WEIRD ARCANA

CHARACTER RECORD SHEETS
FOR A6 FORMAT BINDERS

by Pjotr Frank • Version 1.0

FOR D&D 5TH EDITION

INSTRUCTIONS HOW TO BUILD A REFILLABLE SHEET INCLUDED

ORIGINS [FAMILY]

MOTHER
RACE
BLOODLINE
OCCUPATION
DOMICILE
STATUS
FAMILY SITUATION

LIFE EVENTS • BACKSTORY • MEMORIES

FATHER
RACE
BLOODLINE
OCCUPATION
DOMICILE
STATUS

ORIGINS [CHARACTER]

RACE
FATE
CLASS
PLACES YOU CALLED HOME
CHARACTER DETAILS
LOVE INTERESTS
WHY I BECAME A

BACKGROUND
LEVEL
WHY I BECAME A

PERSONALITY TRAIT
PERSONALITY TRAIT

IDEAL
BOND
FLAW

BACKGROUND FEATURE • RACIAL FEATURES

DESIGNED FOR THE DUNGEONS & DRAGONS RPG

The most thorough character record sheet that you can wish for.
Compatible with character features from Xanathar's Guide to Everything.

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About the author and the project:

PJOTR FRANK is a veteran roleplayer, a training instructor for Historical European Martial Arts (HEMA), and a graphic designer from Vienna / Austria. Since he got "infected" with the roleplaying virus, he tries to get hold of a worthy universal toolset for his favorite pastime. This very quest started with massive exposure to the Dungeons & Dragons rpg since 1st edition, and several enlightening e-mail conversations with Gary Gygax himself. Despite his ambitions as a game designer, he considers himself a narrativist with simulationistic tendencies. Gamism is clearly at the bottom of the table.

WEIRD ARCANA is a series of optional plug-ins for the D&D 5e roleplaying game. Rather than creating more flavour content, like new subclasses or feats, these installments aim for more basic game design options, to compliment realistic gameplay, narrative depth and a streamlined ruleset. While trying not to change too much of the original rules, or the ease-of-play game experience, WEIRD ARCANA options usually add modular houserulings, addressing issues, that the author thinks worth of fleshing out. Hopefully you find the material at hand to your liking and useful enough to use in your campaigns.

A6 CHARACTER RECORD SHEETS is a project to give all those OCD&D players out there a possibility to note down ALL important facts about your played persona in a neat little A6 format binder, that saves precious space on the gaming table.

Constructive feedback is always welcome: *www.facebook.com/pjotr.frank*
Happy gaming!

OCD&D anyone?

You have the weird habit of cluttering your character sheet with all kinds of information, that may never become relevant in the whole campaign? You are constantly running out of space on your original A4 or Letter sized character record sheet, and are tired of your messy collection of character ammendments on loose paper? Have you ever wondered if it's better to level up in your original class, or if multiclassing would suit your character better, but find it too tiresome to compare all those possibilities in the D&D "Player's Handbook" [PHB]? Or do you want to keep track of all those hard to remember NPCs and their relationship to your party of adventurers? Do you want to avoid printing out your character sheet every two game sessions, because you managed to produce an eraser-hole while updating your hit points or experience, while your DM does not allow phones or tablets? Are you worried about fitting your character sheet on the smallish gaming table, that is already covered with dice, miniatures, mugs, and snacks – not to mention the humongous DM-screen?

If you answered one of the questions above with yes, then this character record novelty may be able to remedy your problems. On separate A6-sized (105x148 mm, 4.1x5.8 inches) pages, you are able to note down a mysterious origin story, track equipment, health, feats, ability scores, and conditions. Your sources of magic and spells known can be managed in one space, while additional pages for your classes and sub-classes help you developing your character. By flipping to the proper double-side spread in your character binder, you can access ability scores + proficiencies, health + body slots, or attacks + weapons. There are optional pages for all kinds of companions (familiars, hirelings, pets, servants, …) and their worn gear, a spellcasting page to track your spell slots and prepared spells, an easy to use roster for contacts, enemies and other notable NPCs, plus a page for building a domicile and a worksheet for downtime activities. On top of that, if you put your printouts in transparent sleeves and/or laminate the duplex-printed pages, you can use fine non-permanent markers to write / erase variables, without hurting the paper with a pencil or eraser. "Eternal" sheets like these can even be re-used for new characters after a Total Party Kill [TPK].

What do you need?

Besides the duplex-printouts of the pages, you need A6-sleeves, a fine non-permanent marker [1], and a binder (as shown on the picture above). By doubling the print magnification, you can also play with the usual A4 sized sheets. A valid choice, if you have a huge gaming table, and prefer to write in big letters. Printing out the sheets on Letter sized paper requires major tweaking / scaling of the PDF, and may result in vertical cropping. Legal paper size is a closer match to A4.

Right now this character record is optimized for ISO 216 A-series paper sizes and color printouts. Future updates may include adaptions to imperial paper size, plus a black and white version, depending on demand and your feedback.

Why Lamination and Sleeves?

The advantage of having your prints laminated and put in plastic sleeves is, that you can have semi-permanent notes.

Just write down stuff that is unlikely to change very often (like your hit point total) on the lamination and put the page into a sleeve, while noting temporary changes (like your current hit points) on the sleeve [2]. Whenever you erase a temporary note, your semi-permanent note will not be affected. To change a semi-permanent variable (like when you change your hit point total after a level-up) you just have to pull the sheet out of the sleeve and update your date on the lamination.

Where do you get the materials?

While your local paper store may have all the things you need for building a refillable character sheet, here are a few sources and average prices for your convenience:

Transparent Sleeves and Binders

A6 sleeves can be purchased at www.prooffice.cz for around 3 Euro per pack of 20. While there are A6 sized binders, they usually are in less demand and that for more costly. A cost efficient workaround could be, to buy inexpensive A4 card-board binders and cut those down to A6 size. Cardboard binders – in a multitude of colors – can be purchased at www.pagna.de for around 2 Euro a piece (Aricle# 44096). Alternatively you can use the A6 ITOYA Art Portfolio from amazon.com with 24 sleeves.

Writing and Erasing

For writing, make sure to use a non-permanent acetate-sheet marker with the finest tip you can find. For example the Staedtler F-tipped Lumocolor watersoluble pen 316, which can be purchased at www.staedtler.com for around 2 Euro. To improve adherence of the color, dirty sleeves can be washed with glass cleaner. To erase writings just use a soft and moist piece of cloth, or paper tissue [3].

How do you use the sheet?

In order to help you with the fill-out process of the character sheet form, here are a few suggestions:

Character Portrait

It is possible to upload a custom portrait artwork into the PDF prior to printout, or just put a portrait picture in the transparent sleeve (format: 94x122 mm | 3.7x4.8 inches). There is space for the character name below the portrait.

Origins [family]

On this page you can note down your character's parents and Life Events (if you use the variant rules from "Xanathar's Guide to Everything" [XGE] p. 69). In general, it is not mandatory to fill evey field in the character record. Just use, or repurpose those you need for your style of gaming.

Form fields:
- *Mother / Father:* put in the names of your characters' biological creators, if known to him/her. In the case of unusual upbringings (orphan, foster parents, warforged, …) the fields below can be repurposed to refer to other important individuals of the character's past, or kept blank.
- *Race:* here you can define the genetic heritage of your character. This is especially interesting, when being of mixed breed (like Half-Orc, Half-Elf, or Tiefling), and you want to decide if one or both parents contributed to the non-human appearance.
- *Bloodline:* this is a homebrew field, to note down whether or not your character descended from heroes of the past, otherwise noteworthy ancestors, or exotic creatures (that e.g. explain sorcerous capabilities).
- *Occupation:* to specify character class (if any), background, or trade of your characters' parents.
- *Domicile:* to note down the parents' current whereabouts (if known to the character), or his/her childhood home.
- *Status:* to note whether the mother/father is still alive, their current social rank / lifestyle, or the character's relationship with either of them. If the parents are major NPCs in the

campaign, it is possible to flesh them out some more in the backstory field below, or on the Contacts sheet.
- *Family situation:* to decide if the character is close to his family or not, if there are siblings or other important relatives, and if there are noteworthy family feuds.
- *Life Events:* to log the character's upbringing, (childhood-) memories, and defining backstory-events before the beginning of the adventure. Feel free to continue his/her story with the optional Journal pages.

Origins [character]

Located on the same horizontal level of the Origins [Family] page on the left, you can note personal background-information on your character here, regarding race, occupation, and other flavour elements to flesh out his/her personality.

Form fields:
- *Gender:* located at the upper right corner, you can either put the sign for a female ♀ or a male ♂ character in the box.
- *Name:* yet another field to note down your character's name, nickname, cognomen, or title.
- *Race:* usually a blend of the parents' genetic heritage. Consult PHB p. 17, or other sources for possible player races.
- *Background:* the previous experience of the character, before becoming an adventurer. Consult PHB p. 125, or other sources for possible character backgrounds.
- *Class(es):* the archetypical vocation(s) of your character as an adventurer. Consult PHB p. 45, the character class pages (treated later in this PDF), or other sources for possible character classes. A class comes with a specialization option, that you can decide on 1st, 2nd, or 3rd class level, depending on the class(es) of your character. For example, a Cleric can decide on a Domain of the deity he/she serves at 1st character level, while a Monk can opt for a certain monastic tradition at 3rd character level.
- *Level(s):* the magnitude of mastery a character has achieved in a Class, usually gained by earning Experience Points [XP].
- *Places you called home:* another homebrew field to note down from where your character hails from, and where he settled in the past. For his/her current homestead you can use the Domicile sheet (treated later in this PDF).
- *Character details:* space to note down distinguishing marks, quirks, or habits of the character (in addition to background).
- *Love Interests:* to note down the marital status of the character, and possible children that resulted of this union.
- *Why I became a [background]:* a Personal Decision in the character's past, as suggested in XGE p. 64.
- *Why I became a [class]:* a Personal Decision in the character's past, as suggested in XGE p. 66.
- *Personality Traits:* two defining character details from his/her background. Pick something interesting, or fun, an accomplishment, preferences, or dislikes, that set your character apart from everybody else. Consult PHB p. 123 to p. 141, or other sources for suggestions.

