

PORTRAIT

CHARACTER NAME



ORIGINS

[FAMILY]



MOTHER

NAME



RACE

RACE • SUBRACE • ETHNIC GROUP



BLOODLINE

BLOODLINES • ANCESTORS • TRIBE



OCCUPATION

VOCATION • CLASS • PROFESSION



DOMICILE

WHEREABOUTS • ALIVE/DEAD



STATUS

CURRENT RELATIONS • LIFESTYLE



FATHER

NAME



RACE

RACE • SUBRACE • ETHNIC GROUP



BLOODLINE

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OCCUPATION

VOCATION • CLASS • PROFESSION



DOMICILE

WHEREABOUTS • ALIVE/DEAD



STATUS

CURRENT RELATIONS • LIFESTYLE



FAMILY SITUATION

SIBLINGS • BIRTH ORDER



LIFE EVENTS • BACKSTORY • MEMORIES

• WHEN / WHAT AGE? •

• WHERE DID IT HAPPEN? •

• WHO WAS THERE? •

• WHAT WERE THE CIRCUMSTANCES? •





ORIGINS

[CHARACTER]

GENDER



NAME - TITLES - COGNOMEN



RACE

RACE - SUBRACE - ETHNIC GROUP

BACKGROUND
SPECIALIZATION

PREVIOUS EXPERIENCE



FATE

BIRTH DATE - BIRTH OMENS - CURSES - ZODIAC SIGN - SPECIAL TALENTS AND INCLINATIONS



CLASS

CLASS[ES] - LEVEL[S]

LEVEL
TOTAL

PLACES YOU CALLED HOME

PLACE OF BIRTH - CHILDHOOD HOME - CURRENT DOMICILE



CHARACTER DETAILS

LOOKS - MOTIVATION - SHITICK - PERSONALITY - DISTINGUISHING MARKS



LOVE INTERESTS

MARITAL STATUS - CHILDREN



WHY I BECAME A

BACKGROUND



WHY I BECAME A

CLASS

PERSONALITY
TRAIT

WHAT YOU LIKE - ACCOMPLISHMENTS

PERSONALITY
TRAIT

WHAT YOU DISLIKE - PHOBIA



IDEAL

WHAT YOU BELIEVE



BOND

PEOPLE - POSSESSIONS



FLAW

VICE - WEAKNESS

BACKGROUND FEATURE - RACIAL FEATURES



BACKGROUND FEATURE



RACIAL FEATURE



RACIAL FEATURE



RACIAL FEATURE



RACIAL FEATURE



RACIAL FEATURE



EXPEND POINTS FROM CHARACTER CREATION + ASI

ABILITY SCORES [FEATS]

ABILITY SCORE INCREASES [ASI] AT CLASS LEVELS: 4, 8, 12, 16, 19
FIGHTER AT: 6, 14 • ROGUE AT: 10

STR
STRENGTH

BASE+RACE+ASI=SCORE

MODIFIER

SAVING THROW PROFICIENCY

T SIZE +/- LIFTING STRENGTH

T HEIGHT FEET / INCHES

T WEIGHT LB / KG

ENCUMBRANCE
LIFTING STRENGTH • SIZE • LOAD

ENCUMBERED $-STR^2$ lb

HEAVILY ENCUMBERED $-STR^3$ lb

CARRYING CAPACITY max. STR^2 lb

PUSH-DRAG-LIFT max. STR^3 lb

DEX
DEXTERITY

BASE+RACE+ASI=SCORE

MODIFIER

SAVING THROW PROFICIENCY

+ GROUND SPEED ft

+ SWIM SPEED ft

+ FLY SPEED ft

X INITIATIVE DEX MOD. + BONUS

SPEED MODIFIERS

MINUS 5 ft: limping

MINUS 10 ft: encumbered

MINUS 20 ft: heavily encumbered

HALVED: broken or lost foot/leg • exhausted difficult terrain • climb • crawl • swim

DOUBLED: dash action

CON
CONSTITUTION

BASE+RACE+ASI=SCORE

MODIFIER

SAVING THROW PROFICIENCY

T AGE IN YEARS / PHASE OF LIFE

+ HOLD BREATH 1+ CON MOD. IN MINUTES

+ FASTING STARVATION 3+ CON MOD. IN DAYS

EXHAUSTION-LEVELS
LONG REST + FOOD REMOVES 1 LEVEL

1 Disadvantage: ability checks | **2** Speed halved

3 Disadvantage: attacks and saving throws

4 Hit point maximum halved

5 Speed reduced to zero | **6** Death

INT
INTELLIGENCE

BASE+RACE+ASI=SCORE

MODIFIER

SAVING THROW PROFICIENCY

+ SANITY +/- TO PSYCH. STABILITY

Rather than being an ability score **SANITY** is a bonus-pool. Gain +/-1 by succeeding or failing a horror/madness check/save by ≥ 10 .

+ PASSIVE INVESTIGATION 10+ INT MOD.

ACTIVE INSANITIES
[S] SHORT • [L] LONG • [I] INDEFINITE

INSANITY #1 []

INSANITY #2 []

INSANITY #3 []

Falling margin: $5 = [S] \cdot 15 = [L] \cdot \text{nat. } 1 = [I]$.

WIS
WISDOM

BASE+RACE+ASI=SCORE

MODIFIER

SAVING THROW PROFICIENCY

+ ETHICS • ALIGNMENT TRUE NEUTRAL

+ FAITH DEITY OR NONE

+ PASSIVE PERCEPTION 10+ WIS MOD.

MODES OF VISION
BEYOND HUMAN EYESIGHT

+ LIKE DARK VISION, BLINDSIGHT. ft

+ OR SUNLIGHT SENSITIVITY ft

DIM LIGHT: Disadvantage: Perception [sight] rolls

DARKNESS: [Blinded] Checks involving sight fail

Disadvantage: attacks | Advantage: being attacked

CHA
CHARISMA

BASE+RACE+ASI=SCORE

MODIFIER

SAVING THROW PROFICIENCY

T EYES COLOR

T SKIN COLOR

T HAIR COLOR

HONOR +/- TO SOCIAL INTERACTION

HONOR works just like **SANITY** but bolsters, or undermines attempts at savoir-fair. A social faux pas may trigger a **CHA** saving throw.

