page	Arcane Trickster	Bard	Cleric	Druid	Eldritch Knight	Paladin	Ranger	Sorcerer	Warlock	Wizard	Artificer			
<input type="checkbox"/>	0	Acid Splash	Conj	Act	60'	1 or 2 creatures	12 creatures within 5' of each other must make a DEX save or take 1d6 acid damage. Damage increases to 2d6 at 5th, 3d6 at 11th, and 4d6 at 17th.	Dex	Instant			VS		PHB	211	TRUE	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	TRUE	FALSE	TRUE	TRUE	TRUE		
<input type="checkbox"/>	0	Blade Ward	Abjur	Act	Self	Self	You gain resistance against bludgeoning, piercing, and slashing damage dealt by weapon attacks.		1 rnd					PHB	218	TRUE	TRUE	FALSE	FALSE	TRUE	FALSE	FALSE	TRUE	TRUE	TRUE	TRUE	FALSE		
<input type="checkbox"/>	0	Booming Blade	Evoc	Act	5'	1 creature	Make a melee weapon attack as part of casting. On hit, target is affected. If it willingly moves before end of your next turn, it takes 1d8 thunder damage. At 5th, 1d8 thunder to initial weapon attack and secondary damage +2d8 at 11th and +3d8 at 17th.		1 rnd					EE	15	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	TRUE	TRUE	TRUE	TRUE		
<input type="checkbox"/>	0	Chill Touch	Necro	Act	120'	1 creature	Ranged spell attack: 1d8 necrotic, can't regain hp until start of your next turn. If undead, has disadvantage on next saving throw. Damage increases to 2d8 at 5th, 3d8 at 11th, and 4d8 at 17th.	Attack	1 rnd					PHB	221	TRUE	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	TRUE	TRUE	TRUE	TRUE	FALSE	
<input type="checkbox"/>	0	Control Flames	Trans	Act	60'	flames in 5' cube	Affect non-magical flame within 5' cube. Expand 5' in one direction (flame needs extinguish flame, double/halve light radius and change color for 1 hour, or cause simple changes to appear within flames. Multiple castings allow up to 3 non-instant effects max.		Instant or 1 Hr			S		EE	16	TRUE	FALSE	FALSE	TRUE	TRUE	FALSE	FALSE	FALSE	FALSE	TRUE	TRUE	FALSE		
<input type="checkbox"/>	0	Create Bonfire	Conj	Act	60'	5' cube	Create bonfire in 5' cube. Deals 1d8 fire to creatures in space when cast, or when entering or ending turn in space (save negates). Damage increases to 2d8 at 5th, 3d8 at 11th, and 4d8 at 17th.	Dex	≤1 Min	YES		VS		EE	16	TRUE	FALSE	FALSE	FALSE	TRUE	TRUE	FALSE	FALSE	FALSE	TRUE	TRUE	TRUE		
<input type="checkbox"/>	0	Dancing Lights	Evoc	Act	120'	≤4 lights	Lights shine in 10' radius, within 20' of each other. Bonus action to move them 60'.		≤1 Min	YES		VSM		PHB	230	TRUE	TRUE	FALSE	FALSE	TRUE	FALSE	FALSE	TRUE	FALSE	FALSE	TRUE	TRUE	TRUE	
<input type="checkbox"/>	0	Druidcraft	Trans	Act	30'	various	Predict weather (2dhrs), affect plants, natural sensory effects in 5' cube (leaves, wind, smells, sounds), light extinguish small fires.		Instant					PHB	236	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	
<input type="checkbox"/>	0	Eldritch Blast	Evoc	Act	120'	1 target	1d10 force damage. Two beams at 5th, 3 beams at 11th, 4 beams at 17th. Separate attacks/targets per beam.	Attack	Instant					PHB	237	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	
<input type="checkbox"/>	0	Fire Bolt	Evoc	Act	120'	1 target	Creature or object takes 1d10 fire damage, ignites combustibles. Damage increases to 2d10 at 5th, 3d10 at 11th, and 4d10 at 17th.	Attack	Instant					PHB	241	TRUE	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	
<input type="checkbox"/>	0	Friends	Ench	Act	Self	Self	Con Save or take 1d6 cold damage and disadvantage on next weapon attack before end of its next turn. Increases to 2d6 (5th), 3d6 (11th), 4d6 (17th).	Con	≤1 Min	YES		SM		PHB	244	TRUE	TRUE	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	TRUE	TRUE	
<input type="checkbox"/>	0	Frostbite	Evoc	Act	60'	1 creature	Make a melee weapon attack as part of casting. On hit, target is affected (+d8) and fire targets creature within 5' of target (ability mod). At 5th, 1d8 to initial and secondary damage. +2d8 at 11th and +3d8 at 17th.	Con	Instant					EE	18	TRUE	FALSE	FALSE	TRUE	TRUE	FALSE	FALSE	FALSE	FALSE	TRUE	TRUE	TRUE	TRUE	
<input type="checkbox"/>	0	Green Flame Blade	Evoc	Act	5'	1+ creature	Once before duration ends, creature can add +1d4 to one ability check of its choice, before or after making the check.		Instant					SCAG	143	TRUE	FALSE	FALSE	FALSE	TRUE	TRUE	FALSE	FALSE	FALSE	FALSE	TRUE	TRUE	TRUE	
<input type="checkbox"/>	0	Guidance	Divin	Act	Touch	creature	Pick one: 1) push medium or smaller creature (Str save neg), 2) push 5th object 10', or 3) harmless sensory or effect.		≤1 Min	YES		VS		PHB	248	FALSE	FALSE	TRUE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	
<input type="checkbox"/>	0	Gust	Trans	Act	30'	variable	Create cloud of small parasites to appear on target. CON save or take 1d6 poison damage and move 5ft in random direction. No Dmg, attacks, if direction is blocked, doesn't move. 2d6 dmg at 5th, 3d6 at 11th, 4d6 at 17th.	Con	Instant			VSM		XGTE	158	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	TRUE	TRUE	FALSE	
<input type="checkbox"/>	0	Infestation	Conj	Act	30'	1 creature	Object sheds light in 20' rad, dim light in 40' rad. Objects carried off creature's save. Ends if you cast it again.	Dex	1 Hr					PHB	255	TRUE	TRUE	TRUE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	TRUE	
<input type="checkbox"/>	0	Light	Evoc	Act	Touch	1 object 10' cube	Target is pulled 10' in straight line to you, then takes 1d8 lightning dmg if it's within 5' of you (Str save negates). Damage increases to 2d12 at 5th, 3d8 at 11th, and 4d8 at 17th.	Str	Instant			V		SCAG	143	TRUE	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	TRUE	
<input type="checkbox"/>	0	Lightning Lure	Evoc	Act	15'	1 creature	Use Action to control hand, which can manipulate objects 20ft.	Str	Instant			V		SCAG	143	TRUE	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	TRUE	
<input type="checkbox"/>	0	Mage Hand	Conj	Act	30'	30ft hand	Enchant up to 3 pebbles. Anyone can hurl pebble (ranged spell attack using your spellcasting mod) up to 60' for 1d6-year spellcasting mod. Pebble loses enchantment after attack.	Attack	1 Min	Instant		VSM		PHB	256	TRUE	TRUE	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	
<input type="checkbox"/>	0	Magical Stone	Trans	Bonus	Touch	13 pebbles	Repairs single break near 1 object.		Instant			VSM		PHB	259	TRUE	TRUE	TRUE	TRUE	TRUE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	
<input type="checkbox"/>	0	Mending	Trans	1 Min	Touch	1 object	Send message to target and receive whisper only you hear. Can cast through solid objects if familiar/wizard. Magical silence, 1 stone, 1 inch metal, only food, 1 wood blocks spell. Can wind around coverings.		Instant			VSM		PHB	259	TRUE	TRUE	TRUE	TRUE	TRUE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE
<input type="checkbox"/>	0	Message	Trans	Act	120'	1 creature	You drive a disorienting spike of psychic energy into the mind of one creature you can see within range. The target must succeed on an Intelligence saving throw or take 1d8 psychic damage and subtract 1d4 from the next saving throw it makes before the end of your next turn.		1 rnd			VSM		PHB	259	TRUE	TRUE	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	