- *Ideal:* what drives your character? Pick ambitions, principles, or goals, that set your character apart from everybody else. Consult PHB p. 124 to p. 141, or other sources for suggestions.
- *Bond:* defines connection to people, places, or events in the world, from the character's background. Pick persons, posessions, or ties your character deeply cares about. Consult PHB p. 124 to p. 141, or other sources for suggestions.
- *Flaw:* a description of the the characters' compulsions, vices, weaknesses, and fears, that can be responsible for possible mishaps in the future. Consult PHB p. 124 to p. 141, or other sources for suggestions.
- *Racial features and Background features:* such as Darkvision, the 1st level feat of the human race variant, or the Researcher feature of the Sage background.

ABILITY SCORES

This page is the center of numerical calculations that define the core abilities of a character in the D&D game mechanics. Roll the dice for your 6 ability scores, as described in PHB p. 12, or note a number of points (usually 27 – with a minimum score of 8 and a maximum score of 15 possible), sanctioned by your DM, in the upper left corner of the page, to customize the scores with the Point-Buy variant rule (PHB p. 13). Note your base score in the upper line and add your racial bonus (if any). Look up your Ability Score Modifier of the total and note it in the larger field below. If proficient in a Saving Throw, linked to a certain Ability Score (defined by the initial class you choose), you can check the Proficiency circle and note your saving throw modifier in paranthesis. If you rather want to write down your scores in a different way, feel free to do so by all means.

- **STR | Strength:** measures bodily power, athletic training, and the extent to which a character can exert raw physical force.
  Checks: STR [Athletics] for climbing, jumping, swimming, breaking things, and moving heavy objects.
  Contests: grappling, shoving (vs. STR [Athletics] or DEX [Acrobatics]).
  Saves: restraining effects (Entangle), forced movement (Gust of Wind).
  Contributes to: attack rolls, melee damage, lifting and carrying capacity. For more details consult PHB p. 175.
- **DEX | Dexterity:** measures agility, reflexes, and balance.
  Checks: DEX [Acrobatics] for staying on your feet, while performing deft stunts. [Thieves' Tools] lockpicking and disarming traps.
  Contests: DEX [Sleight of Hand] for feats of manual trickery. DEX [Stealth] for sneaking and hiding (vs. WIS [Perception]).
  Saves: reflexes, evasion, traps, area effects (Fireball).
  Contributes to: attack rolls, ranged damage, armor class and initiative. For more details consult PHB p. 176.
- **CON | Constitution:** measures health, stamina, and vital force.
  Checks: enduring suffocation, malnutrition, dehydration, intoxication, pain, lack of sleep, and physically straining activities (such as a forced march).
  Saves: upholding concentration while taking damage, resisting poison, thunder damage, and physiological impairment effects (Blindness).
  Contributes to: maximum hit points, and regained health during short rests. For more details consult PHB p. 177.
- **INT | Intelligence:** measures mental acuity, accuracy of recall, and the ability to reason.
  Checks: INT [Arcana] for lore on magic and the multiverse, INT [History] for lore on politics and the past, INT [Investigation] for clues (e.g. in obscure texts), and finding hidden objects, INT [Nature] for lore on animals, plants, and

MULTICLASS PREREQUISITES: STRENGTH or
MINIMUM [ALL CLASSES APPLY]   DEXTERITY 13

ASI / FEAT: AT CLASS LEVEL 4 · 6 · 8 · 12 · 14 · 16 · 19   PER ACTION   · REGAIN ALL USES A
[ASI = ABILITY SCORE IMPROVEMENT]

1
- FIGHTING STYLE [CHOOSE ONE]F
- SECOND WIND [WITH A BONUS ACTION REGAIN HIT POINTS EQUAL TO 1D10 + FIGHTER LEVEL]

2
- ACTION SURGE [1] [TAKE ONE

3
- MARTIAL ARCHETYPE

4
- ASI [ABILITY

⚪⚪	**Not Proficient:**	No Proficiency bonus added.
🟠⊘	**Jack of All Trades:**	1/2 Proficiency bonus added.
🔴⊗	**Proficient:**	Proficiency bonus added.
🔵✳	**Expertise:**	Proficiency bonus added twice. **5**

the weather, INT [Religion] for lore on rites, prayers, and deities.
Contests: winning a strategy game.
Saves: disbelieving illusions, resisting insanity (Feeble-mind).
Contributes to: knowledge, identification, appraisal, and spellcasting ability. For more details consult PHB p. 177.

- **WIS | Wisdom:** reflects the attunement of the character to the world and represents perceptiveness and intuition.
  Checks: WIS [Animal Handling] for calming or riding beasts, WIS [Medicine] for diagnosing or treating patients, WIS [Survival] for tracking, navigating, hunting, or avoiding natural hazards.
  Contests: WIS [Insight] for discerning motives and lies (vs. CHA [Deception]), WIS [Perception] to use your senses for detection (vs. DEX [Stealth or Sleight of Hands]).
  Saves: resisting mind control (Charm Person), and magic restraining effects (Hold Person).
  Contributes to: gut feeling, and spellcasting ability. For more details consult PHB p. 178.
- **CHA | Charisma:** measures the ability to interact effectively with others. It includes such factors such as confidence and eloquence, and it can represent a charming or commanding personality.
  Checks: CHA [Performance] for entertaining a crowd, CHA [Intimidation] for inspiring fear in creatures, CHA [Persuasion] for influencing and convincing others.
  Contests: CHA [Deception] for lying and hiding the truth (vs. WIS [Insight]).
  Saves: resisting non-control mind affecting effects (Calm Emotions), planar travel (Banishment), and holy/unholy powers (Divine Word).
  Contributes to: social interactions, and spellcasting ability. For more details consult PHB p. 178.

Form fields:
- *Point Buy total:* this box (located in the top left corner of the page) is used in conjuction with the point-buy variant rule, to customize the ability scores of your character. Your DM may allow a different amount of points to purchase ability scores, than the usual 27 points.
- *Saving Throw Proficiencies:* these circles (located to the right of the Ability Scores) are used to mark whether your character may add his/her proficiency bonus (noted on the next page of the character sheet) to a saving throw, associated with an ability score. You can either use the red color code [4], or the checking variant with two strokes, to indicate that the proficiency bonus is added once to the saving throw [5].

- *Size:* most playable races have a size category of medium [M], or small [S].
- *Height:* the individual body height of the character, measured in feet [' or ft] and inches ["], or meters [m] and centimeters [cm] respectively.
- *Weight:* the individual body weight of the character, measured in pounds [lb], or kilograms [kg] respectively.
- *Encumbrance:* the STR score and the carried / worn equipment define, when a character is *encumbered* [over STR*5 for lb, over STR*2.5 for kg], or *heavily encumbered* [over STR*10 for lb, over STR*5 for kg]. The Carrying Capacity [CC] ist the maximum weight, that a character can carry [STR*15 for lb, STR*7.5 for kg], while he/she is capable of lifting, pushing, or dragging weights up to double that amount [STR*30 for lb, STR*15 for kg]. When a character is *encumbered*, speed drops by 10 feet per round. When a character is *heavily encumbered*, speed drops by another 10 feet per round, and he/she has disadvantage on ability checks, attacks rolls and saving throws that use STR, DEX, or CON. Encumbrance in excess of the character's Carrying Capacity drops speed to 5 feet per round.
- *Speed:* the distance in feet a character can walk in one round. Some playable races may possess additional modes of movement, such as swim speed, or fly speed. Travelling speed per hour or day can be found on the Downtime page of the character record.
- *Initiative:* is based on the DEX modifier and determines the characters' order of turns during combat.
- *Age:* the number of years that have passed since the character was born.
- *Hold breath:* the number of minutes a character can hold his breath before starting to suffocate is equal to 1 + his/her CON modifier (minimum of 30 seconds, or 5 rounds). Beyond that a character can survive for a number of rounds equal to his/her CON modifier, before dropping to 0 hit points (character can't be stabilized, nor can health be restored unless he/she can breathe again).
- *Fasting:* a character can go without food for a number of days equal to 3 + his/her CON modifier (minimum of 1 day). Beyond that timeframe a level of exhaustion is suffered automatically.
- *Sanity:* an optional rule for mental stability from the D&D Dungeon Master's Guide [DMG] p. 258 and p. 265. Rather than using Sanity [SAN] as an additional ability score (and adding 3 to the point-buy pool during character creation), the author of this PDF uses Sanity as a bonus for Intelligence [INT] saving throws vs. fear / horror and madness. By default a character would start with a Sanity modifier of 0, while each success (by 10 or more) on a relevant saving throw adds +1, and each failure (by 10 or more) adds -1 to the Sanity modifier. A natural 20 adds +2, and a natural 1 adds - 2 to the Sanity modifier this way.
- *Active Insanities:* optional conditions from the DMG p. 258. Failing an INT saving throw vs. madness by a margin of 5 or more results in a Short Term Madness [S], failing by 15 or more results in a Long Term Madness [L] instead, while a natural 1 on a relevant saving throw earns the character an Indefinite Madnes [I]. To note down the details of an Active Insanity, it is recommended to use the Health / Conditions page of the Character Record.
- *Passive Investigation:* a check secretly rolled by the DM to determine if the character notices hidden objects / mechanisms, or sees through illusions. The score equals 10 + all relevant modifiers, that normally apply to INT [Investigation] checks. Advantage adds +5, Disadvantage subtracts -5 to the Passive Investigation check. The Observant Feat adds +5 to the Passive Investigation score.

SIZE CATEGORIES [SC]

While precise height and weight margins of specific races can be consulted in the PHB p. 18 to 43, the following table may help to get a general grasp on the D&D Size Category [SC] game mechanics.