LIFE STYLE LIFESTYLE EXPENSES/DAY

ABILITY SCORE INCREASES / FEATS BY CLASS LEVEL

FEAT LEVEL	FEAT OR ABILITY SCORE INCREASE	FEAT LEVEL	FEAT OR ABILITY SCORE INCREASE
FEAT LEVEL	FEAT OR ABILITY SCORE INCREASE	FEAT LEVEL	FEAT OR ABILITY SCORE INCREASE
FEAT LEVEL	FEAT OR ABILITY SCORE INCREASE	FEAT LEVEL	FEAT OR ABILITY SCORE INCREASE
FEAT LEVEL	FEAT OR ABILITY SCORE INCREASE	FEAT LEVEL	FEAT OR ABILITY SCORE INCREASE



PROFICIENCY
BONUS

PROFICIENCIES

[SKILLS]

PROFICIENCY-BONUS AT LEVEL:
[0: +1]-[1-4: +2]-[5-8: +3]
[9-12: +4]-[13-16: +5]-[17-20: +6]

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]

TOOL

TOOL

TOOL

TOOL

TOOL

ARMOR PROFICIENCIES SHIELDS
SPELLCASTING - NO DISADVANTAGE

LIGHT MEDIUM HEAVY

WEAPON PROFICIENCIES UNARMED
ADD PROFICIENCY BONUS TO ATTACKS

IMPROVISED SIMPLE MARTIAL

SPECIFIC WEAPONS:

LANGUAGES COMMON
NATIVE AND STUDIED TONGUES

KNOWN LANGUAGES:

SCRIPTS COMMON
USED BY KNOWN LANGUAGES

KNOWN SCRIPTS:

INSTRUMENT

INSTRUMENT

INSTRUMENT

INSTRUMENT

VEHICLE

VEHICLE

Not Proficient: No Proficiency bonus added.

Jack of All Trades: 1/2 Proficiency bonus added.

Proficient: Proficiency bonus added.

Expertise: Proficiency bonus added twice.



AC
ARMOR CLASS

WORN ARMOR

[BODY SLOTS]

ATTUNEMENT: IT TAKES A SHORT REST TO FORM A BOND TO A MAGIC ITEM. REQUIREMENTS MUST BE MET.



PREFERRED [DEFAULT]
AC-CALCULATION:



ALTERNATIVE [TEMPORARY]
AC-CALCULATION:

e.g. BUFFED or WITHOUT WEARING SUIT OF ARMOR



1 HELMET - HAT - HEADBAND - CROWN - COIF

MASK - GOGGLES - GLASSES - LENSES

2

HEAD
ATTUNED



FACE
ATTUNED



3 AMULET - COLLAR - SCARF - BROOCH - HOOD

CLOAK - CAPE - MANTLE

4

NECK
ATTUNED



BACK
ATTUNED



5 VESTMENT - SHIRT - DOUBLET

SUIT OF ARMOR - ROBES

6

TORSO
ATTUNED



BODY
ATTUNED



7 GLOVES - GAUNTLETS

BRACERS - WRISTBANDS

8

HANDS
ATTUNED



FORE-ARMS
ATTUNED



9 BELT - GIRDLE - SASH - BALDRIC - CORD

BOOTS - SANDALS - SHOES - SLIPPERS

10

WAIST
ATTUNED



FEET
ATTUNED



11 GEAR FOR THE FINGERS OF THE RIGHT HAND

GEAR FOR THE FINGERS OF THE LEFT HAND

12

RIGHT RING
ATTUNED



LEFT RING
ATTUNED



BELT POUCH

COINAGE
GEMS
TRINKETS

WEALTH - PERSONAL ITEMS - PIPE - TINDERBOX - TRINKETS

9



ENCUMBRANCE
WITH DONNED ARMOR



VALUE | WEIGHT | lb

TOTAL WEIGHT OF WORN EQUIPMENT | lb



COPPER



SILVER



ELECTRUM



GOLD



PLATINUM



◀ ENCUMBERED
HEAVILY ENCUMBERED ▶



**DEATH SAVED**

HEALTH

[STATUS]

HP

MAX. HIT POINTS

**HIT DICE**

TOTAL

USED

**WOUNDS • CURRENT & TEMPORARY HIT POINTS**

SHORT REST: hit dice can be used to heal lost hit points. **LONG REST:** recover 50% of your hit dice.**CONDITIONS | LINGERING WOUNDS | INSANITIES | BUFFS | DEBUFFS**

EFFECT • DURATION • MEANS OF HEALING

- BLINDED
- CHARMED
- DEAFENED
- FRIGHTENED
- GRAPPLED
- INCAPACITATED [=INC]
- INVISIBLE
- PARALYZED [+INC]
- PETRIFIED [+INC]
- POISONED
- PRONE
- RESTRAINED
- STUNNED [+INC]
- UNCONSCIOUS [+INC]

**EXHAUSTION LEVELS:**

GENERIC POINT-POOL COUNTER



GENERIC POINT-POOL COUNTER

POINT TOTAL



e.g. for LUCK POINTS

POINT TOTAL



e.g. for SUPERIORITY DICE

**INSPIRATION DICE**

You can only have ONE inspiration dice at a time.

XP for LEVEL**XP for LEVEL****XP for LEVEL****XP for LEVEL****EXPERIENCE [XP]**0
300
900
2.700
6.5001
2
3
4
5*14.000
23.000
34.000
48.000
64.0006
7
8
9*
1085.000
100.000
120.000
140.000
165.00011
12
13*
14
15195.000
225.000
265.000
305.000
355.00016
17*
18
19
20

*)Proficiency bonus +1

EXPERIENCE POINT TOTAL



0/3
ATTUNEMENTS

WEAPONS [AT-HAND ITEMS]

ATTUNEMENT: A CREATURE CAN USUALLY BE ATTUNED TO NO MORE THAN 3 MAGIC ITEMS AT A TIME.

 A MAIN WEAPON - PROPERTIES WORN: <input type="radio"/>	DAMAGE DICE + DAMAGE TYPE			VALUE	WEIGHT lb	SHIELD or SECONDARY WEAPON - PROPERTIES			 B OFF HAND ATTUNED WORN: <input type="radio"/>
	DAMAGE DICE + DAMAGE TYPE			VALUE	WEIGHT lb	DAMAGE DICE + DAMAGE TYPE			
 C BACKUP WEAPON - PROPERTIES WORN: <input type="radio"/>	DAMAGE DICE + DAMAGE TYPE			VALUE	WEIGHT lb	SHIELD or SECONDARY WEAPON - PROPERTIES			 D OFF HAND ATTUNED WORN: <input type="radio"/>
	DAMAGE DICE + DAMAGE TYPE			VALUE	WEIGHT lb	DAMAGE DICE + DAMAGE TYPE			
 E TWO-HANDED WEAPON - PROPERTIES WORN: <input type="radio"/>	DAMAGE DICE + DAMAGE TYPE			VALUE	WEIGHT lb	POLEARM - PROPERTIES			 F BOTH HANDS ATTUNED WORN: <input type="radio"/>
	DAMAGE DICE + DAMAGE TYPE			VALUE	WEIGHT lb	DAMAGE DICE + DAMAGE TYPE			
 G THROWN WEAPON - PROPERTIES WORN: <input type="radio"/>	DAMAGE DICE + DAMAGE TYPE			VALUE	WEIGHT lb	RANGED WEAPON - PROPERTIES			 H BOTH HANDS ATTUNED WORN: <input type="radio"/>
	DAMAGE DICE + DAMAGE TYPE			VALUE	WEIGHT lb	DAMAGE DICE + DAMAGE TYPE			
 W WAND - WONDROUS ITEM - PROPERTIES WORN: <input type="radio"/>	DAMAGE DICE + DAMAGE TYPE			VALUE	WEIGHT lb	MUSICAL INSTRUMENT - PROPERTIES			 M BOTH HANDS ATTUNED WORN: <input type="radio"/>
	DAMAGE DICE + DAMAGE TYPE			VALUE	WEIGHT lb	INSTRUMENT TYPE			