<input type="checkbox"/>	0	Mind Sliver	Ench	Act	60'	1 creature	This spell's damage increases by 1d6 when you reach certain levels: 5th level (2d6), 11th level (3d6), and 17th level (4d6).	Int	1 rnd			V		TCE	108	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	TRUE	TRUE	FALSE	
<input type="checkbox"/>	0	Minor Illusion	Illus	Act	30'	≤5' cube	Sound or image of object. Investigation check vs spell DC can determine illusion.		1 Min			SM		PHB	260	TRUE	TRUE	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	TRUE	FALSE	
<input type="checkbox"/>	0	Mold Earth	Trans	Act	30'	cube	Choose one: 1) excavate loose dirt to 5' away, 2) create shapes/colors/smells/images in material for 1 hr, 3) make difficult/hazard terrain for 1 hour. Multiple castings allow only 2 non-instant effects.		Instant or 1 Hr			S		EE	21	TRUE	FALSE	FALSE	TRUE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	
<input type="checkbox"/>	0	Poison Spray	Conj	Act	10'	1 creature	Project puff of poison gas, 1d12 poison damage. Con save negates. Damage increases to 2d12 at 5th, 3d12 at 11th, and 4d12 at 17th.	Con	Instant			VS		PHB	266	TRUE	FALSE	FALSE	TRUE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	
<input type="checkbox"/>	0	Presidigitation	Trans	Act	30'	varies	Create minor magical effects (lights, flames, clean, warm/cool, flavor, trinkets, etc). Affects 1 object (1 cubic foot).		≤1 Hr			VS		PHB	267	TRUE	TRUE	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	TRUE	
<input type="checkbox"/>	0	Primal Savagery	Trans	Act	Self	Self	Teeth/nails become corrosive. Melee spell attack vs adjacent creature for 1d10 acid damage. 2d10 at 5th, 3d10 at 11th, 4d10 at 17th.	Attack	Instant			S		XGTE	163	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	
<input type="checkbox"/>	0	Produce Flame	Conj	Act	Self, 30'	Self, 1 creature	Flickering flame appears in hand. Sheds light (0' bright, 20' dim). Can make a ranged spell attack (ends spell for 1d8 fire damage. Damage increases to 2d8 at 5th, 3d8 at 11th, 4d8 at 17th).	Attack	10 Min			VS		PHB	269	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	
<input type="checkbox"/>	0	Ray Of Frost	Evoc	Act	60'	1 creature	Deals 1d8 cold damage on hit, speed reduced by 10'. Damage increases: 5th (2d8), 11th (3d8), 17th (4d8).	Attack	Instant			VS		PHB	271	TRUE	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	
<input type="checkbox"/>	0	Resistance	Abjur	Act	Touch	1 willing creature	Target can add 1d4 to ONE save of its choice before or after making the save.		≤1 Min	YES		VSM		PHB	272	FALSE	FALSE	TRUE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	
<input type="checkbox"/>	0	Sacred Flame	Evoc	Act	60'	1 creature	Deals 1d8 radiant damage, save negates (no cover bonus). Damage increases: 5th (2d8), 11th (3d8), 17th (4d8).	Dex	Instant			VS		PHB	272	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	
<input type="checkbox"/>	0	Shape Water	Trans	Act	30'	water in 5' cube	Choose one: 1) move/change flow of water 5' in any direction, 2) water makes simple shapes/animations for 1 hour, 3) change water opacity for 1 hour, 4) freeze unoccupied water for 1 hour. Multiple castings allow only 2 non-instant effects.		Instant or 1 Hr			S		EE	21	TRUE	FALSE	FALSE	TRUE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE		
<input type="checkbox"/>	0	Shilleagh	Trans	Bonus	Touch	wooden weapon	Club/staff becomes magical. Can use Spellcasting stat for attack and damage instead of Strength. Weapon die becomes 1d8. Spell ends if you let go of weapon.		1 Min			VSM		PHB	275	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	
<input type="checkbox"/>	0	Shocking Grasp	Evoc	Act	Touch	1 creature	Melee spell attack for 1d8 lightning damage (ADV if target is wearing metal); target can't take reactions until start of next turn. Damage increases: 5th (2d8), 11th (3d8), 17th (4d8).	Attack	Instant			VS		PHB	275	TRUE	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	
<input type="checkbox"/>	0	Spare The Dying	Necro	Act	Touch	1 dying creature	Stabilize a living target that is dying.		Instant			VS		PHB	277	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	
<input type="checkbox"/>	0	Sword Burst	Conj	Act	5' radius	Self	Each creature within 5' of you takes 1d6 force damage (see save negates). Damage increases to 2d6 at 5th, 3d6 at 11th, 4d6 at 17th.	Dex	Instant			V		SCAG	143	TRUE	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	
<input type="checkbox"/>	0	Thaumaturgy	Trans	Act	30'	varies	You manifest a minor wonder: voice becomes 3 times for 1 min., cause flames to flicker, cause harmless ground tremors for 1 min., create an instantaneous sound from point of choice, cause unlock door/window to slam, alter appearance of eyes for 1 min., Cause up to 3 effects at once with multiple cast.		≤1 Min			V		PHB	282	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	
<input type="checkbox"/>	0	Thorn Whip	Trans	Act	30'	1 creature	Long vine-like whip of thorns makes melee spell attack: 1d6 piercing and pull target 10' closer to you. Damage increases to 2d6 at 5th, 3d6 at 11th, 4d6 at 17th.	Attack	Instant			VSM		PHB	282	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	
<input type="checkbox"/>	0	Thunderclap	Evoc	Act	5' radius	Self	Burst of thunder (heard 100' away), deals 1d6 thunder to creatures 5' from you. Can save negates. Damage increases to 2d6 at 5th, 3d6 at 11th, 4d6 at 17th.	Con	Instant			S		EE	22	TRUE	TRUE	TRUE	TRUE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	TRUE		
<input type="checkbox"/>	0	Toll The Dead	Necro	Act	60'	1 creature	Bell sounds, target makes WIS save or takes 1d8 necrotic damage (1d12 if currently damaged). 2d8/2d12 at 5th, 3d8/3d12 at 11th, 4d8/4d12 at 17th.	Wis	Instant			VS		XGTE	169	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	
<input type="checkbox"/>	0	True Strike	Divin	Act	30'	1 creature	Gain advantage on next attack roll.		≤1 Min	YES		VS		PHB	284	TRUE	TRUE	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	
<input type="checkbox"/>	0	Vicious Mockery	Ench	Act	60'	1 creature	Insult target that can hear you. Wisdom save or take 1d4 psychic damage and disadvantage on next attack roll. Damage increases: 5th (2d4), 11th (3d4), 17th (4d4).	Wis	Instant			V		PHB	285	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	
<input type="checkbox"/>	0	Word of Radiance	Evoc	Act	5'	5ft radius (self)	Creatures within 5ft of you make CON save or take 1d6 radiant damage. 2d6 dmg at 5th, 3d6 at 11th, 4d6 at 17th.	Con	Instant			VM		XGTE	171	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	
<input type="checkbox"/>	1	Absorb Elements	Abjur	React	Self	Self	When you take acid, cold, fire, lightning, or thunder damage, gain resistance until start of your next turn. First time you hit with melee attack (until ends), deal +1d6 of that energy type. Overpower: +1d6/dmg damage.		1 Round			S		EE	15	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE		
<input type="checkbox"/>	1	Alarm	Abjur	1 Min	30'	20' cube	Alerts you whenever a Tiny or larger creature touches/enters area. Can set allowed creatures and alarm type (mental 1 mile or audible 10 secs in 60').		8 Hrs		YES	VSM		PHB	211	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE</			