SIZE	Height	Weight	Carrying Capacity
[S] Small	60 cm - 1.2 m	4 kg - 32 kg	*To calculate the maximum weight a character can carry, multiply the STR	Strength score*
	2' - 4'	8 - 60 lb	*• by 7.5 to get weight in kg*
[M] Medium	1.2 m - 2.4 m	32 kg - 250 kg	*• by 15 to get weight in lb*
	4' - 8'	60 - 500 lb	

The **Carrying Capacity** [CC] of tiny [T] creatures is halved, while it is doubled for large [L] creatures. Each SC beyond large is doubled again.

- *Ethics / Alignment:* the attitudes of a character towards the dichotomies of morality (good and evil), and hierarchic order (law and chaos). Rather than letting a player choose the alignment of a character, the author of this PDF defines the starting default as "Neutral" and lets the actions of the character modify the Alignment graduated towards Good [G], Evil [E], Law [L], or Chaos [C]. Like this an Alignment for a character, who oftenly did horrible things to uphold the laws of his superior, can be noted as L3 | E5. Some Faiths (see below) may require certain ethic orientations.
- *Faith:* the spiritual belief of a character, and the devotion to a certain deity, or pantheon. It is possible for a character to have atheistic tendencies, even in a fantasy setting, where the workings of the gods are manifested on a daily basis.
- *Passive Perception:* a check secretly rolled by the DM to determine if the character notices hidden creatures, or senses imminent dangers. The score equals 10 + all relevant modifiers, that normally apply to WIS [Perception] checks. Advantage adds +5, Disadvantage subtracts -5 to the Passive Perception check. The Observant Feat adds +5 to the Passive Perception score.
- *Modes of Vision:* some playable races possess visual capabilities beyond human eyesight, such as different magnitudes of Darkvision [note range].
- *Eye color:* a purely aesthetic statement about the pigmentation of a character.
- *Skin color:* a purely aesthetic statement about the pigmentation of a character.
- *Hair color:* a purely aesthetic statement about the pigmentation of a character. This can include shaving habits, barnets, and beard-styles.
- *Honor:* an optional rule for esteem, social standing, and diplomatic endeavors from the D&D Dungeon Master's Guide [DMG] p. 264. Rather than using Honor [HON] as an additional ability score (and adding 3 to the point-buy pool during character creation), the author of this PDF uses Honor as a bonus for Charisma [CHA] saving throws vs. faux pas in etiquette and resisting urges, that could breach savoir-faire. By default a character would start with a Honor modifier of 0, while each success (by 10 or more) on a relevant saving throw adds +1, and each failure (by 10 or more) adds -1 to the Honor modifier. A natural 20 adds +2, and a natural 1 adds - 2 to the Honor modifier this way.
- *Lifestyle:* the way a character lives, while not adventuring. While usually defined by the character's background, you can choose which Lifestyle [L] a character wants to maintain. Choices are: *[L0] Wretched* (no expenses), *[L1] Squalid* (1 sp/day), *[L2] Poor* (2 sp/day), *[L3] Modest* (1 gp/day), *[L4] Comfortable* (2 gp/day), *[L5] Wealthy* (4 gp/day), *[L6] Aristocratic* (10 gp/day minimum). A high Lifestyle, while possibly attracting thieves, may pay off by giving a positive modifier on checks when trying to influence people of lower standing (houserule: +1 for each level below own).

On the other hand, a low Lifestyle may equally bestow a negative modifier, if you want to gain access to higher circles of society, or make powerful social connections (houserule: -1 for each level above own).

- *Ability Score Increases [ASI] / Feats:* these fields are used to keep track of what Ability Scores were raised during the career of a character, and which Feats were learned.

PROFICIENCIES

This page of the Character Record contains all derived scores, that may profit from the Proficency Bonus under certain circumstances. This bonus starts wit +2 at 1st level, and increases by +1 at 5th, 9th, 13th and 17th level to a maximum of +6. To note down the proficient skills of your character, use either the color code or a line, a cross or a star, as shown before.

Form fields:

- *Proficiency Bonus:* note the current proficiency bonus in the top left box, and add it to all relevant proficiencies below. Some features may require you to add only half of the bonus [Jack of All Trades], while others double the bonus [Expertise].

- **Skill Proficiencies:** usually tied to a single Ability, skill checks make up for the majority of out-of-combat dice rolls. The DM may allow the use of skills with different Abilities, as suggested by variant skill rules in the PHB p. 175.
- *Acrobatics [DEX]:* agility-related actions, remain standing in tricky situations, sense of balance, graceful stunts.
- *Animal Handling [WIS]:* risky maneuvers while riding, calm or train a domesticated animal, …
- *Arcana [INT]:* recall lore about spells, magic items, eldritch symbols, magical traditions, or the planes of existence, …
- *Athletics [STR]:* stunts that depend on muscle power, climbing, jumping, or swimming, …
- *Deception [CHA]:* convincingly hide the truth verbally or with actions, earn money with gambling, mislead others, …
- *History [INT]:* recall lore about historical events, legendary people, recent wars, heraldry, or ancient civilizations, …
- *Insight [WIS]:* determine the true intentions of a creature, detecting lies, predicting someone's next move, …
- *Intimidation [CHA]:* influence someone through overt threats, hostile actions, and physical violence.
- *Investigation [INT]:* looking for clues, or to deduce the location of hidden objects.
- *Medicine [WIS]:* for stabilizing dying creatures, to diagnose diseases, or for treating dire injuries.
- *Nature [INT]:* recall lore about terrain, plants and animals, the weather and natural cycles.
- *Perception [WIS]:* to spot, hear, or otherwise detect the presence of something. Measures general awareness and keenness of your senses.
- *Performance [CHA]:* to entertain an audience with music, dance, acting, storytelling, or other performing arts.
- *Persuasion [CHA]:* to influence (or convince) someone (or a crowd) with tact, social graces, or good nature.
- *Religion [INT]:* recall lore about deities, rites, prayers, religious hierarchies, holy symbols, and secret cults.
- *Sleight of Hands [DEX]:* for acts of legerdemain, or manual trickery, such as picking pockets, or swiftly palming objects.
- *Stealth [DEX]:* to conceal yourself from enemies, or to sneak up on someone without being seen or heard.
- *Survival [WIS]:* to follow tracks, hunt wild game, predict the weather, and navigate through the wilderness avoiding hazards.
- **Tool Proficiencies:** include the capability to use certain artisan tools, vehicles or musical instruments.
- **Armor Proficiencies:** describes the types of armor, as well as shields, that a character is trained to maneuver in (and cast spells in) without hindrance.

- **Weapon Proficiencies:** describes the weapons and weapon groups, where your character is allowed to add the proficiency bonus to attack rolls.
- **Language Proficiencies:** while almost everybody is capable of speaking common and use the common script, certain features of racial, class or background origin, may have taught your character additional means of communication, as stated in the PHB p. 123.

WORN ARMOR

This page is meant to note down all the equipment your character wears on his/her body. The "body-slots" for each worn item comes with an Attunement-circle. Check the circle, if a specific piece of gear requires attunement, and your character spent a short rest to connect his/her soul with the magic item. Usually a character is not allowed to attune to more than three magic items at a time.

Form fields:

- **AC | Armor Class:** note your current Armor Class in the box in the upper left corner of the page.
- *AC-Calculation:* in the case, that your character has alternative ways to calculate his/her Armor Class, you can note those here (e.g. with or without a shield, buffs, …).
- *12 Body-Slots:* to note down your worn gear. The slots include *Head:* for a hat, or helmet, *Face:* for a mask, or goggles, *Neck:* for a scarf, or necklace, *Back:* for a cape, or cloak, *Torso:* for a vestment, or shirt, *Body:* for a suit of armor, or robes, *Hands:* for gloves, or gauntlets, *Forearms:* for bracers, or wristbands, *Waist:* for a belt, or girdle, *Feet:* for boots, or sandals, and two *Ring* slots. Along with the afore mentioned Attunement circle, each body slot is associated with a number in a circle, to attribute another item to the body part, noted down at a different place of the character record sheet. For example: you can note the number 10 next to a dagger, to indicate, you are hiding it in your boot.
- *Encumbrance:* you can use this field to note the total weight of your worn equipment and calculate the level of encumbrance, according to his/her strength and size, for the character, or ignore this issue entirely.
- *Beltpouch:* usually containing personal items, such as a tinder box, tobacco, a pipe, keys and coins.

HEALTH

On this page you can note down the current status of the character's Hit Points, and all kinds of temporary, or permanent conditions. This is probably the most frequently used page in the whole character record, for an adventurer is prone to get hurt, while following the path of his/her vocation.

Form fields:

- **Total Hit Points:** in the box at the upper right corner of the page, you note down your amount of maximum Hit points.
- **Death Saves:** whenever you are knocking on heaven's door, you can use the Death-Save-circles in the upper left corner.
- *Hit Dice:* depending on your levels in your specific character class(es), you han note the total amount of your Hit Dice here. When making a short rest, you can expend those Hit Dice to roll for lost Hit Points regained. A long rest restores half of a Hit Dice maximum (minimum of 1), and all lost Hit Points.
- *Wounds | Current Hit Points:* to note down how many Hit Points remain, before a character is dying, and has to roll for Death Saves.
- *Conditions:* common conditions from the PHB p. 290 - 292, including exhaustion, you can check in the associated circles, while you can write down the more exotic conditions (like lingering wounds, or madness, from the DMG).
- *Generic Point Pool Counters:* to use with certain feats, like Luck, Superiority Dice, or other features with uses per short/long rest.

- *Inspiration Dice:* here you can note down which kind of Inspiration Dice your character has available, if any. Remember that a character can't have more than one Inspiration Dice at any given time. Homebrew: a DM may upgrade Inspiration, if he/she deems it appropriate.
- *XP | Experience Points:* the lower section of the page features an experience table, and a field to not down your current position on the experience-ladder.