QUANTITY AND TYPE OF AMMUNITION AMMO VALUE WEIGHT lb	QUANTITY AND TYPE OF AMMUNITION AMMO VALUE WEIGHT lb	QUANTITY AND TYPE OF AMMUNITION AMMO VALUE WEIGHT lb
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STORED EQUIPMENT LOCATIONS 	1 to 12 BODY SLOTS [SCABBARDS ⊕]	15 e.g. DOMICILE	18 e.g. SCROLL CASE
	13 e.g. QUIVER	16 e.g. BAG OF HOLDING	19 e.g. SACK
	14 e.g. BACKPACK	17 e.g. HIDEOUT	20 e.g. SADDLE BAGS

QUIVER CONTAINER 	WORN AT EITHER THE BACK ⊕ OR THE WAIST ⊙ <input type="radio"/>	WEIGHT CARRYOVER 	ENCUMBRANCE WITH EQUIPPED WEAPONS
	WORN ARMOR lb + WEIGHT OF WEAPONS = TOTAL lb	<input type="radio"/> ENCUMBERED [CARRIED WEIGHT EXCEEDS STR*5] [WEIGHT EXCEEDS STR*10] HEAVILY ENCUMBERED <input type="radio"/>	
	VALUE WEIGHT lb		

EXTRA ATTACKS: SOME CLASSES GAIN AN ADDITIONAL ATTACK PER ACTION AT LVL. 5 FIGHTERS GAIN MORE AT LVL. 11 & LVL. 20.

ATTACKS

[COMBAT MANEUVERS]

A/A
ATTACKS PER ACTION



	ATTACK MODE: [MELEE RANGED] - [2H] [OFF-HAND]	ACTION TYPE	ATTACK BONUS PROF. + ABILITY + MISC. = TOTAL	REACH RANGE	DAMAGE DICE + ABILITY + MISC. DAMAGE TYPE
U	UNARMED STRIKE [PROFICIENT] USUALLY DOES 1 + STR MOD. DAMAGE	[A]	STR DEX	5 ft	D STR DEX bludgeoning slashing - piercing
U	UNARMED OFF-HAND ATTACK [1 DAMAGE NO ABILITY MOD. ADDED]	[B]	STR DEX	5 ft	D STR DEX bludgeoning slashing - piercing
U	GRAPPLING [CONTESTED: ATHLETICS vs. ATHLETICS / ACROBATICS]	[A]	STR [ATHLETICS]:	5 ft	NO DAMAGE [ON SUCCESS: TARGET GAINS THE „GRAPPLED“ CONDITION]
I	IMPROVISED MELEE [USUALLY NOT PROFICIENT]	[A]	STR DEX	ft	1D4+ STR DEX DAMAGE TYPE
I	IMPROVISED THROWN [USUALLY NOT PROFICIENT]	[A]	STR DEX	20 ft/ 60 ft	1D4+ STR DEX DAMAGE TYPE
X	DISARM [CONTESTED: ATHLETICS vs. ATHLETICS / ACROBATICS]	[A]	STR [ATHLETICS]: 2H-HELD ITEM: DISADVANTAGE	ft	NO DAMAGE [ON SUCCESS: TARGET DROPS A HANDHELD ITEM]
X	SHOVE PRONE [CONTESTED: ATHLETICS vs. ATHLETICS / ACROBATICS]	[A]	STR [ATHLETICS]:	ft	NO DAMAGE [ON SUCCESS: TARGET GAINS THE „PRONE“ CONDITION]
<input type="radio"/>	e.g. 1-HANDED SPEAR MELEE	A B R	STR DEX	ft	D STR DEX DAMAGE TYPE
<input type="radio"/>	e.g. 2-HANDED LONGSWORD MELEE	A B R	STR DEX	ft	D STR DEX DAMAGE TYPE
<input type="radio"/>	e.g. DAGGER THROWN	A B R	STR DEX	ft	D STR DEX DAMAGE TYPE
<input type="radio"/>	e.g. LONGBOW RANGED	A B R	STR DEX	ft	D STR DEX DAMAGE TYPE
<input type="radio"/>	e.g. SHOVE AWAY or SHIELD SHOVE	A B R	STR DEX	ft	D STR DEX DAMAGE TYPE
<input type="radio"/>	e.g. SHOVE ASIDE	A B R	STR DEX	ft	D STR DEX DAMAGE TYPE
<input type="radio"/>	e.g. MANEUVER: TRIP ATTACK	A B R	STR DEX	ft	D STR DEX DAMAGE TYPE
<input type="radio"/>	e.g. MANEUVER: FEINT	A B R	STR DEX	ft	D STR DEX DAMAGE TYPE
<input type="radio"/>	e.g. MANEUVER: PARRY	A B R	STR DEX	ft	D STR DEX DAMAGE TYPE
<input type="radio"/>	e.g. HAND CROSSBOW RANGED	A B R	STR DEX	ft	D STR DEX DAMAGE TYPE
<input type="radio"/>	e.g. DRAGONBORN BREATH WEAPON	A B R	STR DEX	ft	D STR DEX DAMAGE TYPE
<input type="radio"/>	e.g. WAND OF LIGHTNING BOLTS	A B R	STR DEX	ft	D STR DEX DAMAGE TYPE

A to H = EQUIPPED WEAPON **R** RACIAL
U UNARMED **I** IMPROVISED **X** ANY

[A] ACTION - **[B]** BONUS ACTION - **[R]** REACTION - **[F]** FREE ACTION
- EACH CAN BE TAKEN ONLY ONCE PER ROUND AND CHARACTER
[M] MOVE [UP TO MOVE SCORE] - **[L]** LONG ACTION [min, hr]

DAMAGE TYPES:
[b] bludgeoning
[p] piercing - **[s]** slashing

COMBAT RELEVANT FEATURES • FIGHTING STYLES

<input checked="" type="checkbox"/>	e.g. BARBARIAN RAGE	<input checked="" type="checkbox"/>	e.g. ROGUE SNEAK ATTACK
<input checked="" type="checkbox"/>	e.g. MONK MARTIAL ARTS	<input checked="" type="checkbox"/>	e.g. FIGHTING STYLE
<input checked="" type="checkbox"/>	e.g. PALADIN DIVINE SMITE	<input checked="" type="checkbox"/>	e.g. FIGHTING STYLE



0/30
CAPACITY IN lb

BACKPACK [CONTAINER]

STANDARD BACKPACK: CAN CONTAIN
1 CUBIC FOOT / 30 lb OF GEAR, BUT ITEMS
CAN ALSO BE STRAPPED ONTO THE PACK.

