

Anzu

CHARACTER NAME

1 Wizard
LEVEL & CLASS

Outlander
BACKGROUND

Treg
PLAYER NAME

Aarakocra
RACE

EXPERIENCE

300
Next Level

STRENGTH

+1

12

DEXTERITY

+1

12

CONSTITUTION

+1

12

INTELLIGENCE

+2

14

WISDOM

+1

12

CHARISMA

+2

14

+1 STR +4 INT
+1 DEX +3 WIS
+1 CON +2 CHA

RESISTANCES

SAVING THROWS

+1 Acrobatics (Dex)
+1 Animal Handling (Wis)
+4 Arcana (Int)
+3 Athletics (Str)
+2 Deception (Cha)
+4 History (Int)
+1 Insight (Wis)
+2 Intimidation (Cha)
+4 Investigation (Int)
+3 Medicine (Wis)
+2 Nature (Int)
+1 Perception (Wis)
+2 Performance (Cha)
+2 Persuasion (Cha)
+2 Religion (Int)
+1 Sleight of Hand (Dex)
+1 Stealth (Dex)
+3 Survival (Wis)
Viol

SKILLS

7
MAXIMUM
HIT POINTS

+2
PROFICIENCY
BONUS

11
ARMOR
CLASS

Temporary Hit Points:

CURRENT HIT POINTS

+1

INITIATIVE

SUCCESSSES

FAILURES

DEATH SAVED

LEVEL DIE USED

1 d6+1

HIT DICE

ENCUMBERED

15 ft

25 ft

50 ft fly

SPEED

FEATURE

Arcane Recovery (1 level of spell slots)

MAX

RECOVER

USED

1

LR

LIMITED FEATURES

AC

10

DESCRIPTION

Armor Unarmored

Shield

1 Dex

Medium Armor Heavy Armor

Magic

Misc

Misc

ARMOR

INSPIRATION

12

ABILITY
SAVE DC

INTELLIGENCE

ARMOR

Light Medium Heavy Shields

WEAPONS

Simple Martial Other Weapons:

Dagger, Dart, Light Crossbow, Quarterstaff, Sling

LANGUAGES

Common

TOOLS & OTHERS

Viol

Aarakocra

Auran

Elvish

PROFICIENCIES

ACTIONS

BONUS ACTIONS

REACTIONS

ACTIONS

11

PASSIVE WISDOM (PERCEPTION)

SENSES

NAME

TOTAL

NAME

TOTAL

AMMUNITION

AMMUNITION

ATTACK NAME

Quarterstaff

PROF

Ability

RANGE

Melee

TO HIT

+3

DAMAGE

1d6+1

DAMAGE TYPE

Bludgeoning

Versatile (1d8)

DESCRIPTION

Talons

Ability

Str

Melee

+3

1d4+1

Slashing

ATTACKS: WEAPONS & CANTRIPS

- Arcane Recovery (Wizard 1) [1 level of spell slots, 1× per long rest]
Once per day after a short rest, I can recover a number of 5th-level or lower spell slots
- Spellcasting (Wizard 1) [3 cantrips known]
I can cast prepared wizard cantrips/spells, using Intelligence as my spellcasting ability
I can use an arcane focus as a spellcasting focus
I can cast all wizard spells in my spellbook as rituals if they have the ritual tag

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

BACKGROUND FEATURE

RACIAL TRAITS

| ADVENTURING GEAR | # | LB |
|-------------------------|---|----|
| Traveler's clothes | | 4 |
| Belt pouch (with coins) | | 1 |
| | | |
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| | | |
| | | |
| | | |
| SUBTOTAL EQUIPMENT | | 5 |




Diagram illustrating the weight stack configuration for a 10-ton load. The stack consists of five 2-ton plates (labeled 2T) and a central 10-ton plate (labeled 10T).