WEAPONS

This page is meant to note down all the weapons, and hand-held equipment (such as musical instruments, or magic trinkets) your character has at his/her disposal. These "weapon-slots" feature an attunement-circle, as well as a circled letter, to link the weapon to attacks (on the Attacks page), similar to the Worn Armor page before. In addition, you can note down in the empty circle, where you store your weapon, when not wielding it (e.g. use the number 9, when you keep your sword in a scabbard, dangling from your belt/waist).

Form fields:
- **Items Attuned:** in the box at the upper left corner of the page, you note down how many magic items (out of the maximum of usually 3) your character has attuned.
- *Weapons at Hand:* these 10 fields can be used to note down weapons, shields, and other handheld equipment, including a short description, its properties and weight. The titles are just suggestions, and you can fill out the page as you see fit.
- *Ammunition boxes:* to note down different kinds of missiles.
- *Stored Equipment Locations:* to specify more locations for your gear, such as "extradimensional space" for pact weapons, or the saddle of your mount for a shield, …
- *Quiver:* to store your thrown (javelins), or missile weapons.
- *Encumbrance:* if you have decided to use the encumbrance rules, you can add the weight of your Weapons, to the weight of your Worn Equipment (carry over from the corresponding page) and calculate, if the character is encumbered now (the last page to add to your charachter's encumbrance will be the Backpack / Container page, later).

ATTACKS

Note down your non-spell-attacks (including attack bonus, action type, range, reach, as well as damage dice plus bonus and damage type), as well as combat maneuvers on this page.

Form fields:
- **A/A | Attacks per Action:** in the box at the upper right corner of the page, you can note down the Attacks per Action of the character, which range from 1 (e.g. Wizards), up to 4 (Fighter at 20th level).
- *Attack Types:* a few general attacks, available to every character regardless of class, are pre-filled on this page. Note down the *name of the attack*, the *action type* (such as standard action, bonus action, reaction, …), the *attack bonus* (including the associated ability, and whether you add the proficiency bonus or not), the *range / reach*, and the *damage* of the attack.
- *Combat Relevant Features:* at the bottom of the page you can note down features, such as fighting styles, as well as other damage- or accuracy-increasing capabilities.

BACKPACK

This page is used to note down the inventory of possessions of your character, as well as consumables, such as food, water, torches and the like, carried in a container (pack, sack, chest, …).

Form fields:
- **Container Capacity:** in the box at the upper left corner of the page, you can note down the capacity (in lb) of the

container, and how much of it is used up, by the items inside. Remember, that items can be strapped on top of a backpack, thusly exceeding the container's capacity.
- *Inventory:* note down the *quantity, name, description, value* and *weight* of stowed items here.
- *Food & Water:* to note down the reserves and daily consumption of your character's rations. The minimum amount of food to sustain a character for 1 day is 1 lb (although a standard daily ration weighs 2 lb - to feed him/her well). A character needs to drink around 1 gallon of water per day, this equals 2 waterskins (á 4 pints), or 4 waterskins in hot environments. A waterskin weighs 5 lb if filled, and 1 lb if empty. Micro-management of food and water should only be relevant in environments, with limited access to these resources.
- *Lightsource:* to note down, how many torches, or vials of lamp oil your character possesses. Each torch weighs 1 lb and burns for 1 hour. Each flask of oil weighs 1 lb and fuels a lamp or lantern for 6 hours.
- *Supply Goods:* three fields to keep track of other consumabels, such as pitons for climbing, healing potions, …
- *Scroll Case:* to note down sheets of parchment, or magic scrolls here.
- *Encumbrance:* if you have decided to use the encumbrance rules, you can add the weight of your Backpack, to the weight of your Worn Equipment and Weapons (carry over from the corresponding pages) and calculate, if the character is encumbered now.

CONTACTS

Note down your characters acquaintances, antagonists, and significant others on this page.

Form fields:
- **Status Symbols:** in order to note down your relationship with a given contact, you can draw a symbol in the circle at the lower right corner of a contact field. A smiley for a friend, a little heart for a loved one, and so on. Leave the circle blank, if the relationship to a certain NPC is yet unclear, neutral, or undecided. [6]
- *Contact Fields:* to note down name, gender, and a short description of a Non-Player-Character (NPC) that you met or heared of.
- *Factions, Organizations, Affiliations:* to track your relationship with certain groups, your standing in fraternities or clubs you joined, your renown in cities and different areas of your game world.
- *Adventuring Party:* if you want to name your troupe and list all its members, you can do it here. [7]

DOWNTIME

Note down your long term downtime activities on this page. The bottom of the sheet is dedicated to overland travel.

Form fields:

- **Days of Downtime spent:** in the upper right corner, you can note down the number of days you have spent away from adventuring.
- *Downtime Activities:* you can either check the circle of one of the Downtime options on the left side, or describe your currently pursued Downtime Activity in detail, including requirements, tools, or helpers (such as teachers). At the bottom of thie field you can note down how much time and money you have already spent on the Downtime Activity, in case you have to interrupt the process due to complications, or adventuring.
- *Recent Downtime Archievements:* here you can note down what proficiencies you may have learned in the past in your Downtime, which magic items you have bought or sold, or what you worked on in former Downtime periods.
- *Travelling:* if you are travelling great distances (either by foot or with a mount), you can use this part of the sheet to set travel speed, marching order, travel activities, and note down the remaining distance to your destination.

DOMICILE

Even the most wanderlusty traveler yearns to settle down once in a while, and find a cozy homestead. A place to relax and store ones personal belongings. A safe haven to come back to from perilous journeys. This sheet represents your character's base of operations, wheter it is a rented room at an inn, a noble mansion, a mossy cave, or even a mighty sailing vessel.

Form fields:

- **Daily Upkeep:** in the upper left corner you can note down your lifestyle expenses, including housing cost, taxes, food, and all kinds of reoccuring costs, such as payment for servants or guards.
- *Domicile Location and Description:* note down the name of your homebase in this field.
- *Domicile Qualities:* here you can check whether your domicile is rented or owned, and which lifestyle it represents.
- *Development Slots:* depending on your type of homestead, you have a certain number of development slots at your disposal. This is just a homebrew variant rule, that lets your character add new functions to a domicile. A stable, a library, a garden to grow your veggies, a shrine to a bloodthirsty god, a wine cellar, a tinker's workshop, … just dedicate an available slot to a new function and spend some Downtime and money to actually build the facility. At the moment there are no price tables for this homebrew variant rule. I suggest you ask your DM about pricing, he may come up with something fitting.
- *Stored Items and Valuables:* the bottom part of the sheet is dedicated to the items you keep at home. If you run out of space to note down stuff, just add another container sheet (backpack), and call it "Chest at Domicile".

CHARACTER CLASSES & LEVELS

As you probably have noticed, class features – like barbarian rage, or sorcery points – were not featured very prominently in the former pages of the A6 Character Sheet. That's because every single character class has a separate double-sided page listing all key features, proficiencies, and level-ups. If you decide to add a level in a certain class, just put the corresponding page in your binder. [8] That way the A6 Character Sheet can help you decide on which class is best to take at 1st level, so you do not miss out on important proficiencies, or which multiclass option will suit your character best, when you level up.

Form fields:

- **Class-Levels / Hit Dice:** note your class level in the field located at the upper right corner of the page, right next to the corresponding hit dice of the class.
- *Proficiencies:* shows you which weapon, armor, tool, skill, or saving throw proficiencies the class has to offer, if you take it at first level [right collumn], and which ones are still available when you multiclass at a later level [left collumn].
- *Multiclass Prerequisites:* here you can see the required minimum ability scores that enable you to multiclass from, or into this class – if your DM uses the multiclass customization options from the PHB p. 163.
- *ASI / Feat:* here you can see, at which class levels your character earns an Ability Score Increase [ASI] and add two points to one ability score, or one point to two ability scores of your choice. If your DM uses feats [PHB p. 165] in his campaign, you may opt to acquire a feat instead of an ASI.
- *Specific Features:* the right upper part of the page specifies the most iconic features of a class. Such as Ki points for the Monk, Sneak Attack Damage for the Rogue, Channel Divinity for the Cleric or Paladin, and so on.
- *Level-Up Features:* here you can check your level development in the character class, and see what a certain level in a class has to offer. Each of the 20 available levels is listed here. Multiclassing keeps you from archieving top class levels.
- **Sub-Class:** every class grants you an option for specialization at 1st, 2nd or 3rd level. Be it the Arcane Trickster Archetype for a Rogue, or the Circle of the Moon for a Druid. Note down your decision at the top of the backside of the class sheet. For an up-to-date list of available sub-classes you can check out https://www.dndbeyond.com/characters/classes.
- *Sub-Class Features:* here you can note down the boons of your specialization and related improvements at later levels.
- *Class related notes from Xanathar's Guide to Everything:* if you use this book, you can note down who trained you, what inspires your art, or how your coat of arms looks like. You can find some inspirations in XGE p. 8 to p. 59.
- *Proficiency List:* at the bottom of the backside you can find a list of available weapon and skill proficiencies for the class, as well as a Caster Level rating.

OPTIONAL PAGES

As well as pages from classes you have not taken for your character, the following pages are optional additions to your character sheet, when certain circumstances are met.

MAGIC [SPELLCASTING]

If your race, or one of your classes grants you the Spellcasting feature, you can add this optional page to your binder, in order to manage your available spell slots, your spells known, and your spells prepared.