QUANTITY	ITEM - DESCRIPTION	VALUE	WEIGHT
	e.g. BEDROLL		1b
	e.g. 50 FEET OF HEMPEN ROPE		1b
	e.g. MESS KIT		1b
	e.g. CROWBAR		1b
	e.g. HAMMER		1b
	e.g. 10 FEET OF STRING		1b
	e.g. SEALING WAX		1b
	e.g. BOTTLE OF INK AND AN INK PEN		1b
	e.g. PERFUME AND SOAP		1b
	e.g. CHANGE OF CLOTHES		1b
	e.g. SET OF PLAYING CARDS		1b
	e.g. THIEVES' TOOLS		1b
	e.g. LETTER OF INTRODUCTION FROM YOUR MENTOR		1b
	e.g. NEEDLE AND TWINE		1b
	e.g. VARIOUS LOOT ITEMS		1b

FOOD HALF AN APPLE CAN DOUBLE THE TIME UNTIL EXHAUSTION RATIONS a 1 lb PER DAY VALUE WEIGHT lb	A STANDARD WATER-SKIN HOLDS 0.5 gal RATIONS a 1 gal PER DAY VALUE WEIGHT lb	WATER LIGHT SOURCE TORCHES - LAMP OIL - CANDLES 1 TORCH = 1 HOUR OF LIGHT VALUE WEIGHT lb
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SUPPLY GOODS QUANTITY & TYPE OF CONSUMABLES VALUE WEIGHT lb	SUPPLY GOODS QUANTITY & TYPE OF CONSUMABLES VALUE WEIGHT lb	SUPPLY GOODS QUANTITY & TYPE OF CONSUMABLES VALUE WEIGHT lb
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SCROLL CASE CONTAINER MOSTLY STRAPPED TO BACKPACK OR BELT PARCHMENTS - SCROLLS - MAPS VALUE WEIGHT lb	WEIGHT CARRYOVER ARMOR ARMS lb ENCUMBRANCE WITH EQUIPPED WEAPONS DROPPING BACKPACK = BONUS ACTION + WEIGHT OF BACKPACK = TOTAL lb ◀ ENCUMBERED [CARRIED WEIGHT EXCEEDS STR*5] [WEIGHT EXCEEDS STR*10] HEAVILY ENCUMBERED ▶
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CASTER LEVEL: SUM OF [BARD, CLERIC, DRUID, SORCERER, WIZARD] + 1/2 OF [RANGER, PALADIN] + 1/3 OF [ELDRITCH KNIGHT, ARCANIC TRICKSTER].

MAGIC [SPELLCASTING]



CL
CASTER LEVEL



CASTING CLASS • RACE • FEAT	ABILITY	SAVE DC	ATTACK BONUS	KNOWN/PREP. SPELLS
1 e.g. RITUAL CASTER FEAT	INT WIS CHA	10 + PROF. + ABIL. MOD.	PROFICIENCY BONUS + ABILITY MODIFIER	EITHER FIXED NUMBER OR CLASS LEVEL + ABILITY MODIFIER
2 e.g. ARCANIC TRICKSTER	INT WIS CHA	10 + PROF. + ABIL. MOD.	PROFICIENCY BONUS + ABILITY MODIFIER	EITHER FIXED NUMBER OR CLASS LEVEL + ABILITY MODIFIER
3 e.g. BARD	INT WIS CHA	10 + PROF. + ABIL. MOD.	PROFICIENCY BONUS + ABILITY MODIFIER	EITHER FIXED NUMBER OR CLASS LEVEL + ABILITY MODIFIER
4 e.g. DARK ELF [DROW MAGIC]	INT WIS CHA	10 + PROF. + ABIL. MOD.	PROFICIENCY BONUS + ABILITY MODIFIER	EITHER FIXED NUMBER OR CLASS LEVEL + ABILITY MODIFIER

★ SPELL SLOTS PER SPELL LEVEL

1st	<input type="text"/> TOTAL <input type="text"/> EXPENDED	4th	<input type="text"/> TOTAL <input type="text"/> EXPENDED	7th	<input type="text"/> TOTAL <input type="text"/> EXPENDED
SLOTS AT CL: 1 st [2] • 2 nd [3] • 3 rd [4]		SLOTS AT CL: 7 th [1] • 8 th [2] • 9 th [3]		SLOTS AT CL: 13 th [1] • 20 th [2]	
2nd	<input type="text"/> TOTAL <input type="text"/> EXPENDED	5th	<input type="text"/> TOTAL <input type="text"/> EXPENDED	8th	<input type="text"/> TOTAL <input type="text"/> EXPENDED
SLOTS AT CL: 3 rd [2] • 4 th [3]		SLOTS AT CL: 9 th [1] • 10 th [2] • 18 th [3]		SLOTS AT CL: 15 th [1]	
3rd	<input type="text"/> TOTAL <input type="text"/> EXPENDED	6th	<input type="text"/> TOTAL <input type="text"/> EXPENDED	9th	<input type="text"/> TOTAL <input type="text"/> EXPENDED
SLOTS AT CL: 5 th [2] • 6 th [3]		SLOTS AT CL: 11 th [1] • 19 th [2]		SLOTS AT CL: 17 th [1]	

• THE EIGHT SCHOOLS OF MAGIC •

ABJURATION	CONJURATION	DIVINATION	ENCHANTMENT
ILLUSION	NECROMANCY	TRANSMUTATION	EVOCATION

LEVEL SCHOOL	CANTRIP • SPELL DESCRIPTION • SAVES • DAMAGE • VARIABLES	[CAN BE CAST AT HIGHER LEVELS] [RITUAL: +10 min]	CASTING TIME	SPELL COMPONENTS	RANGE DURATION [C]	CLASS PREPARED
0 or 1-9 e.g. CON	e.g. ACID SPLASH		+ A B R	V S M	gp C min	
0 or 1-9 e.g. ABJ	e.g. AID		+ A B R	V S M	gp C min	
0 or 1-9 e.g. TRA	e.g. ALTER SELF		+ A B R	V S M	gp C min	
0 or 1-9 e.g. ENC	e.g. ANIMAL FRIENDSHIP		+ A B R	V S M	gp C min	
0 or 1-9 e.g. NEC	e.g. ANIMATE DEAD		+ A B R	V S M	gp C min	
0 or 1-9 e.g. EVO	e.g. AURA OF VITALITY		+ A B R	V S M	gp C min	

SPELL SLOTS: WHILE IT'S POSSIBLE TO GAIN ADDITIONAL SPELL SLOTS BY WARLOCK LEVELS, THOSE DO NOT ADD TO CASTER LEVEL (CL).