1	Ray of Sickness	Necro	Act	60'	1 creature	Ranged spell attack: 2d8 poison damage & save or be poisoned until end of your next turn. Overpower: +1d8 / lvl	Con	Instant	VS	PHB	271	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE	TRUE	FALSE		
1	Sanctuary	Abjur	Bonus	30'	1 creature	Creatures attacking target must make save or choose new target. Ends if creature makes attack or casts a spell that affects enemy. On next melee hit, the attack deals an extra 1d6 fire and ignites target. At the start of each of its turns until the spell ends, target makes a save or takes 1d6 fire damage. On a successful save, the spell ends. The target or another creature may use an action to put out the flames. Overpower: +1d6 dmg on initial hit	Wis	1 Min	VSM	PHB	272	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE		
1	Scaring Smite	Evoc	Bonus	Self	Self	Units start of next turn, gain +5 bonus to AC, including against triggering attack. Immune to magic missile.	Con	≤1 Min	YES	V	PHB	274	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE		
1	Shield	Abjur	React	Self	Shield of force	gain +2 bonus to AC for duration. Create a silent image of an object, creature, or phenomenon. Action to move, may make movement seem natural.		1 Round	VS	PHB	275	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	TRUE	FALSE		
1	Shield of Faith	Abjur	Bonus	60'	1 creature	gain +2 bonus to AC for duration. Create a silent image of an object, creature, or phenomenon. Action to move, may make movement seem natural.		≤10 Min	YES	VSM	PHB	275	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	
1	Silent Image	Illus	Act	60'	≤15' cube	gain +2 bonus to AC for duration. Create a silent image of an object, creature, or phenomenon. Action to move, may make movement seem natural.		≤10 Min	YES	VSM	PHB	276	TRUE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	
1	Sleep	Ench	Act	90'	≤10' rod	Affects 508 HP in ascending order of current HP. Creatures fall unconscious. Use rope to make circle on ground. Rope becomes invisible trap (investigation check vs spell DC to spot). Triggers on Large or smaller creature. DC save or be magically hoisted into air, hanging 3ft from ground until spell ends. Restricted creature makes DC save at end of its turn to break free, or have ally help (Arcana vs DC) to end.		1 Min	VS	VSM	PHB	276	TRUE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE	
1	Snore	Abjur	1 Min	Touch	5ft rod	Comprehend and communicate with Beasts. Limited by intelligence. Does not charm.	Varies	8 Hrs	SM*	28t rope	XGTE	165	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	TRUE	FALSE	FALSE	TRUE	
1	Speak with Animals	Divin	Act	Self	Self	A stream of acid emanates from you in a line 30 feet long and 5 feet wide in a direction you choose. Each creature in the line must succeed on a Dexterity saving throw or be covered in acid for the spell's duration or until a creature uses its action to scrape or wash the acid off itself or another creature. A creature covered in the acid takes 2d4 acid damage at start of each of its turns.		10 Min	YES	VS	PHB	277	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	
1	Tasha's Caustic Brew	Evoc	Act	30' x 5'	Line	At Higher Levels. When you cast this spell using a spell slot 2nd level or higher, the damage increases by 2d4 for each slot level above 1st. Creature falls prone (unconscious). Wis save negates. Hit ≤5 is structure. At end of turn and each time it takes damage, gets another save to shake. Advantage to save if damaged.	Dex	≤1 Min	Yes	VSM	TCE	115	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE	
1	Tasha's Hideous Laughter	Ench	Act	30'	1 creature	Wis save negates. Hit ≤5 is structure. At end of turn and each time it takes damage, gets another save to shake. Advantage to save if damaged.	Wis	≤1 Min	YES	VSM	PHB	280	TRUE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE	
1	Tenser's Floating Disk	Evoc	Act	30'	disk of force	You create a hovering 3' disk of force. It can carry 5000 lb weight and follows you 20'		1 Hr	YES	VSM	PHB	282	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE	
1	Thunderous Smite	Evoc	Bonus	Self	Self	On next melee hit, you deal an extra 2d6 thunder damage. Target must succeed on Str save or be pushed 10' away and knocked prone. Makes an audible noise up w/in 300' of you.	Str	≤1 Min	YES	V	PHB	282	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	
1	Thunderwave	Evoc	Act	Self	15' cube from you	Creatures in area that fail a save take 2d8 thunder and pushed 10' away from you. Half damage on save and are not pushed.	Con	Instant	VS	PHB	282	FALSE	TRUE	FALSE	TRUE	TRUE	FALSE	FALSE	TRUE	FALSE	TRUE	FALSE	
1	Unseen Servant	Conj	Act	60'	1 creature	Creates invisible, mindless, shapeless force (AC 10, 1 HR Str 2, no attacks). Bonus action: command it to move 10' and interact with objects. Dispel if moves out of range.		1 Hr	YES	VSM	PHB	284	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	TRUE	FALSE
1	Witch Bolt	Evoc	Act	30'	creature	Ranged spell attack. Hit deals 1d12 lightning damage and on each of your turns, use action to deal 1d12 damage automatically. Ends if you use action for something else, exceed range, or target has total cover. Overpower: +1d12 initial damage / lvl	Attack	≤1 Min	YES	VSM	PHB	289	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	TRUE	TRUE	FALSE	
1	Wishful Smite	Evoc	Bonus	Self	Self	On next melee hit, you deal an extra 1d6 psychic damage. If the target is a creature, it must make a Wis save or be frightened of you until the spell ends. As an action, creature can make a Wis check against your spell save DC to end the spell. Your movement doesn't provoke Opp attacks. Once before spell ends, give yourself advantage on one weapon attack roll on your turn with +1d8 force damage and +10ft move until end of turn.	Wis	≤1 Min	YES	V	PHB	289	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	
1	Zephyr Strike	Trans	Bonus	Self	Self	Your movement doesn't provoke Opp attacks. Once before spell ends, give yourself advantage on one weapon attack roll on your turn with +1d8 force damage and +10ft move until end of turn. A line flame emanates from you in a direction you choose. Deals 3d8 fire to creatures in 30ft line, DCX save for 1/2 damage. Overpower: +1d8 dmg / lvl above 2nd.		≤1 Min	YES	V	XGTE	171	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	
2	Agonizer's Scorch	Evoc	Act	30' x 5'	Line	Gain 5 max and current hp. Over power: +5 hp / slot level.	Dex	Instant	VS	VSM	EE	15	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	TRUE	FALSE	FALSE	
2	Aid	Abjur	Act	30'	1 creature	Gain 5 max and current hp. Over power: +5 hp / slot level.		8 Hrs	VS	VSM	PHB	211	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	
2	Alter Self	Trans	Act	Self	Self	You assume a new form. Aquatic Adaptation--breath water; swim speed is walking speed. Changed appearance change features up to looking like different race of same size. Natural Weapons--Choose claws, fangs, etc. Unarmed strike deals d6 dm, and you are proficient. Weapon is +1 and magic.		≤1 Hr	YES	VS	PHB	211	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	TRUE	
2	Animal Messenger	Ench	Act	30'	1 tiny beast	Target beast travels for spell duration toward a specified location and creature you describe. 50 miles per 24 hours for a flying messenger; or 25 miles for other animals. If it makes it to the described, it delivers a message up to 25 words in your voice. Overpower: +48 hr duration / slot level.		24 Hrs	YES	VSM	PHB	212	FALSE	TRUE	FALSE	TRUE	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	
2	Arcane Lock	Abjur	Act	Touch	lockable object	Object is locked to everyone but creatures you specify. May specify spoken PW which suppresses lock for 1 min. Increases open DC by 10.	(Dispel)		VS*	25gp	PHB	215	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	TRUE	TRUE	
2	Augury	Divin	1 Min	Self	1 instrument	Portents Weal/Woe of action in next 30 mins	Instant	YES	VSM	25gp	PHB	215	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	
2	Barkskin	Trans	Act	Touch	creature	Target's skin turns barklike. AC can't be less than 16.		≤1 Hr	YES	VSM	PHB	217	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	
2	Beast Sense	Divin	Act	Touch	1 beast	Touch willing beast. See through beast's eyes and ears, including special senses.		≤1 Hr	YES	YES	S	PHB	217	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	TRUE	FALSE	FALSE	
2	Blindness/Deafness	Necro	Act	30'	1 creature	Visible target is blinded or deafened. Target makes a Con save at the end of each turn to end the spell. Overpower: 1 slot creature > slot level > 2nd level.	Con	1 min	V	PHB	219	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	
2	Blur	Illus	Act	Self	Self	Creatures have disadvantage on attack rolls against you. Attacker immune if doesn't rely on sight, as with blindsight, or can see through illusions, as with true sight.		≤1 Min	YES	V	PHB	219	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	TRUE	
2	Branding Smite	Evoc	Bonus	Self	Self	On next melee hit, you deal an extra 2d6 radiant to the target, which then being invisible and sheds dim light in a 5' rad, and can't become invisible until the spell ends. Overpower: +1d6 dm / slot level > 2nd		≤1 Min	YES	V	PHB	219	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	
2	Calm Emotions	Ench	Act	60'	20' rod	Each humanoid in area can suppress wrath or fight, or make a target indifferent from being hostile unless it or its friends are harmed.	Cha	≤1 Min	YES	VS	PHB	221	FALSE	TRUE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE
2	Cloud of Daggers	Conj	Act	60'	5' cube	Creatures take 4d6 slashing damage when entering the area or starting its turn there. Overpower: +2d6 damage / slot level > 2nd		≤1 Min	YES	VSM	PHB	222	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	TRUE	TRUE	FALSE
2	Continual Flame	Evoc	Act	Touch	1 object	You create a flame as bright as a torch on a target object. It creates no heat and uses no oxygen. Until dispelled			VS*	50gp	PHB	227	FALSE	TRUE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	
2	Cardan of Arrows	Trans	Act	5'	4 arrows or bolts	Plant arrows or bolts into ground. When another creature approaches within 40' for first time on turn (or ends turn there), 1 ammo shoots it. Dex save or take 1d6 piercing (lestrays ammo). Con specify creatures to target. Overpower: +2 ammo	Dex	8 Hrs	VS*	arrows bolts	PHB	228	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	
2	Crown of Madness	Ench	Act	120'	1 humanoid	Target is charmed by you, a twisted crown of jagged iron appears on its head. Target must make a melee attack vs a creature other than itself that you choose before moving. It can act normally if none are in range. You must use your action to maintain control over the target or the spell ends. The target gets a Wis save at the end of each turn to end the spell.	Wis	≤1 Min	YES	VS	PHB	229	TRUE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	TRUE	TRUE	FALSE
2	Darkness	Evoc	Act	60'	10' radius	Darkness radiates, blocks light and vision. Can be covered. Dispel lv 2 or lower lights.		≤10 Min	YES	VM	PHB	230	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	TRUE	TRUE	TRUE	FALSE
2	Darkvision	Trans	Act	Touch	1 creature	Willing creature gains darkvision of 60'		8 Hrs	VS	VSM	PHB	230	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	TRUE	TRUE	TRUE	TRUE	FALSE
2	Detect Thoughts	Divin	Act	Self	30'	You focus your mind on an intelligent creature that you can see. You initially learn surface thoughts. It gets a wis save to resist further probing; if it fails, you gain insight into reasoning, emotional state, and something that looms large in its mind. Creature can use action on its turn to make an Int check vs your Int check; if it succeeds, the spell ends. You can also use this spell to detect the presence of thinking creatures you can't see.		≤1 Min	YES	VSM	PHB	231	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE
2	Dragon's Breath	Trans	Bonus	Touch	15' Cone	Target willing creature touched gains breath attack (action) in 15 cone for 3d6 damage (Type choice: Acid, Cold Fire, Lightning, Poison). DCX save for 1/2. Overpower: +1d6 dmg per slot above 2nd	Dex	≤1 Min	Yes	VSM	XGTE	154	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE	
2	Dust Devil	Conj	Act	40'	1 creature	Elemental appears in space. Creature ending turn adjacent to devil takes 1d8 bludgeoning damage and is pushed 10' away (Str save for 1/2 and no push). Bonus action: move devl 30'. Blows around sand, gravel, loose dirt into 10' radius cloud (heavily obscured). Overpower: +1d8 dmg / lvl	Str	≤1 Min	YES	V	EE	17	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE	
2	Earthbind	Trans	Act	300'	1 creature	Targets fly speed is 0 (Str save negates). Airborne creatures descend 60' per round (don't fall)	Str	≤1 Min	YES	VS	EE	17	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	TRUE	
2	Enhance Ability	Trans	Act	Touch	1 creature	Target gains one of the following: Bear's Endurance: Adv Con checks, +2d6 temp hp; Bull's Strength: Adv Str checks, +2 carrying capacity; Cat's Grace: Adv Dex checks, ignores 20' fall dmg; Eagle Splendor: Adv Cha checks; Fox Cunning: Adv Int checks; Owl's Wisdom: Adv Wis checks. Overpower: +1 target		≤1 Hr	YES	VSM	PHB	237	FALSE	TRUE	TRUE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	
2	Enlarge/Reduce	Trans	Act	30'	1 creature	Target grows/shrinks. Object cannot be carried. Unwilling target gets save, if saves, no effect. If target is creature, everything wearing/carrying also affected. Items revert to normal size when dropped. Enlarge double all dimensions, 1X wgt, increase one size category. Adv on Str checks and saves. Weapons: +1d4 dm. Reduce: halve all dimensions, 1/8X wgt, dispel on Str checks and saves. Weapons: -1d4 dm. (no magic)	Con	≤1 Min	YES	VSM	PHB	237	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE	TRUE
2	Enthrall	Ench	Act	60'	1 creature	Targets have disadvantage on Perception checks made to perceive any creature other than you. The spell ends if you stop speaking. Creatures you are fighting have advantage on the save.	Wis	1 min	VS	PHB	238	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE
2	Find Steed	Conj	10 min	30'	1 creature	Summon a spirit steed that you choose the form. It is obedient, loyal, or friendly. Intelligence becomes a 6 if lower, and understand one language you speak.		Instant	VS	PHB	240	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	