TO DO LIST:

Summon Familiar

Buy eye patch

Buy Cartographer's tools 15gp

Copy spellbook 110gp

NOTES

ADVENTURING GEAR

#

LB

ADVENTURING GEAR

#

LB

SUBTOTAL

SUBTOTAL

EXTRA EQUIPMENT

OTHER HOLDINGS

FEAT:

FEAT:

FEAT:

FEAT:

FEATS

MAGIC ITEM:

☐ Attuned

MAGIC ITEM:

☐ Attuned

MAGIC ITEM:

☐ Attuned


MAGIC ITEM:

☐ Attuned

MAGIC ITEM:

☐ Attuned

MAGIC ITEMS



Anzu

CHARACTER NAME

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

CHARACTER PORTRAIT

ORGANIZATION

SYMBOL

ALLIES & ORGANIZATIONS

APPEARANCE

Poor


LIFESTYLE

DAILY PRICE

2 sp

ENEMIES

CHARACTER HISTORY



COMPANION NAME

| | | | |
|------|------|--------|-----------|
| RACE | SIZE | HEIGHT | WEIGHT |
| TYPE | AGE | GENDER | ALIGNMENT |

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

PROF

STR

INT

DEX

WIS

CON

CHA

SAVING THROWS

INITIATIVE

SPEED

LEVEL

USED

DIE

HIT DICE

ATTACKS PER ACTION

ACROBATICS (Dex)

ANIMAL HANDLING (Wis)

ARCANA (Int)

ATHLETICS (Str)

DECEPTION (Cha)

HISTORY (Int)

INSIGHT (Wis)

INTIMIDATION (Cha)

INVESTIGATION (Int)

MEDICINE (Wis)

NATURE (Int)

PERCEPTION (Wis)

PERFORMANCE (Cha)

PERSUASION (Cha)

RELIGION (Int)

SLEIGHT OF HAND (Dex)

STEALTH (Dex)

SURVIVAL (Wis)

SKILLS

ARMOR CLASS

PROFICIENCY BONUS

MAXIMUM HIT POINTS

Temporary HP:

CURRENT HIT POINTS

SUCCESSSES

FAILURES

DEATH SAVES

| ATTACK NAME | PROF | ABILITY | RANGE | TO HIT | DAMAGE | DAMAGE TYPE |
|-------------|------|---------|-------|--------|--------|-------------|
| DESCRIPTION | | | | | | |

ATTACKS

FEATURES

TRAITS

PASSIVE WISDOM (PERCEPTION)

SENSES

COMPANION'S APPEARANCE

NOTES

MorePurpleMoreBetter's D&D 5th edition Character Record Sheet v12.998 (Printer Friendly - Redesign)

Based on Wizards of the Coast character sheet; Dragon Head design by spikeilustra; made by Joost Wijnen - Flapkan@gmail.com

Anzu

CHARACTER NAME

1ST LEVEL

2ND LEVEL

3RD LEVEL

4TH LEVEL

5TH LEVEL

6TH LEVEL

7TH LEVEL

8TH LEVEL

9TH LEVEL

SPELL SLOTS

WIZARD SPELLS

Intelligence

SPELLCASTING ABILITY

3

TO PREPARE

+4

ATTACK MODIFIER

DC 12

SAVING THROW DC

CANTRIPS (0 LEVEL)

| ME SPELL | DESCRIPTION | SAVE | SCHOOL | TIME | RANGE | COMP | DURATION | B | PG. |
|---|--|------|--------|------|--------|------|---------------|---|-----|
|  Acid Splash | 1 crea or 2 crea within 5 ft of each other save or 1d6 Acid dmg; +1d6 at CL 5, 11, and 17 | Dex | Conj | 1 a | 60 ft | V,S | Instantaneous | P | 211 |
|  Fire Bolt | Spell attack for 1d10 Fire dmg; unattended flammable objects ignite; +1d10 at CL 5, 11, and 17 | — | Evoc | 1 a | 120 ft | V,S | Instantaneous | P | 241 |
|  Prestidigitation | Minor trick; harmless sensory effect, illusory image, snuff light, clean/soil/chill/warm/flavor etc. | — | Trans | 1 a | 10 ft | V,S | 1 h (D) | P | 267 |