[A] ACTION • [B] BONUS ACTION ↑ **SPELL COMPONENTS:** [V] VERBAL [R] REACTION • [L] LONGER [min, hr] [S] SOMATIC • [M] MATERIAL [+gp cost]

SPELLCASTING RELEVANT FEATURES

	e.g. WIZARD SPELL MASTERY		e.g. DRUID BEAST SPELLS
	e.g. WARLOCK MYSTIC ARCANUM		e.g. SORCERER METAMAGIC
	e.g. CLERIC POTENT SPELLCASTING		e.g. WAR CASTER FEAT



1 CASTING CLASS

2 CASTING CLASS

GRIMOIRE

[KNOWN SPELLS]

CASTING CLASS 3

CASTING CLASS 4



LEVEL SCHOOL	CANTRIP • SPELL DESCRIPTION • SAVES • DAMAGE • VARIABLES	[CAN BE CAST AT HIGHER LEVELS] [RITUAL: +10 min]	CASTING TIME	SPELL COMPONENTS	RANGE DURATION [C]	CLASS PREPARED
0 or 1-9 e.g. ENC	e.g. BANE		+ R	A B R V S M	gp	<input type="checkbox"/>
0 or 1-9 e.g. TRA	e.g. BARKSKIN		+ R	A B R V S M	gp	<input type="checkbox"/>
0 or 1-9 e.g. ABJ	e.g. BEACON OF HOPE		+ R	A B R V S M	gp	<input type="checkbox"/>
0 or 1-9 e.g. DIV	e.g. BEAST SENSE		+ R	A B R V S M	gp	<input type="checkbox"/>
0 or 1-9 e.g. NEC	e.g. BESTOW CURSE		+ R	A B R V S M	gp	<input type="checkbox"/>
0 or 1-9 e.g. EVO	e.g. BIGBY'S HAND		+ R	A B R V S M	gp	<input type="checkbox"/>
0 or 1-9 e.g. ABJ	e.g. BLADE WARD		+ R	A B R V S M	gp	<input type="checkbox"/>
0 or 1-9 e.g. ENC	e.g. BLESS		+ R	A B R V S M	gp	<input type="checkbox"/>
0 or 1-9 e.g. NEC	e.g. BLIGHT		+ R	A B R V S M	gp	<input type="checkbox"/>
0 or 1-9 e.g. TRA	e.g. BLINK		+ R	A B R V S M	gp	<input type="checkbox"/>
0 or 1-9 e.g. ILL	e.g. BLUR		+ R	A B R V S M	gp	<input type="checkbox"/>
0 or 1-9 e.g. EVO	e.g. BRANDING SMITE		+ R	A B R V S M	gp	<input type="checkbox"/>
0 or 1-9 e.g. EVO	e.g. BLADE BARRIER		+ R	A B R V S M	gp	<input type="checkbox"/>
0 or 1-9 e.g. EVO	e.g. BURNING HANDS		+ R	A B R V S M	gp	<input type="checkbox"/>

DAMAGE TYPES: [a] acid • [c] cold • [f] fire • [fo] force • [l] lightning
[n] necrotic • [po] poison • [ps] psychic • [r] radiant • [t] thunder

[A] ACTION • [B] BONUS ACTION
[R] REACTION • [L] LONGER [min, hr]

↑ **SPELL COMPONENTS:** [V] VERBAL
[S] SOMATIC • [M] MATERIAL [+gp cost]

FAMILY
LOVED ONE

BUSINESS PARTNER

CONTACTS

[FRIENDS & ENEMIES]

FRIEND - ALLY

NEUTRAL - INDIFFERENT


ENEMY - RIVAL




STATUS




STATUS

 NAME


DESCRIPTION - RACE - VOCATION - STATUS

 NAME


DESCRIPTION - RACE - VOCATION - STATUS

 NAME


DESCRIPTION - RACE - VOCATION - STATUS

 NAME


DESCRIPTION - RACE - VOCATION - STATUS

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 NAME

DESCRIPTION - RACE - VOCATION - STATUS

 NAME

DESCRIPTION - RACE - VOCATION - STATUS

 NAME

DESCRIPTION - RACE - VOCATION - STATUS

 **FACTIONS • ORGANIZATIONS • AFFILIATIONS**
RENOWN • RANK • INFLUENCE • CONTRACTS

Faction renown/rank may grant a Charisma bonus to social interactions with members of the group.

ADVENTURING PARTY

TROUPE NAME

KNOWN FOR:



STATUS



FAMILY

LOVED ONE

BUSINESS PARTNER

CONTACTS

[FRIENDS & ENEMIES]

FRIEND - ALLY

NEUTRAL - INDIFFERENT

ENEMY - RIVAL



STATUS



NAME

DESCRIPTION - RACE - VOCATION - STATUS



NAME

DESCRIPTION - RACE - VOCATION - STATUS



NAME

DESCRIPTION - RACE - VOCATION - STATUS



NAME

DESCRIPTION - RACE - VOCATION - STATUS



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NAME

DESCRIPTION - RACE - VOCATION - STATUS



NAME

DESCRIPTION - RACE - VOCATION - STATUS



NAME

DESCRIPTION - RACE - VOCATION - STATUS



NAME

DESCRIPTION - RACE - VOCATION - STATUS



NAME

DESCRIPTION - RACE - VOCATION - STATUS

TYPES: FAMILIAR • STEED • BEAST
COMPANION • FOLLOWER • WILD SHAPE
FORM • AWAKENED • UNDEAD SERVANT ...