☐	4	Sickening Radiance	Conj	Act	120	30 rod sphere	Sphere lit by dim green light. Creatures moving into area for first time on turn or starting turn there take 400 radiant dmg and suffer 1 level of exhaustion (CON save negates). Invisibility impossible. Light and exhaustion go away when spell ends.	Con	≤10 Min	YES	VS	VGTE	164	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	TRUE	FALSE			
☐	4	Staggering Smite	Evoc	Bonus	Self	Self	On next melee hit, you deal an extra 4d6 psychic damage. On a failed Wis save, it has disadvantage on attack rolls, ability checks, and can't take reactions until the end of its next turn. Medium or smaller stone object or 5' section of stone reshapes to suit your purposes.	≤1 Min	YES	V	V	PHB	278	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE			
☐	4	Stone Shape	Trans	Act	Touch	stone	Medium or smaller stone object or 5' section of stone reshapes to suit your purposes.	Instant			VSM	PHB	278	FALSE	FALSE	TRUE	TRUE	FALSE	FALSE	FALSE	FALSE				
☐	4	Stoneskin	Abj	Act	Touch	1 willing creature	Target has resistance to nonmagical bludgeoning, piercing, and slashing damage.	≤1 Hr	YES	YES	VSM*	100gp	PHB	278	FALSE	FALSE	FALSE	TRUE	TRUE	FALSE	TRUE	TRUE			
☐	4	Summon Aberration	Conj	Act	90	Beholder skin, blood, or Star Spewn	You call forth an aberrant spirit. It manifests in an unoccupied space that you can see within range. This corporeal form uses the Aberrant Spirit stat block. When you cast the spell, choose Beholderkin, Blood, or Star Spewn. The creature resembles an aberration of that kind, which determines certain traits in its stat block. The creature disappears when it drops to 0 hit points or when the spell ends.  The creature is an ally to you and your companions. In combat, the creature shares your initiative count, but it takes its turn immediately after yours. It obeys your verbal commands (no action required by you). If you don't issue any, it takes the Dodge action and uses its move to avoid danger.  At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, use the higher level wherever the spell's level appears in the stat block.	≤1 Hr	YES	YES	VSM*	400gp	TCE	109	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	TRUE	
☐	4	Summon Construct	Conj	Act	90	Clay, Metal, or Stone	You call forth the spirit of a construct. It manifests in an unoccupied space that you can see within range. This corporeal form uses the Construct Spirit stat block. When you cast the spell, choose a material: Clay, Metal, or Stone. The creature resembles a golem or a motron (your choice) made of the chosen material, which determines certain traits in its stat block. The creature disappears when it drops to 0 hit points or when the spell ends.  The creature is an ally to you and your companions. In combat, the creature shares your initiative count, but it takes its turn immediately after yours. It obeys your verbal commands (no action required by you). If you don't issue any, it takes the Dodge action and uses its move to avoid danger.  At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, use the higher level wherever the spell's level appears in the stat block.	≤1 Hr	YES	YES	VSM*	400gp	TCE	111	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	TRUE
☐	4	Summon Elemental	Conj	Act	90	Air, Earth, Fire, or Water	You call forth an elemental spirit. It manifests in an unoccupied space that you can see within range. This corporeal form uses the Elemental Spirit stat block. When you cast the spell, choose an element: Air, Earth, Fire, or Water. The creature resembles a biopetal form wreathed in the chosen element, which determines certain traits in its stat block. The creature disappears when it drops to 0 hit points or when the spell ends.  The creature is an ally to you and your companions. In combat, the creature shares your initiative count, but it takes its turn immediately after yours. It obeys your verbal commands (no action required by you). If you don't issue any, it takes the Dodge action and uses its move to avoid danger.  At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, use the higher level wherever the spell's level appears in the stat block.	≤1 Hr	YES	YES	VSM*	400gp	TCE	111	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	TRUE	FALSE	FALSE	TRUE	FALSE
☐	4	Storm Sphere	Evoc	Act	150	20 rod sphere	Each creature in sphere when it appears or who ends turn in sphere makes STR save or take 2d6 bludgeoning damage. Sphere space is difficult terrain. Bonus action on your turn to cause bolt of lightning to leap from center (ranged spell attack of 60 range) for 4d6 lightning damage. You have advantage on attack if target is in sphere. Creatures within 20' of sphere have disadvantage on perception checks to listen. Overpower: +1d6 to all dmg/1d.	Str, Attack	≤1 Min	YES	VS	VS	EE	22	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	TRUE	FALSE	
☐	4	Summon Greater Demon	Conj	Act	60	1 demon	Summon demon CR 55 of your choice. DM initiative and turns. You can issue commands (no action) else it defends itself. At end of each of demon's turn, makes CHA save (disadvantage if you use its Turnstone). On success, your control breaks and demon stays for duration, attacking nearest non-demon. Uncontrolled demon stays for 1d6 rounds. If make blood circle as part of casting, demon can't cross that circle inside circle. Overpower: +1 CR per slot above 4th.	≤1 Hr	YES	YES	VSM*	viol of fresh blood	VGTE	166	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	TRUE	
☐	4	Vitalistic Sphere	Evoc	Act	150	20 rod sphere	Each creature in sphere takes 10d6 damage now and 5d4 acid at the end of its next turn. DEX save for 1/2 initial damage and no additional. Overpower: +2d4 initial damage per slot level above 4th.	Dex	Instant			VSM	EE	23	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	TRUE	FALSE		
☐	4	Wall of Fire	Evoc	Act	120	50x1 wall or 20 diam. ring, 20 high	Creatures in area take 5d8 fire damage (1/2 with save). One side deals damage within 10' - other is safe. Creatures take damage when they end turn in or enter area. Overpower: +1d8 damage/1d.	Dex	≤1 Min	YES	VS	VSM	PHB	285	FALSE	FALSE	FALSE	FALSE	TRUE	TRUE	FALSE	FALSE	TRUE		
☐	4	Watery Sphere	Conj	Act	90	5' rod sphere	3-foot rod, sphere of water appears, can hover 10ft. Creature in space must make STR save. Success = pushed nearest free space of target's choice. Fail = restrained. Save at end of each turn. Huge+ creatures auto save. Large or smaller can choose to fall. Sphere can restrain 4 Med or 1 Large. Exceed capacity releases random (prone). As Action, move sphere 30ft in straight line. Drops to hover 10ft. Restrained creatures move with it. Can move sphere into creatures, forcing saves. When ends, sphere collapses, extinguishing normal flames within 30ft. Restrained creatures fall prone. Water vanishes.	Str	≤1 Min	YES	VS	VSM	EE	23	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE	TRUE
☐	5	Animate Objects	Trans	Act	120	≤10 nonmag. obj. objects	Objects come to life at your command. Medium targets count as two objects, Large as four, Huge as eight. Each target animates and becomes a creature under your command. Commanded creatures as bonus actions. See PHB pg 235 for animated object stats. Overpower: +2 objects animated / slot level.	≤1 Min	YES	YES	VS	VS	PHB	213	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	TRUE	
☐	5	Antilife Shell	Abj	Act	Self	10 rod	10 rod sphere centered on prevents creatures other than undead & constructs from entering. Blocked creatures can cast spells or make attacks with ranged/reach weapons into sphere. If you force sphere onto blocked creatures, the spell ends.	≤1 hour	YES	VS	VS	PHB	213	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE		
☐	5	Awaken	Trans	8 Hrs	Touch	1 Huge smaller becp. plant	Target gains Int of 10, speaks one language you know. Plants gain the ability to move. It is charmed by you for 30 days or until you harm it.	Instant			VSM*	1000gp	PHB	216	FALSE	TRUE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE		
☐	5	Banishing Smite	Abj	Bonus	Self	Self	On next hit, you deal an extra 5d10 force damage. If the attack reduces the target to 50 HP or less, you banish it as per the banishment spell.	≤1 Min	YES	V	V	PHB	216	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE		
☐	5	Blight's Hand	Evoc	Act	120	Large hand	Create Large hand AC 20, hp=your max, ends at 0hp, Str 26, Dex 10. Doesn't fill space. Bonus action hand moves 60ft and causes 1 effect: Cleared Fists, Forceful Hand, Grasping Hand, or Interposing Hand. See PHB for details.	≤1 Min	YES	VS	VSM	PHB	218	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE		
☐	5	Circle of Power	Abj	Act	Self	30 rod	Friendly creatures in area have advantage and reason on saves vs spells and magic effects. Aura moves with you. Saves allowing half dmg, result in no dmg.	≤10 Min	YES	V	V	PHB	221	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE		
☐	5	Cloudkill	Conj	Act	120	20 rod sphere	When creature enters or starts turn, 5d8 poison (save for 1/2). Fog moves 10 away from you each turn. Adh: 1d8 per slot level > 5th.	Con	≤10 Min	YES	VS	V S	PHB	222	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE		
☐	5	Commune	Divin	1 Min	Self	Self	Ask and receive answers to 3 'yes/no' questions. Answer may be 'unclear'. DM discretion on questions contradictory to deity's interests. Casting 2+ times before long rest, has 25% cum failure chance.	1 Min		YES	VSM	PHB	223	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE		
☐	5	Commune with Nature	Divin	1 Min	Self	Self	Outdoors, gain knowledge of land within 3 miles (300ft underground). Spell fails in constructed areas (plungings, cities). You learn 3 facts of your choice: terrain or bodies of water; prevalent plants, minerals, animals, or peoples; powerful celestials, Fey, tendar, elementals, or undead; influence from other planes of existence; or buildings.	Instant		YES	VS	VS	PHB	224	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE		
☐	5	Cone Of Cold	Evoc	Act	Self	60 Cone	Deals 8d8 cold damage, save for 1/2 damage. Overpower: +1d8 / slot lvl > 8th.	Con	Instant			VSM	PHB	224	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE		
☐	5	Conjure Elemental	Conj	1 Min	1 element or servant	1	Choose an earth, fire, or water that fills 10ft cube. Elemental CR 55 of appropriate element emerges from it. Friendly to you and allies. Obeys verbal commands you give it (no action), or defends itself. Lose control on last concentration, and it becomes hostile towards you. Overpower: +1 CR / slot lvl > 5th.	≤1 hour	YES	VS	VSM	PHB	225	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE		
☐	5	Conjure Valley	Conj	Act	150	1	Three/three nonmagical weapon or arrow into air and choose point in range. Each creature in 40ft radius, 30ft high cylinder takes 8d8 damage of weapon type (DEX save for 1/2). Contact other planar entity. DC 15 Int save to stay sane. On fail, 6d6 psych dam, and insane until long rest.	Dex	Instant			VSM	PHB	226	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE		
☐	5	Contact Other Plane	Divin	1 Min	Self	1	On save, ask 5 questions. Entity answers "yes," "no," "maybe," "never," "irrelevant," or "unclear," or short phrase if confusing.	1 Min		YES	V	VS	PHB	226	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE		
☐	5	Contagion	Necro	Act	Touch	1 creature	Make a melee spell attack. On hit, you afflict the target with a disease. At the end of target's turn, it makes a Con save; if it fails three the disease's effects last the duration; if it succeeds three, it recovers and the spell ends. (Blinding Sickness, Flesh Rot, Madness, Scurvy, Stinky Doom)	Attack	7 days		VS	VS	PHB	227	FALSE	FALSE	TRUE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE		
☐	5	Control Winds	Trans	Act	300	100 cube	Choose 1 effect in area: Gusts (calm, mod, strong) moderate+ impose disadv to ranged weapon attacks, movement is difficult. Downdraft = ranged weap. attacks have disadv. Flyers entering/starting knocked prone (STR save neg). Updraft = half falling dmg, +10ft vertical jump.	≤1 hour	YES	VS	VS	EE	16	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE		