Form fields:

- **Caster Level:** sum up the levels you have as a full caster [such as Bard, Cleric, Druid, Sorcerer, or Wizard], add half of your levels from Ranger or Paladin, and 1/3 of your levels from Arcane Trickster [Rogue] or Eldritch Knight [Fighter].
- *Casting Classes:* note down up to four sources of magic, that your character may have acquired from his race, one of his classes, or a feat. In addition you can write down the associated ability, your Spell Save Difficulty Class [DC], your Spell Attack Bonus, as well as your repertoire of known and prepared spells, linked to the source.
- *Spell Slots:* here you can note down your spell slots per level and manage their use. The amount is linked to the Caster Level of the character [see above]. Remember that Warlock levels are not subject to the caster level rule, but add up to four Spell slots of a certain spell level.
- *Spell List / Grimoire:* note down the spells and cantrips your character knows here. You can just fit a brief desription here, but you can add key features like Level, School of Magic, Saves, Damage and other variables, Casting Time, Spell Components, Duration, Range, and whether the spell has the Ritual or Concentration tag, or can be cast at higher levels.
- *Spell Relevant Features:* to note down feats or class features, that influence your spellcasting, such as the War Caster feat, or Metamagic options from the Sorcerer class.
- *Grimoire / more Known Spells:* the backside of the Magic page offers more space for additional spells. Especially

Wizards may want to add a few more Grimoire pages to hold their immense repertoire of magic spells and cantrips they learned over time.

COMPANION [PET, HIRELING]

If applicable, you may add the companion page to your binder. Companions come in a wide variety and range from Familiars, Beasts of Burden, Servants, Bodyguards, Slaves, Steeds and Pets. This page adds a small character sheet for each of those.

Form fields:

- **Hit Points:** note down the hit point total of the creature in the box located at the upper right corner of the page
- *Name, Gender:* even your skeleton minion deserves a name.
- *Companion Type:* note down, whether the companion is a hireling, a mount, a summoned creature, or of another type.
- *Weekly Upkeep:* possible costs for services, and/or to feed your companion.
- *Portrait:* you can draw a portrait in the central box.
- *Wounds, Conditions:* to keep track of your companions health.
- *Initiative:* if your companion gets involved in combat.
- *Armor Class:* how easily your companion gets hurt.
- *Ability Scores:* STR, DEX, CON, INT, WIS, CHA.
- *Actions, Proficiencies, Features:* note all relevant features of your companion here, such as Darkvision, or attacks.
- *Speed:* your companions modes of movement.
- *Equipment & Encumbrance:* your companions' gear.

CONTAINERS

Additional pages to note down sacks of loot, saddlebags, chests, or stashes of valuables. It has the same form fields as your backpack page. Add a container page to your binder whenever you run out of writing space.

JOURNAL

Additional pages for noteworthy events in your character's lifepath. They fit perfectly between the two origin sheets.

SUGGESTED PAGE-ORDER IN YOUR BINDER

FRONT	BACK	FRONT	BACK	FRONT	BACK	FRONT	BACK	FRONT	BACK
PORTRAIT	**ORIGINS** [FAMILY]	OPTIONAL: **JOURNAL**	OPTIONAL: **JOURNAL**	**ORIGINS** [CHARACTER]	**ABILITY SCORES**	**PROFI-CIENCIES**	**WORN ARMOR**	**HEALTH**	**WEAPONS**
	PAGE SPREAD 1			PAGE SPREAD 1	PAGE SPREAD 2	PAGE SPREAD 2	PAGE SPREAD 3	PAGE SPREAD 3	PAGE SPREAD 4
ATTACKS	**BACKPACK**	OPTIONAL: **CONTAINER** [MORE BACK-PACK SPACE]	OPTIONAL: **CONTAINER** [MORE BACK-PACK SPACE]	OPTIONAL: **COMPANION**	OPTIONAL: **BACKPACK** [COMPANION]	1ST **CHARACTER CLASS**	**CLASS ARCHETYPE**	OPTIONAL: MORE **CHARACTER CLASSES**	OPTIONAL: **CLASS ARCHETYPE**
PAGE SPREAD 4	PAGE SPREAD 5					PAGE SPREAD 5	PAGE SPREAD 6		
OPTIONAL: **MAGIC** [IF APPLICABLE]	OPTIONAL: **GRIMOIRE** [MORE SPELLS]	OPTIONAL: **GRIMOIRE** [MORE SPELLS]	OPTIONAL: **GRIMOIRE** [MORE SPELLS]	**CONTACTS** [FACTIONS, PARTY]	**MORE CONTACTS**	OPTIONAL: EVEN MORE **CONTACTS**	OPTIONAL: EVEN MORE **CONTACTS**	**DOWNTIME**	**DOMICILE**
				PAGE SPREAD 6	PAGE SPREAD 7			PAGE SPREAD 7	

You are welcome to make copies of this PDF and customize it with tools such as Adobe Acrobat. That way you can get rid of the instructional pages and name each PDF after the represented player character. Thank you for using Weird Arcana Character Record Sheets for A6 Format Binders. Hopefully this character sheet helps you to note down every important aspect of your D&D 5e character. Constructive feedback will be incorporated into future updates, freely available to former customers of this product.

♀♂

PORTRAIT

CHARACTER NAME

JOURNAL
[MORE LIFE EVENTS AND ADVENTURES]

GRIMOIRE
[MORE KNOWN SPELLS]

1 CASTING CLASS
2 CASTING CLASS
3 CASTING CLASS
4 CASTING CLASS

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. EHC	e.g. BANE	+ R	A|B|R V|S|M	C	
0 or 1-9 e.g. TRS	e.g. BARKSKIN	+ R	A|B|R V|S|M	C	
0 or 1-9 e.g. ABJ	e.g. BEACON OF HOPE	+ R	A|B|R V|S|M	C	
0 or 1-9 e.g. DIV	e.g. BEAST SENSE	+ R	A|B|R V|S|M	C	
0 or 1-9 e.g. NEC	e.g. BESTOW CURSE	+ R	A|B|R V|S|M	C	
0 or 1-9 e.g. EVO	e.g. BIGBY'S HAND	+ R	A|B|R V|S|M	C	
0 or 1-9 e.g. ABJ	e.g. BLADE WARD	+ R	A|B|R V|S|M	C	
0 or 1-9 e.g. ENC	e.g. BLESS	+ R	A|B|R V|S|M	C	
0 or 1-9 e.g. NEC	e.g. BLIGHT	+ R	A|B|R V|S|M		
0 or 1-9 e.g. TRS	e.g. BLINK	+ R	A|B|R V|S|M	C	
0 or 1-9 e.g. ILL	e.g. BLUR	+ R	A|B|R V|S|M	C	
0 or 1-9 e.g. EVO	e.g. BRANDING SMITE	+ R	A|B|R V|S|M	C	
0 or 1-9 e.g. EVO	e.g. BLADE BARRIER	+ R	A|B|R V|S|M	C	
0 or 1-9 e.g. EVO	e.g. BURNING HANDS	+ R	A|B|R V|S|M	C	

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]

CONTAINER TYPE · VALUE · CAPACITY
[MORE INVENTORY]

QUANTITY	ITEM · DESCRIPTION	VALUE	WEIGHT
	e.g. ACID		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. TINDERBOX		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

SUPPLY GOODS

QUANTITY & TYPE OF AMMUNITION

WEIGHT CARRYOVER

ENCUMBRANCE WITH EQUIPPED WEAPONS

lb

lb

◀ ENCUMBERED [CARRIED WEIGHT EXCEEDS STR*5M]
[WEIGHT EXCEEDS STR*2.5M] HEAVILY ENCUMBERED ▶

ORIGINS [FAMILY]

MOTHER ♀ NAME

	MOTHER	FATHER
RACE	RACE · SUBRACE · ETHNIC GROUP	RACE · SUBRACE · ETHNIC GROUP
BLOODLINE	BLOODLINES · ANCESTORS · TRIBE	BLOODLINES · ANCESTORS · TRIBE
OCCUPATION	VOCATION · CLASS · PROFESSION	VOCATION · CLASS · PROFESSION
DOMICILE	WHEREABOUTS · ALIVE/DEAD	WHEREABOUTS · ALIVE/DEAD
STATUS	CURRENT RELATIONS · LIFESTYLE	CURRENT RELATIONS · LIFESTYLE

FATHER ♂ NAME

FAMILY SITUATION
SIBLINGS · BIRTH ORDER

LIFE EVENTS · BACKSTORY · MEMORIES
· WHEN / WHAT AGE? ·   · WHERE DID IT HAPPEN? ·   · WHO WAS THERE? ·   · WHAT WERE THE CIRCUMSTANCES? ·

[MORE INVENTORY]
CONTAINER TYPE · VALUE · CAPACITY

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. DEFLECT CHAIN			lb
e.g. CHALK			lb
e.g. CLIMBER'S KIT			lb
e.g. FISHING TACKLE			lb
e.g. TABBARD			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

SUPPLY GOODS

WEIGHT CARRYOVER

ENCUMBRANCE WITH EQUIPPED WEAPONS

◄ **ENCUMBERED** [CARRIED WEIGHT EXCEEDS STR*SM]
[WEIGHT EXCEEDS STR*2SM] **HEAVILY ENCUMBERED** ►

GRIMOIRE
[MORE KNOWN SPELLS]

CASTING CLASS 1   CASTING CLASS 2   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	/ C	
0 or 1-9 e.g. TRA	e.g. BARKSKIN	+ / R	A|B|R / V|S|M	/ C	
0 or 1-9 e.g. ABJ	e.g. BEACON OF HOPE	+ / R	A|B|R / V|S|M	/ C	
0 or 1-9 e.g. DIV	e.g. BEAST SENSE	+ / R	A|B|R / V|S|M	/ C	
0 or 1-9 e.g. NEC	e.g. BESTOW CURSE	+ / R	A|B|R / V|S|M	/ C	
0 or 1-9 e.g. EVO	e.g. BIGBY'S HAND	+ / R	A|B|R / V|S|M	/ C	
0 or 1-9 e.g. ABJ	e.g. BLADE WARD	+ / R	A|B|R / V|S|M	/ C	
0 or 1-9 e.g. ENC	e.g. BLESS	+ / R	A|B|R / V|S|M	/ C	
0 or 1-9 e.g. NEC	e.g. BLIGHT	+ / R	A|B|R / V|S|M	/ C	
0 or 1-9 e.g. TRA	e.g. BLINK	+ / R	A|B|R / V|S|M	/ C	
0 or 1-9 e.g. ILL	e.g. BLUR	+ / R	A|B|R / V|S|M	/ C	
0 or 1-9 e.g. EVO	e.g. BRANDING SMITE	+ / R	A|B|R / V|S|M	/ C	
0 or 1-9 e.g. EVO	e.g. BLADE BARRIER	+ / R	A|B|R / V|S|M	/ C	
0 or 1-9 e.g. EVO	e.g. BURNING HANDS	+ / R	A|B|R / V|S|M	/ C	