1ST LEVEL

| | | | | | | | | | |
|--|--|---|-------|-------|--------|--------|---------------|---|-----|
| <input type="radio"/> Comp. Languages (R) | Understand all spoken language or written language when touched; does not help vs. cyphers | — | Div | 1 a | Self | V,S,M | 1 h | P | 224 |
| <input checked="" type="radio"/> Expeditious Retreat | You can take Dash action now, and as a bonus action for the duration | — | Trans | 1 bns | Self | V,S | Conc, 10 min | P | 238 |
| <input checked="" type="radio"/> False Life | You gain 1d4+4+5/SL temporary hit points for the duration | — | Necro | 1 a | Self | V,S,M | 1 h | P | 239 |
| <input type="radio"/> Find Familiar (R) | Gain the services of a familiar; can see through its eyes; it can deliver touch spells; see B (10gp cons.) | — | Conj | 1 h | 10 ft | V,S,M† | Instantaneous | P | 240 |
| <input type="radio"/> Identify (R) | 1 magical item or magic-imbued crea/obj; learn properties, how to use, and spells affecting it (100gp) | — | Div | 1 min | Touch | V,S,Mf | Instantaneous | P | 252 |
| <input checked="" type="radio"/> Magic Missile | 3+1/SL darts hit creature(s) you can see for 1d4+1 Force dmg per dart | — | Evoc | 1 a | 120 ft | V,S | Instantaneous | P | 257 |

(R) Ritual

1 a 1 action

1 bns / bns a 1 bonus action

1 rea 1 reaction

20 cu ft 20 cubic feet

20 sq ft 20 square feet

adv. Advantage

atk Attack

CL Character Level

dif. ter. Difficult terrain

con, 1 min Concentration, up to 1 minute

dis. Disadvantage

dmg Damage

h Hour(s)

Kn Known

Me Memorized

min Minute(s)

obj Object(s)

obsc. Obscured

rnd Round(s)

SL Spell Level

(D) The spell can be dismissed by the caster as 1 action

+1d4/SL Extra 1d4 for every Spell Level that is used to cast the spell that is higher than the spell's original Spell Level

10 crea Up to 10 creatures in the spells area, 1 of which may be you, the caster

30-ft rad 30-foot radius sphere. In the 'Range' column it means it is centered on you

all In the 'Description' column it means it can be centered on a point in space within the spell's range

any All creatures within the spell's area

any Any creatures of your choosing that are within the spell's area

cons. The material component is consumed by the spell

Mf Material component is costly, but is not consumed upon casting

M† Material component is costly and is consumed upon casting

see book / B The short spell description here is very incomplete, so beware

SOURCES ('B' COLUMN)

E Elemental Evil Player's Companion

P Player's Handbook D&D 5th edition

S Sword Coast Adventure Guide

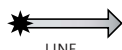
U Unearthed Arcana

GLOSSARY OF ABBREVIATIONS USED IN THIS SPELL SHEET

MorePurpleMoreBetter's D&D 5th edition Character Record Sheet v12.998 (Printer Friendly - Redesign); Spell Sheet 1/1

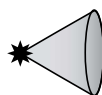
Based on Wizards of the Coast character sheet; Dragon Head design by spikeilustrax; made by Joost Wijnen - Flapkan@gmail.com

PLAYER REFERENCE

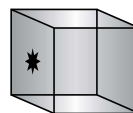


LINE

★ Point of Origin



CONE



CUBE



SPHERE



CYLINDER

AREA OF EFFECT

ATTACK (ACTION)

Make one melee or ranged attack with a weapon, or multiple attacks with the 'Extra Attack' class feature. (See the 'Attack Action' section below.)

CAST A SPELL (CASTING TIME OF THE SPELL)

Effect depends on the spell being cast.

DASH (ACTION)

Gain your speed as extra movement for this turn.

DISENGAGE (ACTION)

Your movement doesn't provoke opportunity attacks for the rest of the turn.

DODGE (ACTION)

Attack rolls from attackers you can see have disadvantage and you have advantage on Dex saving throws until the start of your next turn, until you become incapacitated or your speed drops to 0.

ESCAPE (ACTION)

Escape a grapple by winning a Str (Athletics) or Dex (Acrobatics) check vs. grappler's Str (Athletics) check.

HELP (ACTION)

Give an ally advantage on next ability check or attack roll vs. an opponent within 5 ft of you, if done before the start of your next turn.

HIDE (ACTION)

Hide from those that can't perceive you. Your Dex (Stealth) check is the DC for anybody's Wis (Perception) check to discover you.