COMPANION

[PET • HIRELING]

HP

MAX. HIT POINTS



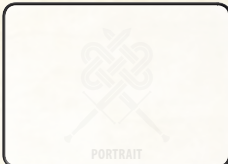
NAME [SIZE • SPECIES • CHALLENGE RATING]



COMPANION TYPE



DESCRIPTION



PORTRAIT

WOUNDS • CONDITIONS



WEEKLY
UPKEEP



INITIATIVE



ARMOR
CLASS



STRENGTH

SCORE

MODIFIER



DEXTERITY

SCORE

MODIFIER



CONSTITUTION

SCORE

MODIFIER



INTELLIGENCE

SCORE

MODIFIER



WISDOM

SCORE

MODIFIER



CHARISMA

SCORE

MODIFIER

ACTIONS • PROFICIENCIES • FEATURES

SPEED

ATTACKS • SENSES • MEANS OF COMMUNICATION

VARIOUS MOVEMENT MODES ft

EQUIPMENT
TACK • HARNESS • DRAWN VEHICLES



WORN ARMOR • PROTECTIVE GEAR



ENCUMBRANCE

LIFTING STRENGTH • SIZE • LOAD

ENCUMBERED $> STR * SIZE MOD. [SM]$ lb

HEAVILY ENCUMBERED $> STR * [SM]^2$ lb

CARRYING CAPACITY $max. STR * [SM]^3$ lb

PUSH-DRAG-LIFT $max. STR * [SM]^6$ lb

TOTAL WEIGHT OF WORN EQUIPMENT lb



ENCUMBERED
HEAVILY ENCUMBERED





CARRIED BY WHOM?
/ STORED WHERE?

CONTAINER TYPE - VALUE - CAPACITY

TYPES OF CONTAINERS: BACKPACK • CHEST • SACK • BARREL • SADDLEBAGS • POUCH • BASKET • BAG OF HOLDING ...

QUANTITY	ITEM - DESCRIPTION	VALUE	WEIGHT
	e.g. ABACUS		1b
	e.g. BALL BEARINGS		1b
	e.g. ABACUS		1b
	e.g. BELL		1b
	e.g. BLANKET		1b
	e.g. BLOCK AND TACKLE		1b
	e.g. BOOK		1b
	e.g. GLASS BOTTLE		1b
	e.g. CALTROPS		1b
	e.g. 10 FEET CHAIN		1b
	e.g. CHALK		1b
	e.g. CLIMBER'S KIT		1b
	e.g. FISHING TACKLE		1b
	e.g. TANKARD		1b
	e.g. GRAPPLING HOOK		1b
	e.g. SLEDGEHAMMER		1b
	e.g. HEALER'S KIT		1b
	e.g. HOURGLASS		1b
	e.g. HUNTING TRAP		1b
	e.g. LOCK		1b
	e.g. MAGNIFYING GLASS		1b
	e.g. 10-FOOT POLE		1b

QUANTITY & TYPE OF CONSUMABLES



WEIGHT
CARRYOVER

ENCUMBRANCE
WITH EQUIPPED WEAPONS



SUPPLY
GOODS



WORN GEAR 1b

DROPPING BACKPACK = BONUS ACTION
+ WEIGHT OF BACKPACK = TOTAL 1b

VALUE | WEIGHT 1b



◀ **ENCUMBERED** [CARRIED WEIGHT EXCEEDS STR*5M]
[WEIGHT EXCEEDS STR*25M] **HEAVILY ENCUMBERED** ▶



DOWNTIME: ACTIVITIES TAKE FULL
[8 HOUR] DAYS • 1 WORKWEEK EQUALS
5 DAYS • 1 WEEK EQUALS 7 DAYS.

DOWNTIME

[LONG TERM ACTIVITIES]

DAYS
DOWNTIME SPENT



- BUYING MAGIC ITEMS**
100 GP • 1 WORKWEEK
- CAROUSING [FOR CONTACTS]**
10 | 50 | 250 GP • 1 WORKWEEK
- CRAFTING ITEMS [1/2 ITEM COST] GP**
• [ITEM COST / 50] WORKWEEKS
- CRAFTING MAGIC ITEMS**
100-100,000 GP • 1-50 WORKWEEKS
- CRIME**
25 GP • 1 WEEK
- GAMBLING**
10-1000 GP • 1 WORKWEEK
- PIT FIGHTING**
1 WORKWEEK
- RELAXATION / RECUPERATING**
MODEST LIFESTYLE • 1 WEEK / 3 DAYS
- RELIGIOUS SERVICE [FOR FAVORS]**
1 WORKWEEK
- RESEARCH**
50 GP • 1 WORKWEEK
- SCRIBING SPELL SCROLLS**
15-250,000 GP • 1 DAY - 48 WORKWEEKS
- SELLING MAGIC ITEMS**
100 GP • 1 WORKWEEK
- TRAINING** 25 GP / WORKWEEK
• [10 minus INT-MODIFIER] WORKWEEKS
- WORK**
1 WORKWEEK

CURRENTLY PURSUED DOWNTIME ACTIVITY

REQUIREMENTS • MATERIALS • TOOLS • SKILL CHECKS • COMPLICATIONS

MORE ACTIVITIES: DOMICILE DEVELOPING • GAINING RENOWN • SOWING RUMORS ...

REQUIREMENTS: TEACHERS • WORKSHOPS • WORKERS • EXOTIC INGREDIENTS ...

of money spent money required gp time spent of time required days



RECENT DOWNTIME ACHIEVEMENTS



• WHAT TIME PERIOD? •

• WHERE DID IT HAPPEN? •

• WHO WAS THERE? •

• WHAT DID IT RESULT IN? •

↖ ↗
MARCHING
ORDER

TRAVEL PACE

TRAVELLING

PER MINUTE PER HOUR PER DAY DISTANCE TRAVELLED TO DESTINATION

↖ ↗

FRONT				
A1	A2	A3	A4	A5
B1	B2	B3	B4	B5
C1	C2	C3	C4	C5
D1	D2	D3	D4	D5
E1	E2	E3	E4	E5
REAR				

- FAST** [-5 PASSIVE PERCEPTION] 400 ft 4 miles 30 miles
- NORMAL** 300 ft 3 miles 24 miles
- SLOW** [ABLE TO USE STEALTH] 200 ft 2 miles 18 miles

GALLOP: DOUBLE MOUNTED TRAVEL SPEED FOR 1 HOUR PER DAY PER MOUNT.

FORCED MARCH: TRAVEL FOR MORE THAN 8 HOURS PER DAY - MAKE A CONSTITUTION - SAVE EVERY HOUR [DC 10 + 1 FOR EACH HOUR BEYOND 8].

DIFFICULT TERRAIN: YOU ARE FORCED TO TRAVEL AT HALF SPEED.

of miles

- TRAVEL ACTIVITIES [PICK ONE]
- STEALTH** [SLOW PACE] **DRAW A MAP** [FIND BACK]
 - NOTICE THREATS** [PASSIVE PERCEPTION] **TRACK** [FOLLOW]
 - NAVIGATE** [DON'T GET LOST] **FORAGE** [FOOD | WATER]



0 GP
DAILY UPKEEP

DOMICILE

[HOMEBASE • LIFESTYLE]

UPGRADES: YOU CAN DEVELOP YOUR DOMICILE FROM BASIC SLEEPING AND STORING FACILITY TO FIT YOUR NEEDS.