	5	Creation	Illus	1 Min	30		Create nonliving object of matter in 8ft cube. Duration depends on material (vegetable = 1 Day, Adomantine or mithral = 1 Min). See PHB. Overpower: -5ft to cube dimensions for each slot level above 5th.	Special		VSM	PHB	229	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE	TRUE	TRUE		
	5	Dance Macabre	Necro	Act	60	55 small undead corpses	Create zombies or skeletons from corpses. They gain bonus to attack/damage + your spellcasting modifier. Bonus action to command created within 60ft. You decide action/move of created on their next turn, else they defend themselves. Overpower: 2x corpses or not over 5th.	1 Hr	YES	VS	XGTE	153	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	TRUE	FALSE		
	5	Dawn	Evoc	Act	60	30ft rod, 40ft high cylinder	Sunlight shines in cylinder. Creatures in cylinder when cast or ending turn there take 4d10 radiant (CON save for 1/2). Bonus Action: move cylinder up to 60ft.	1 Min	YES	VSF	100gp	XGTE	153	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE	
	5	Destructive Wave	Evoc	Act	Self	30 rod	Each creature you choose w/in range must succeed on a Con save or take 5d6 thunder damage and 5d6 radiant or necrotic damage and be knocked prone. If it succeeds, it takes half damage and is not knocked prone.	Con	1 Min	YES	V	PHB	231	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	
	5	Dispel Evil and Good	Abjur	Act	Self		Celestials, elementals, fey, fiends, and undead have disadvantage on attacks vs you. End the spell early by using either of these. Break Enchant: Removes charmed, frightened, possessed from a target. Dismiss: Cho save or creature is banished to home plane.	Cha	1 Min	YES	VSM	PHB	233	FALSE	FALSE	TRUE	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	
	5	Dominate Person	Ench	Act	60	1 humanoid	Creature becomes dominated and you control it with your Action. Has advantage on save if you are fighting it. Any damage grants another save. Overpower: 4th = 10 min, 7th = 1 Hr, 8th+ = 8 Hrs	Wis	1 Min	YES	VS	PHB	235	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE	TRUE	FALSE	
	5	Dream	Illus	1 Min	Special	1 creature	Send dreams to target. Nightmares deal 3d6 psychic damage on failed save and do not rest. If you have part of the creature, disadvantage on save.	Wis	8 Hrs	YES	VSM	PHB	236	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	TRUE	FALSE	
	5	Enervation	Necro	Act	60	1 creature	Drain life from target for 4d8 necrotic (save for 1/2 and end spell). On failure, spell continues: spend Action to automatically deal 4d8 necrotic damage to target. Spell ends if you use your action to do anything else, if target leaves spell range, or target has total cover. You regain hp equal to 1/2 damage target takes from spell. Overpower: +1d8 damage per slot above 5th.	1 Min	YES	VS	XGTE	155	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	TRUE	TRUE	TRUE	FALSE	
	5	Far Step	Conj	Bonus	Self		Teleport up to 60 to space you can see. Teleport again on each of your turns as bonus action.	1 Min	YES	V	XGTE	155	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	TRUE	TRUE	FALSE	
	5	Flame Strike	Evoc	Act	60	10x4ft column	Creates take 4d6 fire and 4d6 radiant damage, save for 1/2. Overpower: +d6 fire or radiant /ft. Target becomes charmed; takes 5d10 psychic damage each time it acts in a manner countering your instructions, but only 1/day. You can issue any nonsuicidal command. Overpower: +1 per duration.	Dex	Instant	VS	PHB	242	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	
	5	Geas	Ench	1 min	60	1 creature	Reduce exhaustion level by one, or end one of following: charm, petrify, curse, ability score or hp max reduction.	Wis	30 days	YES	V	PHB	244	FALSE	TRUE	TRUE	TRUE	TRUE	TRUE	TRUE	FALSE	FALSE	FALSE	FALSE	
	5	Greater Restoration	Abjur	Act	Touch	1 creature	Area acts as Magic Circle. Choose an extra effect: Courage: creatures can't be frightened. Darkness: Darkness fills the area, Daylight: Bright light fills the area. Energy Proof: Resistance to one damage type. Energy Vain: Vulnerability to one damage type. Everlasting Rest: Dead bodies immune to undead. Extradimensional Interference: Teleport staff doesn't work. Fear: Creatures frightened in area, Silence: Silenced. Tongues: Creatures can communicate regardless of language.	Instant		VSM*	100gp	PHB	246	FALSE	TRUE	TRUE	TRUE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	
	5	Hallow	Evoc	24 Hrs	Touch	60 rad	Area acts as Magic Circle. Choose an extra effect: Courage: creatures can't be frightened. Darkness: Darkness fills the area, Daylight: Bright light fills the area. Energy Proof: Resistance to one damage type. Energy Vain: Vulnerability to one damage type. Everlasting Rest: Dead bodies immune to undead. Extradimensional Interference: Teleport staff doesn't work. Fear: Creatures frightened in area, Silence: Silenced. Tongues: Creatures can communicate regardless of language.	Cha	Until dispelled	VSM*	1000gp	PHB	249	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE
	5	Hold Monster	Ench	Act	90	1 creature	Target is paralyzed. At the end of each of its turns, it makes a Wis save to end the effect. Overpower: +1 target w/in 30 of other targets.	Wis	1 Min	YES	VSM	PHB	251	FALSE	TRUE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	TRUE	FALSE	
	5	Holy Weapon	Evoc	Bonus	Touch	weapon	Weapon emits bright light (30ft), deals +2d8 radiant on hit, becomes magic. Bonus action: dismiss spell and cause weapon to burst. Creatures within 30ft make CON save, taking 4d8 radiant and blind on fail. 1/2 on success. Blind creatures save at end of each turn to end spell.	Con	1 Hr	YES	VS	XGTE	157	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	
	5	Immolation	Evoc	Act	90	1 Creature	Creates 8d6 fire damage (DEX save for 1/2). On fail, unaffected in fire bright light (30ft rod) immobilized take 4d6 fire at end of its turn (DEX save negates and ends effect). Flames can't be extinguished nonmagically.	Dex	1 Min	YES	V	EE	19	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	
	5	Infernal Calling	Conj	1 Min	90	1 devil	Summon devil CR 56 of your choice. Roll init for devil (unintentionally to you and may attack or bargain). On your turns, you can try to make Deception, Intimidate, or Persuasion check vs devil's Insight (Advantage if you use True Name) to make devils follow your commands. If it succeeds, immune. If can't, ends early, devil stays if immune to commands for 3d6 min. If possess devil, teleportal, can summon +1 CR with no checks. Overpower: +1 CR per spell slot above 6th.	1 Hr	YES	VSF	999gp	XGTE	158	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	TRUE	FALSE
	5	Insect Plague	Conj	Act	300'	20 rad	Each creature in area makes save or takes 4d10 piercing dmg, half on save. Creatures entering or ending a turn make this save. Overpower: +1d10 dmg.	Con	10 Min	YES	VSM	PHB	254	FALSE	FALSE	TRUE	TRUE	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	
	5	Legend Lore	Divin	10 min	Self		You learn significant lore about a person, place, or object.	Instant		VSM*	200 +250gp	PHB	254	FALSE	TRUE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE	
	5	Maelstrom	Evoc	Act	120		5ft deep, 30ft radius water swirls on point you see on ground or in water. Area is difficult terrain. Starting turn in zone must make STR save or take 6d6 bludgeoning damage and pulled 10ft towards center.	Str	1 Min	YES	VSM	EE	20	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	
	5	Mass Cure Wounds	Conj	Act	60	56 creature s w/in 30' rod sphere	Heals 3d8+spellcasting ability mod hp. No effect on undead or constructs. Overpower: +1d8 healing / m.	Instant		VS	PHB	258	FALSE	TRUE	TRUE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	
	5	Mislead	Illus	Act	Self		Become invisible & illusory clone of you appears where you stand. Double lasts for duration, invisibility lasts until you attack/cast spell. Use your action to move clone 2x your speed and control behavior. You can use bonus action to gain its senses instead of your own, or switch back.	1 hour	YES	S	PHB	260	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE	
	5	Modify Memory	Ench	Act	30	1 Creature	Modify creature's memory on failed WIS save (advantage if it is in combat). Modify memory up to 10 minutes within last 24 hrs. While being modified, its incapacitated, charmed, and unaware of surroundings. You can erase all memory of events, allow perfect recall, change details, or create new event. Language-dependent. Removes Curse/Greater Restoration restores true memory. Overpower: 6th = 7 days ago, 7th-30 days ago, 8th = 1 year ago, 9th = any time ago.	Wis	1 Min	YES	VS	PHB	261	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE
	5	Negative Energy Flood	Necro	Act	60	1 creature 8' wide, 8' tall, 20' deep passage	Unless undead, target takes 5d12 necrotic damage (CON save for 1/2). Target killed by spell rises as zombie at start of your next turn. If target is undead, instead gains 1/2 of 5d12 temp hp.	Instant		M	XGTE	163	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	TRUE	FALSE	
	5	Passwall	Trans	Act	30		Creates passage on wooden, plaster, or stone surface.	1 Hr		VSM	PHB	264	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE	
	5	Planar Binding	Abjur	1 Hr	40'	outsider	You attempt to bind a celestial, elemental, fey, or fiend to your service. The creature must stay in range for entire casting time. Target makes a save, on failure it is bound to serve you.	Cha	24 hours	YES	VSM*	1000gp	PHB	265	FALSE	TRUE	TRUE	TRUE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	
	5	Raise Dead	Necro	1 Hr	Touch	1 dead creature	Bring creature back to life (dead 10 days) with 1 hp.	Instant		VSM*	500gp	PHB	270	FALSE	TRUE	TRUE	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	
	5	Rary's Telepathic Bond	Divin	Act	30	58 willing creature s	Create telepathic link among targets (minimum INT of 3). Targets can communicate telepathically regardless of common language and over any distance on same plane.	1 hour	YES	VSM	PHB	270	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE	
	5	Reincarnate	Trans	1 Hour	Touch	Dead Humanoid	Touch dead humanoid or piece of one that died in last 10 days, if its willing to come back. Spell makes new adult body randomly determined DM or d100 roll. See PHB for table. Creature remembers old life and retains capabilities except racial traits.	Instant		VSM*	1000gp	PHB	271	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	
	5	Scrying	Divin	10 min	Self	1 creature	You can see and hear a particular creature you choose. Target makes a Wis save mod by how well you know them. On a failed save, you can see/hear around the target.	Wis	10 Min	YES	VSM	1000gp	PHB	273	FALSE	TRUE	TRUE	TRUE	TRUE	FALSE	FALSE	FALSE	FALSE	TRUE	
	5	Seeming	Illus	Act	30		make any amount of creatures look differently (1 ft shorter/taller, thin, fat, some body type). Details are up to you. If unwilling, CHA save negates. Others must touch targets or spend Action to make investigation check vs your DC to see through illusion.	8 hours		VS	PHB	274	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	
	5	Skill Empowerment	Trans	Act	Touch	1 willing creature	Creature gains expertise in skill of your choice (2 proficiency).	1 Hr	YES	VS	XGTE	165	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	TRUE	TRUE	
	5	Steel Wind Strike	Conj	Act	30	5s creature s	Make melee spell attack up to 5 creatures in range for 6d10 force damage, then teleport to empty space within 5ft of one of the targets. You call forth a celestial spirit. It manifests in an ornicular form in an unoccupied space that you can see within range. This corporeal form uses the Celestial Spirit stat block. When you cast the spell, choose Avenger or Defender. Your choice determines the creatures attack in its stat block. The creature disappears when it drops to 0 hit points or when the spell ends.	Attack	Instant	SF	melee weapon	XGTE	166	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE
	5	Summon Celestial	Conj	Act	90	Avenger or Defender	The creature is an ally to you and your companions. In combat, the creature shares your initiative count, but it takes its turn immediately after yours. It obeys your verbal commands (no action required by you). If you don't issue any, it takes the Dodge action and uses its move to avoid danger.	1 Hr	YES	VSM*	500gp	TCE	110	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	
	5	Swift Quiver	Trans	Bonus	Touch	Quiver	On each of your turns, use bonus action to make 2 attacks with weapon that uses ammo from your quiver. Quiver auto replaces ammo used with these attacks.	1 Min	YES	VSM	PHB	279	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	
	5	Synoptic Static	Ench	Act	120	20ft rod sphere	Creature's INT is take 8d6 psychic damage (INT save for 1/2). On failed save, target has muddled thoughts for 1 min, subtracting 1d6 from attack rolls, ability checks, and CON saves to maintain concentration. Target can make INT saves at end of each turn to end.	Int	Instant	VS	XGTE	167	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	TRUE	TRUE	FALSE	