OVERRUN (ACTION OR BONUS ACTION)

(DMG 272)

Move through hostile's space once by winning opposing Str (Athletics) check. Advantage if you are larger or disadvantage if you are smaller than the opponent.

READY (ACTION)

Choose an action that you will take in response to a set trigger. Taking the action uses your reaction. Ready a spell requires concentration and expends the spell slot.

SEARCH (ACTION)

Search for something, possibly with a Wis (Perception) or Int (Investigation) check.

TUMBLE (ACTION OR BONUS ACTION)

(DMG 272)

Move through hostile's space once by winning opposing Dex (Acrobatics) check.

USE OBJECT (ACTION)

You can interact with an object once per turn for free. A second interaction and special cases take an action to complete (e.g. draw a second weapon, equip a shield, drink a potion, retrieve an item from a backpack).

COMBAT ACTIONS

(PHB 192)

MELEE ATTACK (ONE ATTACK)

Normal attack on target within 5 ft. If attacking with a light melee weapon in one hand, allowed to make an attack with a light melee weapon in other hand as a bonus action, see 'Two-Weapon Fighting'. If either weapon has the thrown property, it may be thrown as part of this action.

RANGED ATTACK (ONE ATTACK)

Normal attack if up to normal range (first number). Disadvantage on the attack if up to long range (second number). Disadvantage on the attack if a hostile that is not incapacitated is within 5 ft and can see the attacker.

TWO-WEAPON FIGHTING (BONUS ACTION WITH ATTACK ACTION)

If making an attack with a light melee weapon in one hand, allowed to make an attack with a light melee weapon in other hand as a bonus action. This off-hand attack can't add a positive ability score modifier to the damage roll. If the weapon has the thrown property, it may be thrown as part of this action.

DISARM (INSTEAD OF ONE ATTACK)

(DMG 271)

Knock an item from grasp by winning weapon attack roll vs. opponent's Str (Athletics) or Dex (Acrobatics) check. Disadvantage on the weapon attack roll if the item is being held with two or more hands. Larger opponents have advantage and smaller have disadvantage.

GRAPPLE (INSTEAD OF ONE ATTACK)

With a free hand, give the grappled condition to an opponent that is within reach and up to one size larger than you by winning Str (Athletics) check vs. opponent's Str (Athletics) or Dex (Acrobatics) check.

MARK (WITH MELEE ATTACK)

(DMG 271)

With a melee attack you can mark the target of that attack. The next opportunity attack against the marked target before the end of your next turn has advantage and doesn't cost you your reaction.

SHOVE (INSTEAD OF ONE ATTACK)

Move opponent 5 ft or make prone by winning opposing Str (Athletics) check. Disadvantage if trying to move the opponent to a side rather than to directly away from you.

ATTACK ACTION

(PHB 195)

| | |
|-------|---|
| HALF | +2 AC and Dex saving throws |
| 3/4 | +5 AC and Dex saving throws |
| TOTAL | Can't be targeted directly by attack or spell |
| COVER | (PHB 196) |

MOVE (LIMITED BY MOVEMENT SPEED)

You can move your movement speed every turn. You can break up your movement between actions. You can switch back and forth between different types (e.g. from flying to walking), by subtracting the distance already moved from the new speed.

You can freely move through a nonhostile's space, and through a hostile's space if it is two sizes larger or smaller than you. Another creature's space counts as difficult terrain.

CLIMB / SWIM (AT ½ SPEED)

May involve a Str (Athletics) check if the climb / swim is difficult.

CRAWL (AT ½ SPEED)

Crawl while prone (see conditions). Dropping prone costs no movement speed.

DIFFICULT TERRAIN (AT ½ SPEED)

Moving through difficult terrain costs twice as much speed. Another creature's space counts as difficult terrain.

JUMP

After moving at least 10 feet on foot, you can jump your Str score in feet straight forward, or 3 + your Str modifier in feet up. The jump distance is halved when performing a standing jump.

STAND UP (COSTS ½ SPEED)

Standing up from being prone costs half your movement speed for this turn.