LOCATION AND DESCRIPTION OF THE DOMICILE

RENTED RENT/DAY*	HOUSING-STRUCTURE QUALITY	OWNED PURCHASE VALUE	DEVELOP. SLOTS	MEALS COST/DAY*	LIFESTYLE TOTAL
0	WRETCHED RAMSHACKLE SHELTER	0	1	0	0
7 CP	SQUALID SMALL DRAFTY SHACK	100 GP	5	3 CP	1 SP
1 SP	POOR SUB-STANDARD ABODE	150 GP	6	6 CP	2 SP
5 SP	MODEST SNUG HOUSING	750 GP	7	3 SP	1 GP
8 SP	COMFORTABLE COZY MERCHANT HOME	1,200 GP	8	5 SP	2 GP
2 GP	WEALTHY PATRICIAN ESTATE	3,000 GP	9	8 SP	4 GP
4 GP	ARISTOCRATIC NOBLE MANSION	6,000 GP	10	2 GP	10 GP +

*) DAILY RENT AND MEALS ARE INCLUDED IN THE TOTAL LIFESTYLE EXPENSES. IF YOU PURCHASE A DOMICILE, REDUCE THE EXPENSES BY THE RENTAL PRICE. PURCHASE VALUE OF A DOMICILE EQUALS APPROXIMATELY 4 YEARS OF RENT.

• WITH A **WRETCHED** LIFESTYLE YOU BASICALLY LIVE ON THE STREETS, OR UNDER A BRIDGE, MAKING A LIVING OF THE LITTLE FOOD YOU FIND.

• THE **WORK** DOWNTIME ACTIVITY CAN PROVIDE FOR YOUR WEEKLY LIFESTYLE EXPENSES. MAKE A RELEVANT SKILL-CHECK: (9 OR LESS) POOR • (10-14) MODEST • (15-20) COMFORTABLE • (21 OR MORE) COMFORTABLE+ EARN 25 GP.

• BY **DEVELOPING** THE DOMICILE YOU INVEST IN NEW FUNCTIONALITIES, THAT CAN RESULT IN INCREASED UPKEEP COST. FOR MORE THAN 10 DEVELOPMENT SLOTS: BUILD A STRONGHOLD.

DOMICILE DEVELOPMENT SLOTS • COST

BASIC LIVING FACILITIES • BEDROOM (BED • FIREPLACE • STORAGE • OUTHOUSE)	INCLUDED IN PURCHASE COST	e.g. WORKSHOP, STUDY, ATRIUM, or OPERATING ROOM	+x% OF PURCHASE COST
e.g. SHRINE TO A DEITY, OBSERVATORY, PRISON, or RITUAL CHAMBER	+x% OF PURCHASE COST	e.g. GYMNASIUM, LUDUS, TROPHY ROOM, ARMORY, or TRAINING HALL	+x% OF PURCHASE COST
e.g. GUEST ROOM, GAMBLING DEN, DUNGEON, or ARTIST STUDIO	+x% OF PURCHASE COST	e.g. LIBRARY, TINKER DEN, APOTHECARY, or ALCHEMIST LABORATORY	+x% OF PURCHASE COST
e.g. STABLES, RECEPTION, BARBICAN, or SERVANT/GUARD QUARTERS	+x% OF PURCHASE COST	e.g. KITCHEN, PANTRY, MEETING HALL, TORTURE CHAMBER or BATH	+x% OF PURCHASE COST
e.g. GARDEN, MUSHROOM GROVE, FORTIFICATION, or ORCHARD	+x% OF PURCHASE COST	e.g. VAULT, SECRET CHAMBER, PRIVY, PIT TRAP, or WINE CELLAR	+x% OF PURCHASE COST

• A HOME CONSISTS OF DEVELOPMENT ASSETS (SLOTS): ATTIC, CELLAR, PORCH & ROOMS. TO DEDICATE A SLOT, YOU HAVE TO SPEND A CERTAIN FRACTION OF THE DOMICILES' PURCHASE COST. SQUALID OR WORSE GIVE DISADVANTAGE, WEALTHY OR BETTER GIVE ADVANTAGE WHEN USED DUE TO ITS PURPOSE.

QUANTITY	STORED ITEMS • TOOLS & VEHICLES • DESCRIPTION	VALUE	WEIGHT
	e.g. GARDENING TOOLS		1b
	e.g. A KNIFE, A FORK AND A PAN		1b
	e.g. CANOPY BED AND EROTIC OUTFITS		1b
	e.g. PARKED VEHICLE		1b
	e.g. BUCKET & BROOM		1b
	e.g. HUNTING TROPHIES		1b
	e.g. TATTERED RUGS		1b
	e.g. OLD PAINTINGS		1b
	e.g. COLLECTION OF LEFT HAND GLOVES		1b



COPPER
1 CP



SILVER
1 SP = 10 CP



ELECTRUM
1 EP = 5 SP = 50 CP



GOLD
1 GP = 2 EP = 10 SP

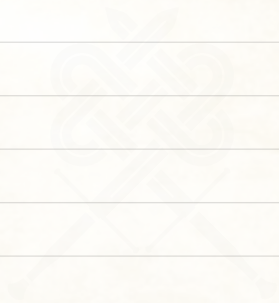


PLATINUM
1 PP = 10 GP



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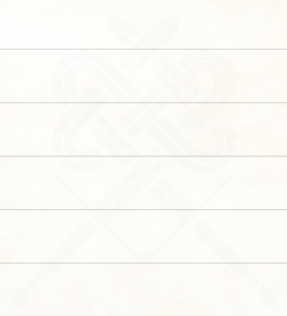
[MORE LIFE EVENTS AND ADVENTURES]





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[MORE LIFE EVENTS AND ADVENTURES]





CONTAINER TYPE - VALUE - CAPACITY

[MORE INVENTORY]

QUANTITY	ITEM - DESCRIPTION	VALUE	WEIGHT
	e.g. ABACUS		lb
	e.g. BALL BEARINGS		lb
	e.g. ABACUS		lb
	e.g. BELL		lb
	e.g. BLANKET		lb
	e.g. BLOCK AND TACKLE		lb
	e.g. BOOK		lb
	e.g. GLASS BOTTLE		lb
	e.g. CALTROPS		lb
	e.g. 10 FEET CHAIN		lb
	e.g. CHALK		lb
	e.g. CLIMBER'S KIT		lb
	e.g. FISHING TACKLE		lb
	e.g. TANKARD		lb
	e.g. GRAPPLING HOOK		lb
	e.g. SLEDGEHAMMER		lb
	e.g. HEALER'S KIT		lb
	e.g. HOURGLASS		lb
	e.g. HUNTING TRAP		lb
	e.g. LOCK		lb
	e.g. MAGNIFYING GLASS		lb
	e.g. 10-FOOT POLE		lb