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]

ORIGINS
[CHARACTER]

GENDER

- **RACE**
- **FATE**
- **CLASS**
- **PLACES YOU CALLED HOME**
- **CHARACTER DETAILS**
- **LOVE INTERESTS** — MARITAL STATUS · CHILDREN

BACKGROUND — SPECIALIZATION

LEVEL — TOTAL

WHY I BECAME A

WHY I BECAME A

PERSONALITY TRAIT

PERSONALITY TRAIT

IDEAL

BOND

FLAW

BACKGROUND FEATURE · RACIAL FEATURES

PROFICIENCIES
[SKILLS]

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

PROFICIENCY BONUS

Skill	Ability
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]

ARMOR PROFICIENCIES — SPELLCASTING · NO DISADVANTAGE
- SHIELDS
- LIGHT
- MEDIUM
- HEAVY

WEAPON PROFICIENCIES — ADD PROFICIENCY BONUS TO ATTACKS
- UNARMED
- IMPROVISED
- SIMPLE
- MARTIAL

LANGUAGES — NATIVE AND STUDIED TONGUES
- COMMON
- KNOWN LANGUAGES

SCRIPTS — USED BY KNOWN LANGUAGES
- COMMON
- KNOWN SCRIPTS

- INSTRUMENT
- INSTRUMENT
- INSTRUMENT
- INSTRUMENT
- INSTRUMENT
- TOOL
- TOOL
- TOOL
- VEHICLE
- VEHICLE
- TOOL
- TOOL
- TOOL
- TOOL
- TOOL

- ⚪⚪ **Not Proficient:** No Proficiency bonus added.
- 🟠⊘ **Jack of All Trades:** 1/2 Proficiency bonus added.
- 🟠⊗ **Proficient:** Proficiency bonus added.
- 🔵✴ **Expertise:** Proficiency bonus added twice.

HEALTH
[STATUS]

HP — MAX HIT POINTS

DEATH SAVES

HIT DICE — TOTAL — USED
- D6
- D8
- D10
- D12

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: ① ② ③ ④ ⑤ ⑥

INSPIRATION DICE
- D4
- D6
- D8
- D10
- D12
- D20

You can only have ONE inspiration dice at a time.

EXPERIENCE [XP]

XP for	LEVEL	XP for	LEVEL	XP for	LEVEL	XP for	LEVEL
0	1	14.000	6	85.000	11	195.000	16*
300	2	23.000	7	100.000	12	225.000	17*
900	3	34.000	8	120.000	13*	265.000	18
2.700	4	48.000	9*	140.000	14	305.000	19
6.500	5*	64.000	10	165.000	15	355.000	20

*Proficiency bonus +1

ATTACKS
[COMBAT MANEUVERS]

A/A — ATTACKS PER ACTION

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

ATTACK — MODE: [MELEE	RANGED] · [2H OFF-HAND]	ACTION TYPE	ATTACK BONUS — PROF. + ABILITY + MISC. = TOTAL	REACH RANGE	DAMAGE — DICE + ABILITY + MISC.	DAMAGE TYPE
UNARMED STRIKE [PROFICIENT	USUALLY DOES 1 + STR MOD. DAMAGE]	[A]		5 ft		
UNARMED OFF-HAND ATTACK [1 DAMAGE	NO ABILITY MOD. ADDED]	[B]		5 ft		
GRAPPLING [CONTESTED: ATHLETICS vs. ATHLETICS/ACROBATICS]	[A]	STR [ATHLETICS]:	5 ft	**NO DAMAGE** [ON SUCCESS: TARGET GAINS THE „GRAPPLED" CONDITION]	
IMPROVISED MELEE [USUALLY NOT PROFICIENT]	[A]			1D4+	
IMPROVISED THROWN [USUALLY NOT PROFICIENT]	[A]		20 ft/ 60 ft	1D4+	
DISARM [CONTESTED: ATHLETICS vs. ATHLETICS/ACROBATICS]	[A]	STR [ATHLETICS]: 2H-HELD ITEM: DISADVANTAGE		**NO DAMAGE** [ON SUCCESS: TARGET DROPS A HANDHELD ITEM]	
SHOVE PRONE [CONTESTED: ATHLETICS vs. ATHLETICS/ACROBATICS]	[A]	STR [ATHLETICS]:		**NO DAMAGE** [ON SUCCESS: TARGET GAINS THE „PRONE" CONDITION]	

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

WORN ARMOR
[BODY SLOTS]

AC — ARMOR CLASS

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

PREFERRED [DEFAULT] **AC-CALCULATION:** — ACTIVE
ALTERNATIVE [TEMPORARY] **AC-CALCULATION:** — ACTIVE

e.g. BUSTER or WITHOUT WEARING SUIT OF ARMOR

Slot		
1 HEAD — ATTUNED	HELMET · HAT · HEADBAND · CROWN · COIF	MASK · GOGGLES · GLASSES · EYES 2 FACE — ATTUNED
3 NECK — ATTUNED	AMULET · COLLAR · COLLAR · BROOCH · GORGET	CAPE · CLOAK · MANTLE 4 BACK — ATTUNED
VALUE · WEIGHT lb		VALUE · WEIGHT lb
5 TORSO — ATTUNED	VESTMENT · SHIRT · DOUBLET	SUIT OF ARMOR · ROBES 6 BODY — ATTUNED
	ARMOR CLASS · RESTRICTIONS · VALUE · WEIGHT lb	
7 HANDS — ATTUNED	GLOVES · GAUNTLETS	BRACERS · WRISTBANDS 8 FOREARMS — ATTUNED
VALUE · WEIGHT lb		VALUE · WEIGHT lb
9 WAIST — ATTUNED	BELT · GIRDLE · SASH · BALDRIC · CORD	BOOTS · SANDALS · SHOES · SLIPPERS 10 FEET — ATTUNED
VALUE · WEIGHT lb		VALUE · WEIGHT lb
11 RIGHT RING — ATTUNED	GEAR FOR THE FINGERS OF THE RIGHT HAND	GEAR FOR THE FINGERS OF THE LEFT HAND 12 LEFT RING — ATTUNED
VALUE · WEIGHT lb		VALUE · WEIGHT lb

BELT POUCH — CONTAINER
WEALTH · PERSONAL ITEMS · FIRE · TINDERBOX · TRINKETS

COINAGE · GEMS · TRINKETS
COPPER · SILVER · ELECTRUM · GOLD · PLATINUM

9 **ENCUMBRANCE** WITH DONNED ARMOR

◄ ENCUMBERED
HEAVILY ENCUMBERED ►

ABILITY SCORES
[FEATS]

UNSPENT POINTS FROM CHARACTER CREATION + ASI

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

SIZE	**ENCUMBRANCE** LIFTING STRENGTH · SIZE · LOAD
HEIGHT	ENCUMBERED lb
WEIGHT	HEAVILY ENCUMBERED lb
	CARRYING CAPACITY lb
	PUSH·DRAG·LIFT lb

DEX DEXTERITY — BASE+RACE+ASI=SCORE · MODIFIER

GROUND SPEED ft · SPEED ft/round · SWIM SPEED · FLY SPEED ft
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

SAVING THROW PROFICIENCY · INITIATIVE

CON CONSTITUTION — BASE+RACE+ASI=SCORE · MODIFIER

AGE · HOLD BREATH · FASTING STARVATION

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

SANITY — 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

ACTIVE INSANITIES [S] SHORT · [L] LONG · [I] INDEFINITE
INSANITY #1 [ ]
INSANITY #2 [ ]
[ ]
Failing margin: 5 = [S] · 15 = [L] · nat. 1 = [I].

WIS WISDOM — BASE+RACE+ASI=SCORE · MODIFIER

ETHICS · ALIGNMENT · FAITH · PASSIVE PERCEPTION

MODES OF VISION BEYOND HUMAN EYESIGHT
ft
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

EYES · SKIN · HAIR

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

LIFE STYLE

ABILITY SCORE INCREASES / FEATS BY CLASS LEVEL

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

BACKPACK
[CONTAINER]

0/30 CAPACITY IN lb

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		lb
	e.g. 50 FEET OF HEMPEN ROPE		lb
	e.g. MESS KIT		lb
	e.g. CROWBAR		lb
	e.g. HAMMER		lb
	e.g. 10 FEET OF STRING		lb
	e.g. SEALING WAX		lb
	e.g. BOTTLE OF INK AND AN INK PEN		lb
	e.g. PERFUME AND SOAP		lb
	e.g. CHANGE OF CLOTHES		lb
	e.g. SET OF PLAYING CARDS		lb
	e.g. THIEVES' TOOLS		lb
	e.g. LETTER OF INTRODUCTION FROM YOUR MENTOR		lb
	e.g. NEEDLE AND THREAD		lb
	e.g. VARIOUS LOOT ITEMS		lb

FOOD — RATIONS · 1 lb PER DAY · WATER · LIGHT SOURCE · TORCHES · LAMP OIL · CANDLES

SUPPLY GOODS · SUPPLY GOODS · SUPPLY GOODS

SCROLL CASE — CONTAINER

WEIGHT CARRYOVER · **ENCUMBRANCE** WITH EQUIPPED WEAPONS

◄ ENCUMBERED [CARRIED WEIGHT EXCEEDS STR*5]
[WEIGHT EXCEEDS STR*10] HEAVILY ENCUMBERED ►

WEAPONS
[AT-HAND ITEMS]