MOVEMENT

(PHB 182)

FORCED MARCH

Marching more than 8 hours per day requires a Con saving throw at DC 10 + 1 per additional hour, at the end of each additional hour. If failed, suffer one level of exhaustion (see conditions).

FOOD (ONE POUND PER DAY)

Go without food for 3 + Con modifier of consecutive days (1 day minimum). At the end of each day beyond that, suffer one level of exhaustion (see conditions).

WATER (ONE GALLON PER DAY)

If only half a gallon is consumed, DC 15 Con saving throw at end of day. If failed or consumed less than half, suffer one level of exhaustion, or two levels of exhaustion if currently already exhausted (see conditions).

FALLING

1d6 bludgeoning damage per 10 feet fallen, to a maximum of 20d6. End prone if taken any damage from the fall.

SUFFOCATING

Hold breath for 1 + Con modifier in minutes (30 seconds minimum). After that, survive for Con modifier in rounds, after which drop to 0 hit points and dying.

SHORT REST

A short rest takes 1 hour of doing nothing too strenuous. At the end of the rest, spend hit dice to regain hit points.

LONG REST

A long rest takes 8 hours with nothing too strenuous for more than 1 hour of that. Regain all hit points and half hit dice at end. If food and water are consumed, reduce exhaustion level by 1. Maximum of 1 long rest per 24 hours.

BLINDED

Fail checks involving sight.

Attacks have disadvantage.

Enemy attacks have advantage.

CHARMED

Can't harm/attack charmer.

Charmer has advantage on ability checks to interact socially.

DEAFENED

Fail checks involving hearing.

FRIGHTENED

Disadvantage to checks/attacks while the source of fear is in sight.

Can't willingly move closer to the source of fear.

GRAPPLED

Speed 0, regardless of bonus. Ends when grappler is incapacitated or when moved out of grappler's reach by an effect.

INCAPACITATED

Can't take actions or reactions.

INVISIBLE

Can't be seen (normally), but still make noise and tracks.

Attacks have advantage. Enemy attacks have disadvantage.

PARALYZED

Incapacitated. Can't move or speak. Fail Str and Dex saving throws.

Enemy attacks have advantage. Enemy attacks within 5 ft are critical hits.

PETRIFIED

Incapacitated. Can't move or speak. Unaware of surroundings. Resistance to all damage. Immune to poison / disease. Fail Str and Dex saving throws.

Enemy attacks have advantage. Stop aging. Weight increases by factor 10.

POISONED

Disadvantage on attack rolls and ability checks.

PRONE

Crawl (at ½ speed) or stand up (costs ½ speed). Attacks have disadvantage.

Enemy attacks have advantage within 5 ft and disadvantage if further away.

RESTRAINED

Speed 0, regardless of bonus. Disadvantage on Dex saving throws.

Attacks have disadvantage. Enemy attacks have advantage.

STUNNED

Incapacitated. Can't move. Can speak only falteringly.

Fail Str and Dex saving throws. Enemy attacks have advantage.

UNCONSCIOUS

Incapacitated. Can't move or speak. Unaware of surroundings.

Drop everything. Fail Str and Dex saving throws.

Enemy attacks have advantage. Enemy attacks within 5 ft are critical hits.

CONDITIONS

(PHB 290)

| | | |
|------------------|--|---|
| LIGHTLY OBSCURED | (dim light) | Disadvantage on sight Perception checks |
| HEAVILY OBSCURED | (darkness) | Effectively blinded (see conditions) |
| BLINDSIGHT | Out to range, perceive without sight. | |
| DARKVISION | Out to range, treat dim light as bright light. Can't see colors. | |
| TRUESIGHT | Out to range, perceive everything regardless of (magical) darkness, invisibility, illusions, shapechanging, or etherealness. | |

LIGHT & VISION

(PHB 183)

| PACE | MINUTE | HOUR | DAY | EFFECT |
|--------|----------|---------|----------|-----------------------|
| Fast | 400 feet | 4 miles | 30 miles | -5 passive Perception |
| Normal | 300 feet | 3 miles | 24 miles | — |
| Slow | 200 feet | 2 miles | 18 miles | Able to use stealth |

TRAVEL PACE

(PHB 182)

ENVIRONMENT

(PHB 183)