

CHARACTER NAME

CLASS & LEVEL

BACKGROUND

PLAYER NAME

RACE

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

INSPIRATION

PROFICIENCY BONUS

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

SAVING THROWS

- ☐ ___ 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

INITIATIVE

SPEED

Hit Point Maximum

CURRENT HIT POINTS

TEMPORARY HIT POINTS

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

ATTACKS & SPELLCASTING

PASSIVE WISDOM (PERCEPTION)

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP

PP

TREASURE

EQUIPMENT



CHARACTER NAME

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME

SYMBOL

TREASURE

CHARACTER BACKSTORY



SPELLCASTING
CLASS

SPELLCASTING
ABILITY

SPELL SAVE DC

SPELL ATTACK
BONUS

0

CANTRIPS

3

6

SPELL
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

PREPARED

SPELL NAME

4

7

8

2

5

9

SPELLS KNOWN

Entangle

Witch Level 1 Conjuratation DC 17 Spell Mod +9

1 Act. 90 ft V,S Conc, 1 min

Grasping weeds and vines sprout from the ground in a 20-foot square starting from a point within range. For the duration, these plants turn the ground in the area into difficult terrain. A creature in the area when you cast the spell must succeed on a Strength saving throw or be restrained by the entangling plants until the spell ends. A creature restrained by the plants can use its action to make a Strength check against your spell save DC. On a success, it frees itself. When the spell ends, the conjured plants wilt away.

Goodberry

Witch Level 1 Transmutation DC 17 Spell Mod +9

1 Act. Touch V,S,M Inst

Mistletoe sprig

Up to ten magic berries appear. A creature can use its action to eat one berry. Eating a berry restores 1 hit point and provides enough nourishment to sustain a creature for a day. The berries lose their magic if they haven't been eaten within 24 hours.

Barkskin

Witch Level 2 Transmutation DC 17 Spell Mod +9

1 Act. Touch V,S,M Conc, 1 hr

A handful of oak bark

You touch a willing creature. Until the spell ends, the target's skin has a rough, bark-like appearance, and the target's AC can't be less than 16, regardless of what kind of armor it is wearing.

Locate Animals or Plants (ritual)

Witch Level 2 Divination DC 17 Spell Mod +9

1 Act. Self V,S,M Inst

A bit of fur from a bloodhound

Describe or name a specific kind of beast or plant. Concentrating on the voice of nature in your surroundings, you learn the direction and distance to the closest creature or plant of that kind within 5 miles, if any are present.

Conjure Animals

Witch Level 3 Conjuratation DC 17 Spell Mod +9

1 Act. 60 ft V,S Conc, 1 hr

You summon fey spirits that take the form of beasts and appear in unoccupied spaces that you can see within range. Choose one of the following options for what appears: • One beast of challenge rating 2 or lower • Two beasts of challenge rating 1 or lower • Four beasts of challenge rating 1/2 or lower • Eight beasts of challenge rating 1/4 or lower Each beast is also considered fey, and it disappears when it drops to 0 hit points or when the spell ends. The summoned creatures are friendly to you and your companions. Roll initiative for the summoned creatures as a group, which has its own turns. They obey any verbal commands that you issue to them (no action required by you). If you don't issue any commands to them, they defend themselves from hostile creatures, but otherwise take no actions. The GM has the creatures' statistics. C

Plant Growth

Witch Level 3 Transmutation DC 17 Spell Mod +9

1 Act. or 8 50 ft V,S Inst

This spell channels vitality into plants within a specific area. There are two possible uses for the spell, granting either immediate or long-term benefits. If you cast this spell using 1 action, choose a point within range. All normal plants in a 100-foot radius centered on that point become thick and overgrown. A creature moving through the area must spend 4 feet of movement for every 1 foot it moves. You can exclude one or more areas of any size within the spell's area from being affected. If you cast this spell over 8 hours, you enrich the land. All plants in a half-mile radius centered on a point within range become enriched for 1 year. The plants yield twice the normal amount of food when harvested.