0/3 ATTUNEMENTS

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

A MAIN HAND — ATTUNED	MAIN WEAPON · PROPERTIES	SHIELD or SECONDARY WEAPON · PROPERTIES B OFF HAND — ATTUNED
	DAMAGE DICE · DAMAGE TYPE · VALUE · WEIGHT lb	DAMAGE DICE · DAMAGE TYPE · VALUE · WEIGHT lb
C MAIN HAND — ATTUNED	BACKUP WEAPON · PROPERTIES	SHIELD or SECONDARY WEAPON · PROPERTIES D OFF HAND — ATTUNED
	DAMAGE DICE · DAMAGE TYPE · VALUE · WEIGHT lb	DAMAGE DICE · DAMAGE TYPE · VALUE · WEIGHT lb
E BOTH HANDS — ATTUNED	TWO-HANDED WEAPON · PROPERTIES	POLE-ARM · PROPERTIES F BOTH HANDS — ATTUNED
	DAMAGE DICE · DAMAGE TYPE · VALUE · WEIGHT lb	DAMAGE DICE · DAMAGE TYPE · VALUE · WEIGHT lb
G MAIN HAND — ATTUNED	THROWN WEAPON · PROPERTIES	RANGED WEAPON · PROPERTIES H BOTH HANDS — ATTUNED
	DAMAGE DICE · DAMAGE TYPE · VALUE · WEIGHT lb	DAMAGE DICE · DAMAGE TYPE · VALUE · WEIGHT lb
W MAIN HAND — ATTUNED	HAND · WONDROUS ITEM · PROPERTIES	MUSICAL INSTRUMENT · PROPERTIES M BOTH HANDS — ATTUNED
	DAMAGE DICE · DAMAGE TYPE · VALUE · WEIGHT lb	INSTRUMENT TYPE

AMMO · AMMO · AMMO — QUANTITY AND TYPE OF AMMUNITION

STORED EQUIPMENT LOCATIONS
1 to 12 BODY SLOTS [SCABBARDS ⊙] 15 · 18
13 e.g. QUIVER 16 e.g. BAG OF HOLDING 19
14 e.g. BACKPACK 17 e.g. HOLSTER 20

QUIVER — CONTAINER

WEIGHT CARRYOVER · **ENCUMBRANCE** WITH EQUIPPED WEAPONS

◄ ENCUMBERED [CARRIED WEIGHT EXCEEDS STR*5]
[WEIGHT EXCEEDS STR*10] HEAVILY ENCUMBERED ►

MAGIC [SPELLCASTING]

CL CASTER LEVEL

CASTER LEVEL: SUM OF [BARD, CLERIC, DRUID, SORCERER, WIZARD] + 1/2 OF [RANGER, PALADIN] + 1/3 OF [ELDRITCH KNIGHT, ARCANE TRICKSTER].

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. ARCANE 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. DARKELF [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 SLOTS AT CL: 1st [2] • 2nd [3] • 3rd [4]	4th SLOTS AT CL: 7th [1] • 8th [2] • 9th [3]	7th SLOTS AT CL: 13th [1] • 20th [2]
2nd SLOTS AT CL: 3rd [2] • 4th [3]	5th SLOTS AT CL: 9th [1] • 10th [2] • 18th [3]	8th SLOTS AT CL: 15th [1]
3rd SLOTS AT CL: 5th [2] • 6th [3]	6th SLOTS AT CL: 11th [1] • 19th [2]	9th SLOTS AT CL: 17th [1]

• THE EIGHT SCHOOLS OF MAGIC •

ABJU-RATION • CONJU-RATION • DIVI-NATION • ENCHANT-MENT

ILLUSION • NECRO-MANCY • TRANS-MUTATION • 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. ACID SPLASH		+ R	A|B|R V|S|M	C	
0 or 1-9 e.g. AID		+ R	A|B|R V|S|M	C	
0 or 1-9 e.g. ALTER SELF		+ R	A|B|R V|S|M	C	
0 or 1-9 e.g. ANIMAL FRIENDSHIP		+ R	A|B|R V|S|M	C	
0 or 1-9 e.g. ANIMATE DEAD		+ R	A|B|R V|S|M	C	
0 or 1-9 e.g. AURA OF VITALITY		+ R	A|B|R V|S|M	C	

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
[R] REACTION • **[L]** LONGER [min, hr]

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

SPELLCASTING RELEVANT FEATURES

e.g. WIZARD SPELL MASTERY	e.g. KNOW THOSE SPELLS
e.g. WARLOCK MYSTIC ARCANUM	e.g. SORCERER METAMAGIC
e.g. CLERIC DISCIPLE SPELLS	e.g. RANGER SPELL CASTING FEAT

CONTACTS [FRIENDS & ENEMIES]

STATUS: FAMILY • LOVED ONE • BUSINESS PARTNER

STATUS: FRIEND • ALLY • NEUTRAL • INDIFFERENT • ENEMY • RIVAL

(NAME) DESCRIPTION • RACE • VOCATION • STATUS [×8]

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

ADVENTURING PARTY

COMPANION [PET • HIRELING]

HP MAX. HIT POINTS

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

COMPANION TYPE

NAME [SIZE • SPECIES • CHALLENGE RATING]

WOUNDS • CONDITIONS

DESCRIPTION • PORTRAIT

WEEKLY UPKEEP

INITIATIVE

ARMOR CLASS

ACTIONS • PROFICIENCIES • FEATURES

	SCORE	MODIFIER
STRENGTH		
DEXTERITY		
CONSTITUTION		
INTELLIGENCE		
WISDOM		
CHARISMA		

SPEED ... MOVEMENT MODES ... ft

ATTACKS • SENSES • MEANS OF COMMUNICATION

ENCOUMBRANCE
LIFTING STRENGTH • SIZE • LOAD

ENCUMBERED	lb
HEAVILY ENCUMBERED	lb
CARRYING CAPACITY	lb
PUSH-DRAG-LIFT	lb

EQUIPMENT TACK • HARNESS • DRAWN VEHICLES

TOTAL WEIGHT OF WORN EQUIPMENT ... lb

◄ ENCUMBERED HEAVILY ENCUMBERED ►

DOWNTIME [LONG TERM ACTIVITIES]

DAYS DOWNTIME SPENT

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

- **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 RUMOR

REQUIREMENTS • TEACHERS • WORKSHOPS • WORKERS • EXOTIC REAGENTS

	of	gp	of	days
	MONEY SPENT	MONEY REQUIRED	TIME SPENT	TIME REQUIRED

RECENT DOWNTIME ACHIEVEMENTS
• WHAT TIME PERIOD? • WHERE DID IT HAPPEN? • WHO WAS THERE? • WHAT DID IT RESULT IN?

TRAVELLING

MARCHING ORDER

		TRAVEL PACE	PER MINUTE	PER HOUR	PER DAY	DISTANCE TRAVELLED TO DESTINATION
FRONT		FAST [-5 PASSIVE PERCEPTION]	400 ft	4 miles	30 miles	
A1 A2 A3 A4 A5		NORMAL	300 ft	3 miles	24 miles	
B1 B2 B3 B4 B5		SLOW [ABLE TO USE STEALTH]	200 ft	2 miles	18 miles	of ... miles
C1 C2 C3 C4 C5						

D1 D2 D3 D4 D5	**GALLOP:** DOUBLE MOUNTED TRAVEL SPEED FOR 1 HOUR PER DAY PER MOUNT.
E1 E2 E3 E4 E5	**FORCED MARCH:** TRAVEL FOR MORE THAN 8 HOURS PER DAY - MAKE A CONSTITUTION-SAVE EVERY HOUR [DC 10 + 1 FOR EACH HOUR BEYOND 8].
REAR	**DIFFICULT TERRAIN:** YOU ARE FORCED TO TRAVEL AT HALF SPEED.

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]

CONTACTS
[FRIENDS & ENEMIES]

STATUS
- FAMILY
- LOVED ONE
- BUSINESS PARTNER

FRIEND · ALLY
NEUTRAL · INDIFFERENT
ENEMY · RIVAL

STATUS

NAME
DESCRIPTION · RACE · VOCATION · STATUS

GRIMOIRE
[KNOWN SPELLS]

1 CASTING CLASS
2 CASTING CLASS
3 CASTING CLASS
4 CASTING CLASS

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+ e.g. ENC	e.g. BANE	+ R		A B R	V S M	C	
0 or 1+ e.g. TRA	e.g. BARKSKIN	+ R		A B R	V S M	C	
0 or 1+ e.g. ABJ	e.g. BEACON OF HOPE	+ R		A B R	V S M	C	
0 or 1+ e.g. DIV	e.g. BEAST SENSE	+ R		A B R	V S M	C	
0 or 1+ e.g. NEC	e.g. BESTOW CURSE	+ R		A B R	V S M	C	
0 or 1+ e.g. EVO	e.g. BIGBY'S HAND	+ R		A B R	V S M	C	
0 or 1+ e.g. ABJ	e.g. BLADE WARD	+ R		A B R	V S M	C	
0 or 1+ e.g. ENC	e.g. BLESS	+ R		A B R	V S M	C	
0 or 1+ e.g. NEC	e.g. BLIGHT	+ R		A B R	V S M	C	
0 or 1+ e.g. TRA	e.g. BLINK	+ R		A B R	V S M	C	
0 or 1+ e.g. ILL	e.g. BLUR	+ R		A B R	V S M	C	
0 or 1+ e.g. EVO	e.g. BRANDING SMITE	+ R		A B R	V S M	C	
0 or 1+ e.g. EVO	e.g. BLADE BARRIER	+ R		A B R	V S M	C	
0 or 1+ e.g. EVO	e.g. BURNING HANDS	+ R		A B R	V S M	C	

