

CHARACTER NAME

RACE BACKGROUND

ALIGNMENT EXPERIENCE POINTS

SCULPTOR

PROFICIENCY PASSIVE PERCEPTION

INSPIRATION PASSIVE INSIGHT

STRENGTH

◆ — SAVING THROWS

○ — ATHLETICS

DEXTERITY

◆ — SAVING THROWS

○ — ACROBATICS

○ — SLEIGHT OF HAND

○ — STEALTH

CONSTITUTION

◆ — SAVING THROWS

INTELLIGENCE

◆ — SAVING THROWS

○ — ARCANA

○ — HISTORY

○ — INVESTIGATION

○ — NATURE

○ — RELIGION

WISDOM

◆ — SAVING THROWS

○ — ANIMAL HANDLING

○ — INSIGHT

○ — MEDICINE

○ — PERCEPTION

○ — SURVIVAL

CHARISMA

◆ — SAVING THROWS

○ — DECEPTION

○ — INTIMIDATION

○ — PERFORMANCE

○ — PERSUASION

AC INITIATIVE SPEED

Hit Point Maximum Temporary Hit Points

HIT DICE DEATH SAVES

Used Total SUCCESSES FAILURES

d10

NAME	ATK BONUS	DAMAGE/TYPE

SPELL ATTACK BONUS SPELL SAVE DC SPELLS SLOTS

1st 2nd 3rd 4th 5th

Level (R) SPELLS KNOWN

LEVEL 1 MANA SHAPER

You can spend 1 minute sculpting your mana into any set of artisan's tools or a single simple object that is Medium or smaller, or an action sculpting it into any simple weapon or your shape weapon. You are proficient with any tool kit or weapon made of your mana. Your mana can only be sculpted into a single tool kit, object, or weapon at a time, and you can dismiss it at any time (no action required). Beginning at 11th level, when you spend 1 minute shaping your mana into an object, its size can be Large or smaller, and beginning at 20th level, it can be Huge or smaller.

LEVEL 1 BATTLE SCULPT FEATURE

LEVEL 2 FIGHTING STYLE

LEVEL 2 MANA SOURCE

Choose one of the following varieties of ambient mana as your source: Abyssal, Arcane, Divine, Elemental, or Natural. Your choice affects the spell list from which you are able to choose your spells. All spells from that spell list count as sculptor spells for you.

RACIAL TRAITS

PROFICIENCIES LANGUAGES

LIGHT ARMOR SIMPLE WEAPONS

MEDIUM ARMOR MARTIAL WEAPONS

HEAVY ARMOR SHIELDS

TOOLS & OTHER PROFICIENCIES

BATTLE SCULPT

LEVEL 3 BATTLE READY

As a reaction when you roll initiative, or as a bonus action on your turn, you can sculpt your mana into your shape weapon.

LEVEL 3 MASTER CRAFTSMAN

Your proficiency bonus is doubled for any ability check you make that uses a set of artisan's tools into which your mana is sculpted.

LEVEL 5 EXTRA ATTACK

You can attack twice, instead of once, whenever you take the Attack action on your turn.

LEVEL 6 BATTLE SCULPT FEATURE

LEVEL 6 MANA POTENCY

Mana weapons now count as magical.

LEVEL 7 ARTIST'S INTUITION

You add your proficiency bonus to Intelligence (Investigation) and Wisdom (Perception) checks you make, as well as to your Passive Perception and Investigation, even if you are already proficient in the skill.

LEVEL 10 MANA ARTIST

When you sculpt your mana into a weapon, you can choose acid, cold, fire, lightning, necrotic, or radiant damage. If you do, the sculpted weapon deals that type of damage, instead of its normal damage type, until you dismiss it or you sculpt your mana into something else.

LEVEL 11 BATTLE SCULPT FEATURE

LEVEL 14 ARTIST'S EYE

As a bonus action on your turn, you can focus on a creature or object you can see within 30 feet of you. While you're focused on a target, you gain the following benefits:

- The target can't become hidden from you except by magical means.
- Any attack you make against the target is a critical hit on a roll of 19 or 20 on the d20.
- You have advantage on Intelligence (Investigation and Nature) and Wisdom (Insight) checks you make involving the target.

You lose focus on the target if it is ever farther than 60 feet from you, you lose line of sight to it, you use this feature to focus on a different target, or you lose concentration (as though concentrating on a spell).

LEVEL 15 BATTLE SCULPT FEATURE

LEVEL 18 MASTER SCULPTOR

You can cast the *spiritual weapon* spell as a 6th-level spell without expending a spell slot. When you do, it takes the form of your shape weapon, and you may choose for it to deal acid, cold, fire, lightning, necrotic, or radiant damage instead of force. Once you cast *spiritual weapon* this way, you must finish a long rest before you can do so again.

LEVEL 20 MANA ARMORY

As an action, choose any number of creatures within 30 feet of you. For 1 minute, each willing target gains a copy of your shape weapon and gains your Battle Sculpt's 1st-, 6th- and 11th-level features as long as they are wielding the shape weapon. For each shape weapon you create this way, you may choose to have that shape weapon deal acid, cold, fire, lightning, necrotic, or radiant damage instead of its normal damage type. Once you use this feature, you must finish a long rest before you can do so again.



AGE	HEIGHT	WEIGHT	DISTINGUISHING MARKS
EYES	SKIN	HAIR	SCARS

CHARACTER NAME

CHARACTER APPEARANCE

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

BACKGROUND

ALLIES

ENEMIES

ADDITIONAL FEATURES & TRAITS

EQUIPMENT

HEAD	_____	Attuned <input type="radio"/>
AMULET	_____	<input type="radio"/>
CLOAK	_____	<input type="radio"/>
ARMOR	_____	<input type="radio"/>
HANDS/ARMS	_____	<input type="radio"/>
RING	_____	<input type="radio"/>
RING	_____	<input type="radio"/>
BELT	_____	<input type="radio"/>
BOOTS	_____	<input type="radio"/>

CP SP EP GP PP

BACKPACK/STORAGE

MAGIC ITEMS

Name	_____	Attuned <input type="radio"/>
Name	_____	Attuned <input type="radio"/>
Name	_____	Attuned <input type="radio"/>
Name	_____	Attuned <input type="radio"/>
Name	_____	Attuned <input type="radio"/>