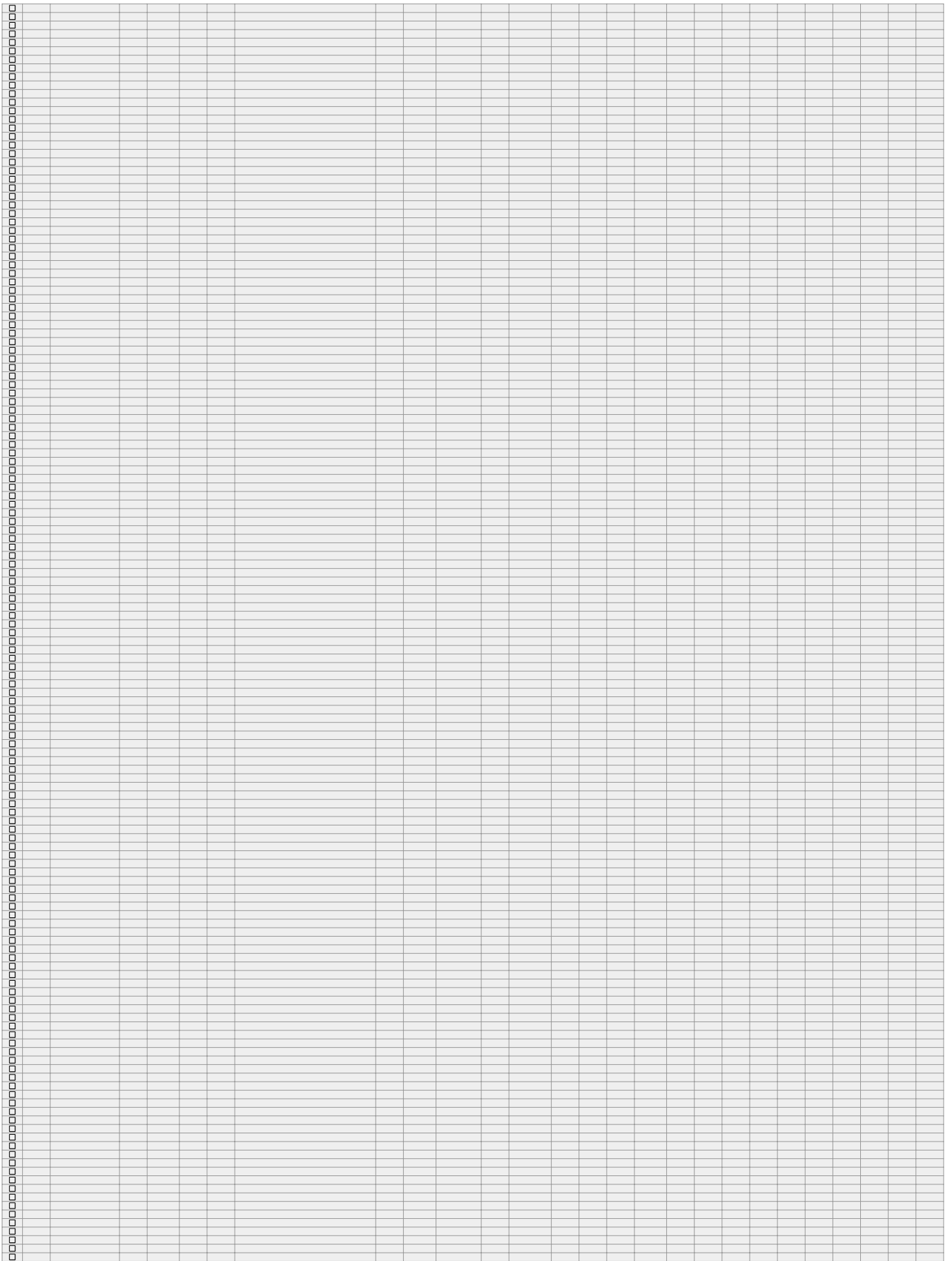


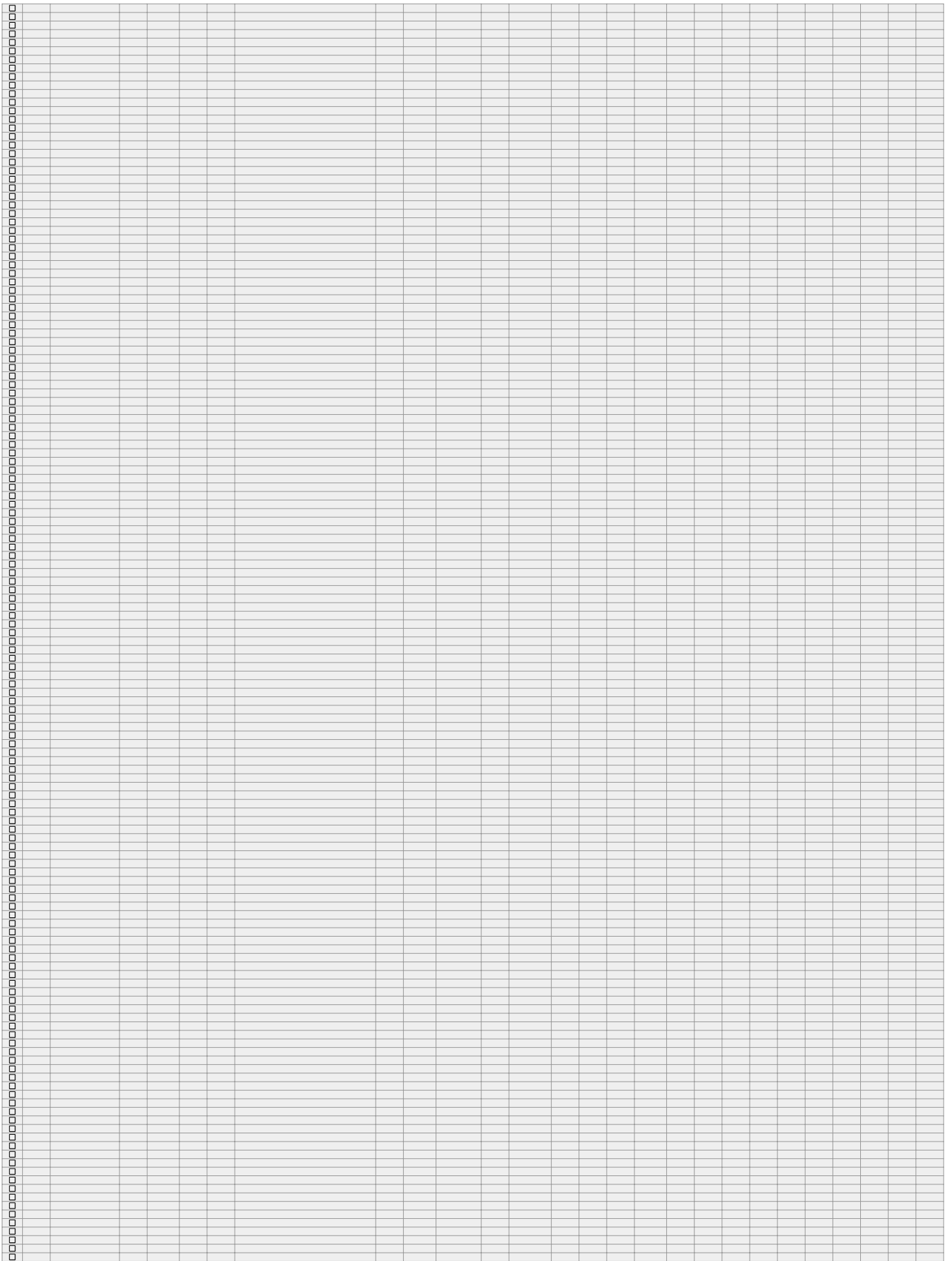


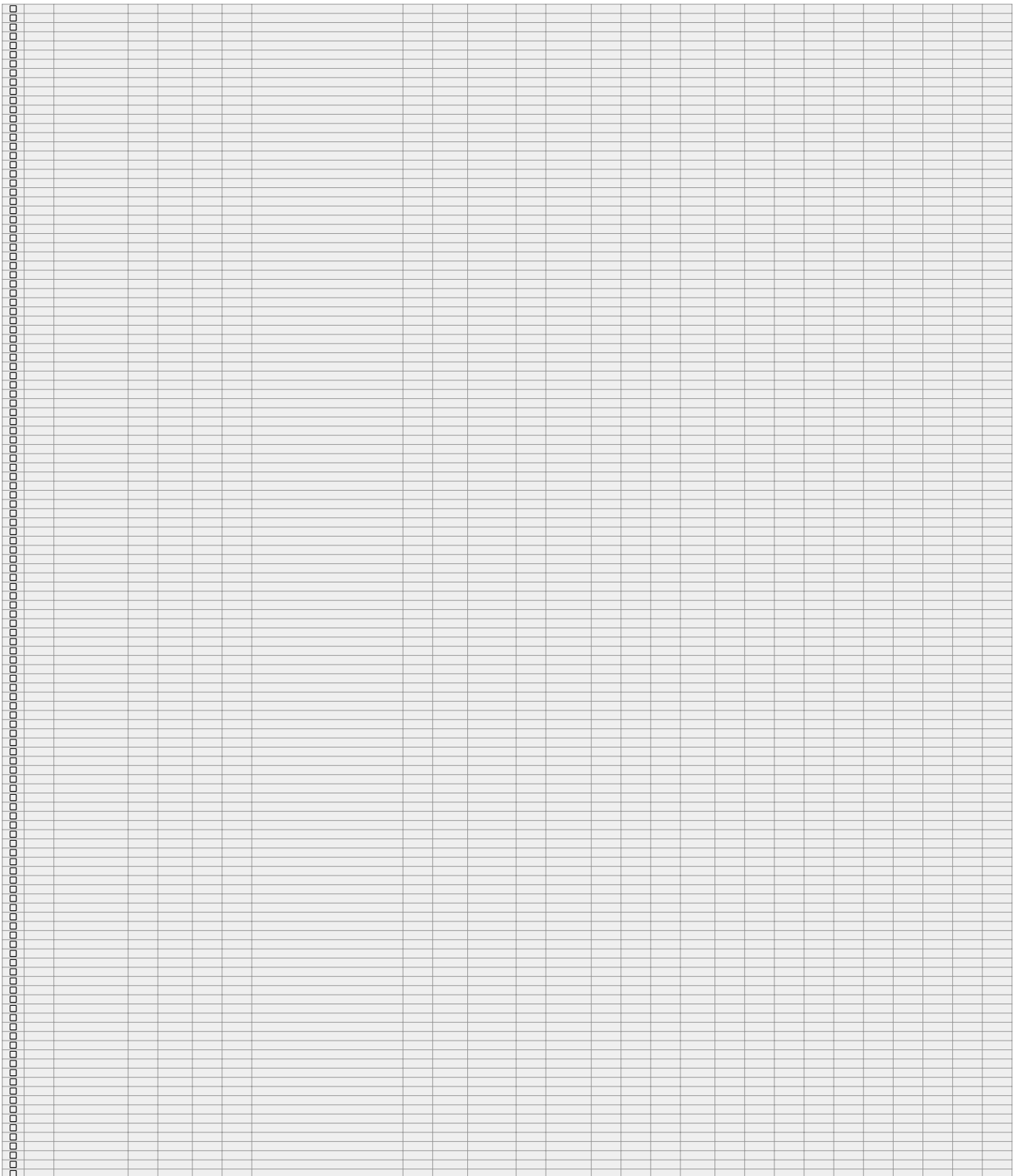


<input type="checkbox"/>	8	Telepathy	Evoc	Act	Unlimited	1 creature	Create telepathic link to creature on same plane you are familiar with. Can communicate seamlessly with target using images, sounds, words, or other sensory messages. Target recognizes you.	24 Hours		VSM		PHB	281	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE		
<input type="checkbox"/>	8	Tsunami	Conj	1 Min	Sight	300x300x50ft wave	Wave deals 4d10 bludgeoning damage (STR save for 1/2) to creatures in area. Moves away from you 50ft at start of your turn, dealing 5d10 bludgeoning damage to Huge or smaller creatures falling STR save. At end of turn, wall loses 50ft height and damage reduced by 1d10. Spell ends when wave is 0ft high. Caught creatures cannot move except by swimming (Athletics Check vs save DC).	5ft	56 rounds	YES	VS		PHB	284	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	
<input type="checkbox"/>	9	Astral Projection	Necro	1 Hr	10'	Self + 8	Targets are projected to the Astral plane via a silver cord. Their material body is in stasis until the soul returns. You create a blade-shaped planar rift about 3 feet long in an unoccupied space you can see within range. The blade lasts for the duration. When you cast this spell, you can make up to two melee spell attacks with the blade, each one against a creature, loose object, or structure within 5 feet of the blade. On a hit, the target takes 4d12 force damage. This attack scores a critical hit if the number on the d20 is 18 or higher. On a critical hit, the blade deals an extra 4d12 force damage (for a total of 12d12 force damage). As a bonus action on your turn, you can move the blade up to 30 feet to an unoccupied space you can see and then make up to two melee spell attacks with it again.	Special			VSM*	1,000gp ea.	PHB	215	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	TRUE	FALSE	
<input type="checkbox"/>	9	Blade of Disaster	Conj	Bonus	60'	1 creature	The blade can harmlessly pass through any barrier, including a wall of force.	Attack	≤1 Min	YES	VS		TCE	106	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	TRUE	TRUE	FALSE	
<input type="checkbox"/>	9	Foresight	Divin	1 Min	Touch	1 creature	Target can't be surprised and has advantage on rolls, ability checks, and saves. Others have disadvantage on attack rolls vs the target.		8 Hrs		VSM		PHB	244	FALSE	TRUE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	TRUE	FALSE	
<input type="checkbox"/>	9	Gate	Conj	Act	60'	5-20ft portal	Create circular portal linking to precise location on another plane. Deities and other planar rulers can prevent portals from opening. Speak true name of specific creature when cast to instead create Gate that summons it. It acts freely upon arrival.		≤1 min	YES	VSF	5,000gp	PHB	244	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	
<input type="checkbox"/>	9	Imprisonment	Abjur	1 Min	30'	1 creature	Binds creature in stasis (doesn't need to eat, sleep, drink, breathe, age). Divination spells can't locate or perceive the target.	Wis	(Dispel)		VSF	500gp+HD	PHB	252	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	
<input type="checkbox"/>	9	Invulnerability	Abjur	Action	Self		You are immune to all damage until the spell ends.		≤10 Min	YES	VSM*	500gp	XGTE	160	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE	
<input type="checkbox"/>	9	Mass Heal	Conj	Act	60'	Living creatures	Restore up to 700 hp divided among creatures in range. Heals disease, blind, deaf. Unwilling targets make WIS save to resist. Shapechangers auto succeed. Targets assume best form of your choice CR = or less than target CR (or 1/2 target level). Some stats replaced by beast. Limited in actions by form. Can't speak, cast spells, or do anything requiring hands/speech. Gear melds into new form. Can't activate, use, wield equipment.	Instant			VS		PHB	258	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE
<input type="checkbox"/>	9	Mass Polymorph	Trans	Action	120'	≤10 creatures	A wave of healing energy washes over the creature you touch. The target regains all its hit points. If the creature is charmed, frightened, paralyzed, or stunned, the condition ends. If the creature is prone, it can use its reaction to stand up. This spell has no effect on undead or constructs.	Wis	≤1 Hr	YES	VSM		XGTE	160	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE	TRUE	FALSE
<input type="checkbox"/>	9	Meteor Swarm	Evoc	Act	1 mile	Four 40' rod spheres in range	Deals 20d6 fire and 20d6 bludgeoning damage, save for 1/2. Blasts do not stack. Ignites combustibles. A wave of healing energy washes over the creature you touch. The target regains all its hit points. If the creature is charmed, frightened, paralyzed, or stunned, the condition ends. If the creature is prone, it can use its reaction to stand up. This spell has no effect on undead or constructs.	Dex	Instant		VS		PHB	259	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE	TRUE	FALSE
<input type="checkbox"/>	9	Power Word Heal	Evoc	Act	Touch	1 creature		Instant			VS		PHB	266	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	
<input type="checkbox"/>	9	Power Word Kill	Ench	Act	60'	1 creature	Kills creature with ≤100 hp.	Instant			V		PHB	266	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	TRUE	TRUE	FALSE	
<input type="checkbox"/>	9	Prismatic Wall	Abjur	Act	60'	90ft x 30ft wall	90ft long by 30ft high shimmering wall or 30ft diameter sphere. Placing it on a creature causes spell to fail. Sheds bright light 100ft. You + creatures designated at casting can pass unharmed. Others moving within 20ft of it at starting turn there blinded (CON save neg). Wall has 7 layers and must be passed one at a time. See PHB 267 for details.	Dex	10 min		VS		PHB	267	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE
<input type="checkbox"/>	9	Psychic Scream	Ench	Action	90'	≤10 creatures	Targets with INT score lower than 3 immune. 1d6 psychic damage and stunned (INT save for 1/2 damage and no stun). If target is killed by this damage, head explodes. Stunned can make INT save at end of its turn to end effect. Assume form of new creature CR = or lower than your level. Creature can't be constructed or undead. Assume standard version of creature. Replace stats except mental scores, skills, and save proficiencies. Gain proficiencies of form. See PHB 271.	Int	Instant		S		XGTE	163	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE
<input type="checkbox"/>	9	Shapechange	Trans	Act	Self	Self	Storm affects creatures below, deals 2d6 thunder damage & Deafen (CON negates). Round 2 = 1d6 acid damage. Round 3 = six lightning bolts strike targets you choose (Dex lightning, Dex save 1/2). Round 4 = 2d6 bludgeoning damage from hail. Round 5-10 = difficult terrain, heavily obscured, 1d6 cold damage, targeted attacks impossible. Severe distraction from freezing rain/wind.	Con	≤1 Min	YES	VS		PHB	279	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE
<input type="checkbox"/>	9	Storm of Vengeance	Conj	Act	Sight	30ft rad storm		Con	≤1 Min	YES	VS		PHB	279	FALSE	FALSE	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	
<input type="checkbox"/>	9	Time Stop	Trans	Act	Self	Self	You stop time for everyone but yourself. You take 1d4+1 turns in a row. Effect ends if any action you make affects another creature.	Instant			V		PHB	283	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE	TRUE	FALSE	
<input type="checkbox"/>	9	True Polymorph	Trans	Act	30'	1 creature or object	Transform target into different creature or object. Shapechangers unaffected. WIS save negates. See PHB 283.	Wis	≤1 Hour	YES	VSM		PHB	283	FALSE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	TRUE	FALSE	
<input type="checkbox"/>	9	True Resurrection	Necro	1 Hr	Touch	1 dead guy	You restore the target to life with all its hit points. This spell can even provide a new body. Create illusory creatures in targets' minds. WIS save or become frightened. At end of each frightened creature's turn, takes 4d10 psychic damage. WIS save negates and ends spell.	Instant			VSM*	25Kgp	PHB	284	FALSE	FALSE	TRUE	TRUE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	
<input type="checkbox"/>	9	Weird	Illus	Act	120'	30 Rad Sph	Duplicate all 8 spell or lower without requirements/components. OR choose one of multiple effects listed in PHB 288. If you choose any effect other than a spell, you suffer effects.	Wis	≤1 Min	YES	VS		PHB	288	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	FALSE	
<input type="checkbox"/>	9	Wish	Conj	Act	Self	Self		Instant			V		PHB	288	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	FALSE	TRUE	TRUE	FALSE	









Name

Race

Alignment

Type

Size

Gender

Stats		
STR	10	+0
DEX	10	+0
CON	10	+0
INT	10	+0
WIS	10	+0
CHA	10	+0

HP
- [45]
Temp:

Hit Die
0 D8

AC
0

Passive Perception	+10
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Passive Insight	+10
-----------------	-----

Passive Investigation	+10
-----------------------	-----

Languages [44]
use "Alt+Enter" to be able to drop down text:
Like this.

Prof. [46]
+1

Hold Breath [47]
1 Min

Dark Vision [48]
<input type="checkbox"/> 60 Ft.
<input type="checkbox"/> 120 Ft.

Movement [49]				
Walk	0	FT.	0	Tiles
Dash	0	FT.	0	Tiles
Fly	0	FT.	0	Tiles
Climb	0	FT.	0	Tiles
Swim	0	FT.	0	Tiles

Death Saves [50]
✓ <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
X <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Misc. [52]
use "Alt+Enter" to be able to drop down text:
Like this.

Special Defenses [51]
use "Alt+Enter" to be able to drop down text:
Like this.

Misc. [53]
use "Alt+Enter" to be able to drop down text:
Like this.

Saving Throws			
STR	+0		
DEX	+0		
CON	+0		
INT	+0		
WIS	+0		
CHA	+0		
	Mod	Prof.	Misc

+	Skills	Prof. [54]	Adv. [55]
+0	Acrobatics (Dex)		
+0	Animal Handling (Wis)		
+0	Arcana (Int)		
+0	Athletics (Str)		
+0	Deception (Cha)		
+0	History (Int)		
+0	Insight (Wis)		
+0	Intimidation (Cha)		
+0	Investigation (Int)		
+0	Medicine (Wis)		
+0	Nature (Int)		
+0	Perception (Wis)		
+0	Performance (Cha)		
+0	Persuasion (Cha)		
+0	Religion (Int)		
+0	Sleight of Hand (Dex)		
+0	Stealth (Dex)		
+0	Survival (Wis)		

Action	Ferocity [56]
use "Alt+Enter" to be able to drop down text:	
Like this.	

# Backstory

use "Alt+Enter" to be able to drop down text:

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If you need more space, add more rows to the bottom and merge the larger white cell with the new space.

Alignments		Ability	Mod	Sizes		Prof	Multi	Prof Mod	Monk Ki		ADV
Lawful Good		Str	+0	Tiny		x2	2	2	M	Ki	✓
Neutral Good						●	1	1	1	0	X
Chaotic Good		Dex	+0	Small		1/2	0.5	0	2	2	
Lawful Neutral									3	3	
True Neutral		Con	+0	Medium					4	4	
Chaotic Neutral									5	5	
Lawful Evil		Int	+0	Huge					6	6	
Neutral Evil									7	7	
Chaotic Evil		Wis	+0	Large					8	8	
N/A		Cha	+0	Gargantuan					9	9	
									10	10	
									11	11	
									12	12	
									13	13	
									14	14	
									15	15	
									16	16	
									17	17	
									18	18	
									19	19	
									20	20	

Armor	Type	AC	Max Dex	Str Req.	DA	Wt.	
None	L	10	+0	-		0	+
Padded	L	11	+0	-	TRUE	8	1
Leather	L	11	+0	-		10	2
Studded Leather	L	12	+0	-		13	3
Hide	M	12	+0	-		12	
Chain Shirt	M	13	+0	-		20	
Scale Mail	M	14	+0	-	TRUE	45	
Breastplate	M	14	+0	-		20	
Half Plate	M	15	+0	-	TRUE	40	
Ring Mail	H	14		-	TRUE	40	
Chain Mail	H	16		Str 13	TRUE	55	
Splint Mail	H	17		Str 15	TRUE	60	
Plate Mail	H	18		Str 15	TRUE	65	

Shield	Type	AC	Max Dex	Str Req.	DA	Wt.
No Shield						
Shield	S	2		-		6

Weight Stuff	Encumbered	HD Dice to Number Value	Creature Prof
Tiny 0.5			
Small 1	TRUE	D4 4	Prof Multi Prof Mod
Medium 1		D6 6	x2 2 4
Huge 2		D8 8	● 1 2
Large 4		D10 10	1/2 0.5 1
Gargantuan 8		D12 12	

Classes	HD	Spellcasting Mod
Barbarian	D12	WisMod
Bard	D8	ChaMod
Cleric	D8	WisMod
Druid	D8	WisMod
Fighter	D10	IntMod
Monk	D8	WisMod
Paladin	D10	ChaMod
Ranger	D10	WisMod
Rogue	D8	IntMod
Sorcerer	D6	ChaMod
Warlock	D8	ChaMod
Wizard	D6	IntMod
Artificer	D8	IntMod
Blood Hunter	D10	IntMod

To Do List	Changelog (V2.0 -> V2.1)	Current Version
<ul style="list-style-type: none"> <li>- Finish Wildshape Library</li> <li>- Update Spellsheet to include new spells from new books</li> </ul>	<ul style="list-style-type: none"> <li>- Owhee image updated on [Intro] and Other Works Doc</li> <li>- [Intro] cells changed to be one large cell for text instead of various smaller ones</li> <li>- [Intro] text updated</li> <li>- Minor cell size changed in [Intro]</li> <li>- [WIP-Wildshape] Tab added.</li> <li>- [WIP WildShape Library] added.</li> <li>- [Familiar/Companion] Tab added.</li> <li>- [Dark Mode] Toggle added.</li> </ul>	V. 2.1

**WARNING!!!**

Only mess with stuff here if you know what you are doing!  
All the stuff written here is used as reference by everything else throughout the doc! so editing this will alter with everything!