QUANTITY & TYPE OF CONSUMABLES

**WEIGHT**
CARRYOVER**ENCUMBRANCE**
WITH EQUIPPED WEAPONSSUPPLY
GOODS

WORN GEAR lb

DROPPING BACKPACK = BONUS ACTION
+ WEIGHT OF BACKPACK = TOTAL lb

VALUE | WEIGHT lb

**ENCUMBERED** [CARRIED WEIGHT EXCEEDS STR*5M]
[WEIGHT EXCEEDS STR*25M] **HEAVILY ENCUMBERED**



CONTAINER TYPE - VALUE - CAPACITY

[MORE INVENTORY]

QUANTITY	ITEM - DESCRIPTION	VALUE	WEIGHT
	e.g. ABACUS		1b
	e.g. BALL BEARINGS		1b
	e.g. ABACUS		1b
	e.g. BELL		1b
	e.g. BLANKET		1b
	e.g. BLOCK AND TACKLE		1b
	e.g. BOOK		1b
	e.g. GLASS BOTTLE		1b
	e.g. CALTROPS		1b
	e.g. 10 FEET CHAIN		1b
	e.g. CHALK		1b
	e.g. CLIMBER'S KIT		1b
	e.g. FISHING TACKLE		1b
	e.g. TANKARD		1b
	e.g. GRAPPLING HOOK		1b
	e.g. SLEDGEHAMMER		1b
	e.g. HEALER'S KIT		1b
	e.g. HOURGLASS		1b
	e.g. HUNTING TRAP		1b
	e.g. LOCK		1b
	e.g. MAGNIFYING GLASS		1b
	e.g. 10-FOOT POLE		1b

QUANTITY & TYPE OF CONSUMABLES

**WEIGHT**
CARRYOVER**ENCUMBRANCE**
WITH EQUIPPED WEAPONSSUPPLY
GOODS

WORN GEAR 1b

DROPPING BACKPACK = BONUS ACTION
+ WEIGHT OF BACKPACK = TOTAL 1b

VALUE WEIGHT 1b

◀ **ENCUMBERED** [CARRIED WEIGHT EXCEEDS STR*SM]
[WEIGHT EXCEEDS STR*2SM] **HEAVILY ENCUMBERED** ▶



1 CASTING CLASS

GRIMOIRE

CASTING CLASS 3



2 CASTING CLASS

[MORE KNOWN SPELLS]

CASTING CLASS 4

LEVEL SCHOOL	CANTRIP • SPELL DESCRIPTION • SAVES • DAMAGE • VARIABLES	[CAN BE CAST AT HIGHER LEVELS] [RITUAL: +10 min]	CASTING TIME	SPELL COMPONENTS	RANGE DURATION [C]	CLASS PREPARED
0 or 1-9 e.g. ENC	e.g. BANE		+ R	A B R V S M		
0 or 1-9 e.g. TRA	e.g. BARKSKIN		+ R	A B R V S M		
0 or 1-9 e.g. ABJ	e.g. BEACON OF HOPE		+ R	A B R V S M		
0 or 1-9 e.g. DIV	e.g. BEASTSENSE		+ R	A B R V S M		
0 or 1-9 e.g. NEC	e.g. BESTOW CURSE		+ R	A B R V S M		
0 or 1-9 e.g. EVO	e.g. BIGBY'S HAND		+ R	A B R V S M		
0 or 1-9 e.g. ABJ	e.g. BLADE WARD		+ R	A B R V S M		
0 or 1-9 e.g. ENC	e.g. BLESS		+ R	A B R V S M		
0 or 1-9 e.g. NEC	e.g. BLIGHT		+ R	A B R V S M		
0 or 1-9 e.g. TRA	e.g. BLINK		+ R	A B R V S M		
0 or 1-9 e.g. ILL	e.g. BLUR		+ R	A B R V S M		
0 or 1-9 e.g. EVO	e.g. BRANDING SMITE		+ R	A B R V S M		
0 or 1-9 e.g. EVO	e.g. BLADE BARRIER		+ R	A B R V S M		
0 or 1-9 e.g. EVO	e.g. BURNING HANDS		+ R	A B R V S M		

DAMAGETYPES: [a] acid • [c] cold • [f] fire • [fo] force • [l] lightning
[n] necrotic • [po] poison • [ps] psychic • [r] radiant • [t] thunder

[A] ACTION • [B] BONUS ACTION
[R] REACTION • [L] LONGER [min, hr]

SPELL COMPONENTS: [V] VERBAL
[S] SOMATIC • [M] MATERIAL [+gp cost]



1 CASTING CLASS

GRIMOIRE

CASTING CLASS 3



2 CASTING CLASS

[MORE KNOWN SPELLS]

CASTING CLASS 4

LEVEL SCHOOL	CANTRIP • SPELL DESCRIPTION • SAVES • DAMAGE • VARIABLES	[CAN BE CAST AT HIGHER LEVELS] [RITUAL: +10 min]	CASTING TIME	SPELL COMPONENTS	RANGE DURATION [C]	CLASS PREPARED
0 or 1-9 e.g. ENC	e.g. BANE		+ R	A B R V S M		
0 or 1-9 e.g. TRA	e.g. BARKSKIN		+ R	A B R V S M		
0 or 1-9 e.g. ABJ	e.g. BEACON OF HOPE		+ R	A B R V S M		
0 or 1-9 e.g. DIV	e.g. BEAST SENSE		+ R	A B R V S M		
0 or 1-9 e.g. NEC	e.g. BESTOW CURSE		+ R	A B R V S M		
0 or 1-9 e.g. EVO	e.g. BIGBY'S HAND		+ R	A B R V S M		
0 or 1-9 e.g. ABJ	e.g. BLADE WARD		+ R	A B R V S M		
0 or 1-9 e.g. ENC	e.g. BLESS		+ R	A B R V S M		
0 or 1-9 e.g. NEC	e.g. BLIGHT		+ R	A B R V S M		
0 or 1-9 e.g. TRA	e.g. BLINK		+ R	A B R V S M		
0 or 1-9 e.g. ILL	e.g. BLUR		+ R	A B R V S M		
0 or 1-9 e.g. EVO	e.g. BRANDING SMITE		+ R	A B R V S M		
0 or 1-9 e.g. EVO	e.g. BLADE BARRIER		+ R	A B R V S M		
0 or 1-9 e.g. EVO	e.g. BURNING HANDS		+ R	A B R V S M		

DAMAGE TYPES: [a] acid • [c] cold • [f] fire • [fo] force • [l] lightning
[n] necrotic • [po] poison • [ps] psychic • [r] radiant • [t] thunder

[A] ACTION • [B] BONUS ACTION
[R] REACTION • [L] LONGER [min, hr]

SPELL COMPONENTS: [V] VERBAL
[S] SOMATIC • [M] MATERIAL [+gp cost]