Conjure Woodland Beings

Witch Level 4 Conjuratation DC 17 Spell Mod +9

1 Act. 60 ft V,S,M Conc, 1 hr

One holly berry per creature summoned

You summon fey creatures that appear in unoccupied spaces that you can see within range. Choose one of the following options for what appears: • One fey creature of challenge rating 2 or lower • Two fey creatures of challenge rating 1 or lower • Four fey creatures of challenge rating 1/2 or lower • Eight fey creatures of challenge rating 1/4 or lower A summoned creature disappears when it drops to 0 hit points or when the spell ends. The summoned creatures are friendly to you and your companions. Roll initiative for the summoned creatures as a group, which have their own turns. They obey any verbal commands that you issue to them (no action required by you). If you don't issue any commands to them, they defend themselves from hostile creatures, but otherwise take no actions. The GM has the creatures' statistics. C

Polymorph

Witch Level 4 Transmutation DC 17 Spell Mod +9

1 Act. 60 ft V,S,M Conc, 1 hr

A caterpillar cocoon

This spell transforms a creature that you can see within range into a new form. An unwilling creature must make a Wisdom saving throw to avoid the effect. The spell has no effect on a shapechanger or a creature with 0 hit points. The transformation lasts for the duration, or until the target drops to 0 hit points or dies. The new form can be any beast whose challenge rating is equal to or less than the target's (or the target's level, if it doesn't have a challenge rating). The target's game statistics, including mental ability scores, are replaced by the statistics of the chosen beast. It retains its alignment and personality. The target assumes the hit points of its new form. When it reverts to its normal form, the creature returns to the number of hit points it had before it transformed. If it reverts as a result of dropping to 0 hit points, any excess C

Stoneskin

Witch Level 4 Abjuration DC 17 Spell Mod +9

1 Act. Touch V,S,M Conc, 1 hr

Diamond dust worth 100 gp, which the spell consumes

This spell turns the flesh of a willing creature you touch as hard as stone. Until the spell ends, the target has resistance to nonmagical bludgeoning, piercing, and slashing damage.

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| | <p>Conjure Animals <i>(reverse)</i></p> <p>At Higher Levels. When you cast this spell using certain higher-level spell slots, you choose one of the summoning options above, and more creatures appear: twice as many with a 5th-level slot, three times as many with a 7th-level slot, and four times as many with a 9th-level slot.</p> | |
| | <p>Polymorph <i>(reverse)</i></p> <p>damage carries over to its normal form. As long as the excess damage doesn't reduce the creature's normal form to 0 hit points, it isn't knocked unconscious. The creature is limited in the actions it can perform by the nature of its new form, and it can't speak, cast spells, or take any other action that requires hands or speech. The target's gear melds into the new form. The creature can't activate, use, wield, or otherwise benefit from any of its equipment.</p> | <p>Conjure Woodland Beings <i>(reverse)</i></p> <p>At Higher Levels. When you cast this spell using certain higher-level spell slots, you choose one of the summoning options above, and more creatures appear: twice as many with a 6th-level slot and three times as many with an 8th-level slot.</p> |

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| <div data-bbox="115 52 220 81">Awaken</div> <div data-bbox="115 88 522 115">Witch Level 5 Transmutation DC 17 Spell Mod +9</div> <div data-bbox="115 121 444 157"> <div>8 hrs</div> <div>Touch</div> <div>V,S,M</div> <div>Inst</div> </div> <div data-bbox="115 157 513 205">An agate worth at least 1,000 gp, which the spell consumes</div> <div data-bbox="115 260 561 705"> <p>After spending the casting time tracing magical pathways within a precious gemstone, you touch a Huge or smaller beast or plant. The target must have either no Intelligence score or an Intelligence of 3 or less. The target gains an Intelligence of 10. The target also gains the ability to speak one language you know. If the target is a plant, it gains the ability to move its limbs, roots, vines, creepers, and so forth, and it gains senses similar to a human's. Your GM chooses statistics appropriate for the awakened plant, such as the statistics for the awakened shrub or the awakened tree. The awakened beast or plant is charmed by you for 30 days or until you or your companions do anything harmful to it. When the charmed condition ends, the awakened creature chooses whether to remain friendly to you, based on how you treated it</p> </div> | <div data-bbox="594 52 735 81">Tree Stride</div> <div data-bbox="594 88 976 115">Witch Level 5 Conjuraton DC 17 Spell Mod +9</div> <div data-bbox="594 121 1003 157"> <div>1 Act.</div> <div>Self</div> <div>V,S</div> <div>Conc, 1 min</div> </div> <div data-bbox="594 260 1018 655"> <p>You gain the ability to enter a tree and move from inside it to inside another tree of the same kind within 500 feet. Both trees must be living and at least the same size as you. You must use 5 feet of movement to enter a tree. You instantly know the location of all other trees of the same kind within 500 feet and, as part of the move used to enter the tree, can either pass into one of those trees or step out of the tree you're in. You appear in a spot of your choice within 5 feet of the destination tree, using another 5 feet of movement. If you have no movement left, you appear within 5 feet of the tree you entered. You can use this transportation ability once per round for the duration. You must end each turn outside a tree.</p> </div> | |
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Awaken (*reverse*)
while it was charmed.