  

Column AO is the limit on smaller laptops

**NOTES** You only need to select the creature you turn into from the drop down. Touching anything else breaks the page.

Typically DM's, and the game itself, follows the 'you must have seen it to turn into it.' school of thought regarding Wildshape. As such, discuss with your DM prior to using wildshape what you can and cannot do with the ability.

This tab simply displays the stat block of the beast, any comparisons needed due to the rules of wildshape must be followed manually. Click this cell to view link to them.

<b>Beast [57]</b>	<b>Transformation Time [58]</b>	<b>CR</b>	<b>HP</b>	<b>AC</b>	<b>Prof.</b>	
Almiraj	1 Hour	0	/3	13	2	
			Temp:			

Stats		
STR	2	-4
DEX	16	+3
CON	10	+0
INT	2	-4
WIS	14	+2
CHA	10	+0

Saving Throws				
STR	-4			
DEX	+3			
CON	+0			
INT	-4			
WIS	+2			
CHA	+0			
	Mod	Prof.	Misc	

Abilities
Keen Senses. The almiraj has advantage on Wisdom (Perception) checks that rely on hearing or sight.

+	Skills	Prof.	Adv.
+3	Acrobatics (Dex)		
+2	Animal Handling (Wis)		
-4	Arcana (Int)		
-4	Athletics (Str)		
+0	Deception (Cha)		
-4	History (Int)		
+2	Insight (Wis)		
+0	Intimidation (Cha)		
-4	Investigation (Int)		
+2	Medicine (Wis)		
-4	Nature (Int)		
+4	Perception (Wis)	•	
+0	Performance (Cha)		
+0	Persuasion (Cha)		
-4	Religion (Int)		
+3	Sleight of Hand (Dex)		
+5	Stealth (Dex)	•	
+2	Survival (Wis)		

Passive Perception	14
Passive Insight	10
Passive Investigation	6

Dark Vision [6]	Hold Breath [6]
<input checked="" type="checkbox"/> 30 Ft.	1 Min
<input type="checkbox"/> 60 Ft.	
<input type="checkbox"/> 120 Ft.	

Actions
Horn. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 5 (1d4 + 3) piercing damage.

Movement [63]				
Walk	50	FT.	10	Tiles
Dash	100	FT.	20	Tiles
Fly	0	FT.	0	Tiles
Climb	25	FT.	5	Tiles
Swim	25	FT.	5	Tiles









1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	
Beast	CR	Hp	HD	AC	DV	Wal	Fly	Swi	Clim	Prof	STF	DE	Con	INT	WIS	CH	Acrc	Anir	Arcz	Athl	Dec	Hist	Insi	Intir	Inve	Mec	Nati	Perf	Perf	Reli	Slei	Ste	Sun	Str	S	Dex	Con	Int	S	Wis	Cha	A1	A2	A3	A4	A5	A6	Acti	Acti	Acti	Acti	Acti	IMC



1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53
Beast	CR	Hp	HD	AC	DV	Wal	Fly	Swi	Clim	Prof	STF	DE	Con	INT	WIS	CH	Acrc	Anir	Arcz	Athl	Dec	Hist	Insi	Intir	Inve	Mer	Nati	Peri	Peri	Reli	Slei	Stex	Sun	StrS	Dex	Con	IntS	Wis	Cha	A1	A2	A3	A4	A5	A6	Acti	Acti	Acti	Acti	Acti	IMC	







1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53
Beast	CR	Hp	HD	AC	DV	Wal	Fly	Swi	Clim	Prof	STF	DE	Con	INT	WIS	CH/	Acrc	Anir	Arcz	Athl	Dec	Hist	Insj	Intir	Inve	Mer	Nati	Perf	Perf	Reli	Slei	Ste	Sun	StrS	Dex	Con	IntS	Wis	Cha	A1	A2	A3	A4	A5	A6	Acti	Acti	Acti	Acti	Acti	IMC	





[1] "●" = Proficiency in that skill.

"x2" = Expertise

"1/2" = what you put if you have Jack of All Trades from being a bard.

[2] Having advantage on a roll actually effects your passive capability! For example having advantage on Perception adds a +5 to your passive perception!

[3] Check the Box appropriate to your Racial Feature. If you do not have Dark Vision of any kind, simply leave blank. Also check accordingly if granted via magical item.

[4] Alternatively change out for Pronouns!

[5] Put any proficiencies with tools, instruments, or kits here. Bold any you have expertise with.

Also put any vehicle proficiencies.

[6] Put languages you understand here.

[7] Only edit walk speed. If racial or class traits alter this, then edit as necessary. Tiles assumes the standard of 1 tile = 5 Ft.

[8] Put weapons and armor you are proficient with here, as well as shields if you are.

[9] Put Druid here for the Wildshape tab to work!

[10] If a magic item requires attunement to use and you are attuned to it, check off a slot to a maximum of 3.

[11] How long you can hold your breath. This is also how long you take to drown if your face is submerged and you are unconscious.

[12] Check these boxes on success or failures of death saves.

[13] Place Special Attacks you can do here, whether they are unique to weapon, or thanks to class or race, such as the Ki features of monks.

(Ex. Fury of Blows - 1 Ki Point)

[14] Add any resistances or other unique defenses you have here.

(Ex. Resistance to Fire - "Armor name")

(Ex. Deflect Missiles - 1 Ki Point if throw back)

[15] Check this box if you have it, it will apply the bonus to your initiative. You must add 1/2 your prof. to the Counterspell and Dispel Magics spell when attempting the DC Check. You must still manually add it to your non-proficient skills.

[16] Insert weapon name here!

[17] Str Based weapon:

=Q20+prof (remove prof if not proficient.)

Dex Based weapon:

=Q22+prof (remove prof if not proficient.)

[18] Dex-Based

= "#D# + "&dexmod

or

Str-Based

= "#D# + "&strmod

[19] B = Bludgeoning

S = Slashing

P = Piercing

Or put whatever you want.

[20] Place weapon properties here such as:

Heavy, 2-Handed, Finesse, Range, Etc.

[21] If Monk, Place the class in the first class slot

[22] If Sorcerer, Place the class in the last class slot

[23] Keeps track of your Bardic Inspiration

[24] 2/3 is present due to Clerics and Paladins getting their first Channel Divinity ability at different levels.

The rules regarding multiclassing as both can be found on Pg. 164 of the Player Handbook.

[25] Ammo amount on left

Ammo type on right

(Ex. 3 | Explosive Arrows)

(Ex. 25 | Bullets)

[26] While "Custom Armor" can be implemented via editing of [Data] I would rather not force anyone to deal with that tab in general. If you have some sort of custom armor, use a combo of "Special Defenses", "+", and "Misc." which should be able to effectively fill all custom armor effects.

[27] Use this to keep track of how many rages you have left! you use the extra boxes if you meet the level req.

At level 20 you have unlimited rage.

[28] Unless otherwise specified assume that money is in its own separate pouch independent of the "Belt Pouch"

[29] Takes into account all the gems and valuables you also have on hand.

[30] Unless otherwise stated by DM, ignore this entire cell cluster.

Enc. means you are encumbered, and lose 10 ft of movement.

H Enc. means you are heavily encumbered, and your speed drops by 20 feet and you have disadvantage on ability checks, attack rolls, and saving throws that use Str, Dex, or Con.

[31] Encumbered with no backpack

[32] Heavily Encumbered with no backpack

[33] Encumbered with a backpack

[34] Heavily Encumbered with a backpack

[35] Unless otherwise stated ignore this cell.  
Choose a size for your creature on  
the "Character" Tab or else this value will not change!  
This limit is how much you can carry!

[36] Unless otherwise stated ignore this cell.  
Choose a size for your creature on the "Character" Tab or else this value will not change!  
When pushing, dragging, etc, more than this limit, speed drops to 5 ft.

[37] Here is where you would place things in magical storage mediums such as Bags of Holding or Handy Haversacks but that are ultimately located on your person.

[38] Beast of Burden

This is the amount being carried by a 3rd party you have control over, such as an animal or cart

[39] If your DM has ruled that coins do indeed have weight, check the box below.

[40] Here is where any single use items go, such as potions or scrolls.

[41] Effect of Object  
(Ex. "Heal 2d4+2")  
(Ex. "Cast 3rd lvl Fireball")

[42] Magic Items have a weight of 0 unless otherwise stated.  
Any effects gained from the items should be placed within the [Feats]" Tab within the item effects section.  
Any weight here is considered part of the "Total Load (W/ Pack)"

[43] Beast of Burden

Here is where you place things that are being carried by a 3rd party you have control over, such as an animal or cart

[44] Put languages your familiar or companion understand here.

[45] Input the familiars/companions health here as a="/#" formula if u want the /. If not just put number.

[46] this proficiency is based on characters.

[47] How long you can hold your breath. This is also how long you take to drown if your face is submerged and you are unconscious.

[48] Check the Box appropriate to your Racial Feature. If you do not have Dark Vision of any kind, simply leave blank. Also check accordingly if granted via magical item.

[49] Only edit walk speed. If racial or class traits alter this, then edit as necessary. Tiles assumes the standard of 1 tile = 5 Ft.

[50] For Companions Specifically, Familiars just sorta go poof and disappear when they hit 0 hp.

[51] Add any resistances or other unique defenses you have here.  
(Ex. Resistance to Fire - "Armor name")  
(Ex. Deflect Missiles - 1 Ki Point if throw back)

[52] Use these Cells however you see fit!

[53] Use these Cells however you see fit!

[54] "●" = Proficiency in that skill.

"x2" = Expertise

"1/2" = what you put if you have Jack of All Trades from being a bard.

[55] Having advantage on a roll actually effects your passive capability! For example having advantage on Perception adds a +5 to your passive perception!

[56] Used by Companions

[57] Select the beast you are transforming into here!

everything else is handled by the doc.

[58] Put Druid Class into 2nd Class slot for this number to work.

It is a measurement of how long you can remain in beast form.

[59] "●" = Proficiency in that skill.

"x2" = Expertise

"1/2" = what you put if you have Jack of All Trades from being a bard.

[60] Having advantage on a roll actually effects your passive capability! For example having advantage on Perception adds a +5 to your passive perception!

[61] If the beast you turn into has dark vision it will list how far it can go here.

[62] How long you can hold your breath. This is also how long you take to drown if your face is submerged and you are unconscious.

[63] Your movement based on the current beast you are transformed as.

[64] Only movement option that if the creature does not have fly speed you put a 0.