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]

DOMICILE
[HOMEBASE · LIFESTYLE]

DAILY UPKEEP

LOCATION AND DESCRIPTION OF THE DOMICILE

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

RENTED RENT/DAY*	HOUSING-STRUCTURE QUALITY	OWNED PURCHASE VALUE	DEVEL· SLOTS	MEALS COST/DAY*	LIFESTYLE TOTAL
–	WRETCHED RAMSHACKLE SHELTER	–	1	–	–
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 OFF 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

- 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			lb
e.g. A RUG, A STOOL AND A PAN			lb
e.g. CANOPY BED AND FRESH OUTFITS			lb
e.g. PARKED VEHICLE			lb
e.g. HIDDEN ROOM			lb
e.g. HUNTING TROPHIES			lb
e.g. TATTERED RUG			lb
e.g. OLD PAINTING			lb
e.g. COLLECTION OF LEFT-HAND GLOVES			lb

COPPER · SILVER · ELECTRUM · GOLD · PLATINUM

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			lb
e.g. BALL BEARINGS			lb
e.g. BASKET			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. CHAIN			lb
e.g. CHALK			lb
e.g. CLIMBER'S KIT			lb
e.g. FISHING TACKLE			lb
e.g. TINDER BOX			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. MANACLES/CHAINS			lb
e.g. 10-FOOT POLE			lb

SUPPLY GOODS

QUANTITY & TYPE OF CONSUMABLES

	WEIGHT CARRYOVER	ENCUMBRANCE WITH EQUIPPED WEAPONS

◯ ◀ **ENCUMBERED** [CARRIED WEIGHT EXCEEDS STR*5M]
[WEIGHT EXCEEDS STR*2.5M] **HEAVILY ENCUMBERED** ▶

BARBARIAN [CHARACTER CLASS]

PRIMAL PATH: DECISION AT LEVEL 3 • FEATURES AT 6 • 10 • 14

LEVEL 1 • D12 HIT DICE

A FIERCE WARRIOR of primitive background who can enter battle rage, embracing predatory fury.

RELENTLESS RAGE CONSTITUTION SAVE
RAGES/DAY
- ○ DC 10
- ○ DC 15
- ○ DC 20
- ○ DC 25

• REGAIN ALL RAGE OPTIONS AFTER A LONG REST •

PROFICIENCIES
MULTICLASS PENALTY: ONLY FOR LEVEL ZERO CHARACTERS

WEAPONS: SIMPLE WEAPONS, MARTIAL WEAPONS
ARMOR: LIGHT, MEDIUM, SHIELDS
SKILLS: CHOOSE 2ˢ
SAVING THROWS: STRENGTH • CONSTITUTION

MULTICLASS PREREQUISITES: MINIMUM [ALL CLASSES APPLY] — STRENGTH 13

RAGE DAMAGE + **FAST MOVE SPEED** ft

ASI / FEAT: AT CLASS LEVEL 4 • 8 • 12 • 16 • 19 [ASI = ABILITY SCORE IMPROVEMENT]

BRUTAL CRITICAL + **DAMAGE DICE** ○

1
- RAGES [2] [ADVANTAGE: STR CHECKS & SAVES • RESISTANCE: B[P]S] • RAGE DAMAGE [+2]
- UNARMORED DEFENSE [AC = 10 + DEX + CON]

2
- RECKLESS ATTACK [ADVANTAGE: YOUR STR BASED ATTACK + ALL ATTACKS AGAINST YOU]
- DANGER SENSE [ADVANTAGE: DEX SAVES]

3
- PRIMAL PATH [1]
- RAGES [3]

4
- ASI [ABILITY SCORE IMPROVEMENT / FEAT]

5
- FAST MOVEMENT [SPEED + 10 ft WHILE NOT WEARING HEAVY ARMOR]
- EXTRA ATTACK [2 / ATTACK ACTION]

6
- PRIMAL PATH FEATURE [2]
- RAGES [4]

7
- FERAL INSTINCT [ADVANTAGE: INITIATIVE • CAN'T BE SURPRISED IF ENTERING RAGE]

8
- ASI [ABILITY SCORE IMPROVEMENT / FEAT]

9
- RAGE DAMAGE [+3]
- BRUTAL CRITICAL [+1 DAMAGE DICE ON CRITICAL HIT]

10
- PRIMAL PATH FEATURE [3]

11
- RELENTLESS RAGE [IF DROPPING TO 0 HP, SUCCEED A CON SAVE AND DROP TO 1 HP INSTEAD • DC = 10 (+ 5 FOR EVERY USE OF THIS FEATURE)]

12
- RAGES [5]
- ASI [ABILITY SCORE IMPROVEMENT / FEAT]

13
- BRUTAL CRITICAL [+2 DAMAGE DICE ON CRITICAL HIT]

14
- PRIMAL PATH FEATURE [4]

15
- PERSISTENT RAGE [RAGE LASTS AS LONG AS YOU CHOOSE AND STAY CONSCIOUS, INSTEAD OF 1 MINUTE ATTACKING OR TAKING DAMAGE]

16
- RAGE DAMAGE [+4]
- ASI [ABILITY SCORE IMPROVEMENT / FEAT]

17
- RAGES [6]
- BRUTAL CRITICAL [+3 DAMAGE DICE ON CRITICAL HIT]

18
- INDOMITABLE MIGHT [IF THE TOTAL OF A STRENGTH CHECK IS LESS THAN YOUR STRENGTH SCORE, USE THAT STRENGTH SCORE INSTEAD]

19
- ASI [ABILITY SCORE IMPROVEMENT / FEAT]

20
- PRIMAL CHAMPION [STR AND CON SCORES INCREASE BY 4 TO A MAXIMUM OF 24]
- RAGES [UNLIMITED]

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BARD [CHARACTER CLASS]

BARD COLLEGE: DECISION AT LEVEL 3 • FEATURES AT 6 • 14

LEVEL 1 • D8 HIT DICE

AN INSPIRING MAGICIAN whose power echoes the music of creation, with beauty and sheer versatility.

BARDIC INSPIRATION
• TIMES USABLE = CHARISMA MODIFIER •
• REGAIN ALL USES AFTER A LONG REST [AT LEVEL 5 REGAIN ALL USES AFTER A SHORT OR LONG REST] •

PROFICIENCIES
MULTICLASS PENALTY: ONLY FOR LEVEL ZERO CHARACTERS

ARMOR: LIGHT
INSTRUMENTS: CHOOSE 1
SKILLS: CHOOSE 1ˢ
WEAPONS: SIMPLE & BARD WEAPONS
INSTRUMENTS: CHOOSE 2 MORE
SKILLS: CHOOSE 2 MORE
SAVING THROWS: DEXTERITY • CHARISMA

MULTICLASS PREREQUISITES: MINIMUM [ALL CLASSES APPLY] — CHARISMA 13

DICE FOR BARDIC INSPIRATION D — **SONG OF REST** D

ASI / FEAT: AT CLASS LEVEL 4 • 8 • 12 • 16 • 19 [ASI = ABILITY SCORE IMPROVEMENT]

DIFFICULTY CLASS SPELL-SAVE — 8 • PROF. BONUS • CHA MODIFIER

1
- SPELLCASTING [CHA] • SPELLS KNOWN [4]
- RITUAL CASTING • SPELL FOCUS [INSTRUMENT]
- CANTRIPS [2] • BARDIC INSPIRATION [D6]

2
- JACK OF ALL TRADES [1/2 PROFICIENCY BONUS]
- SONG OF REST [+ 1D6 TO REGAIN HP DURING SHORT RESTS] • SPELLS KNOWN [5]

3
- BARD COLLEGE [1] • EXPERTISE [DOUBLE PROFICIENCY FOR 2 KNOWN SKILLS]
- 2ⁿᵈ LEVEL SPELLS • SPELLS KNOWN [6]

4
- SPELLS KNOWN [7]
- CANTRIPS [3]
- ASI [ABILITY SCORE IMPROVEMENT / FEAT]

5
- FONT OF INSPIRATION [SHORT REST RESTORES BARDIC INSPIRATION] • BARDIC INSPIRATION [D8]
- 3ʳᵈ LEVEL SPELLS • SPELLS KNOWN [8]

6
- BARD COLLEGE FEATURE [2]
- COUNTERCHARM [ADVANTAGE: SAVES vs. FEAR or CHARM – WITHIN 30 ft] • SPELLS KNOWN [9]

7
- 4ᵗʰ LEVEL SPELLS
- SPELLS KNOWN [10]

8
- SPELLS KNOWN [11]
- ASI [ABILITY SCORE IMPROVEMENT / FEAT]

9
- SONG OF REST [1D8]
- 5ᵗʰ LEVEL SPELLS
- SPELLS KNOWN [12]

10
- MAGICAL SECRETS [2 SPELLS FROM ANY CLASS]
- EXPERTISE [4] • BARDIC INSPIRATION [D10]
- SPELLS KNOWN [14] • CANTRIPS [4]

11
- 6ᵗʰ LEVEL SPELLS
- SPELLS KNOWN [15]

12
- ASI [ABILITY SCORE IMPROVEMENT / FEAT]

13
- SONG OF REST [1D10]
- 7ᵗʰ LEVEL SPELLS
- SPELLS KNOWN [16]

14
- BARD COLLEGE FEATURE [3]
- MAGICAL SECRETS [4]
- SPELLS KNOWN [18]

15
- BARDIC INSPIRATION [D12]
- 8ᵗʰ LEVEL SPELLS
- SPELLS KNOWN [19]

16
- ASI [ABILITY SCORE IMPROVEMENT / FEAT]

17
- SONG OF REST [1D12]
- 9ᵗʰ LEVEL SPELLS
- SPELLS KNOWN [20]

18
- MAGICAL SECRETS [6]
- SPELLS KNOWN [22]

19
- ASI [ABILITY SCORE IMPROVEMENT / FEAT]

20
- SUPERIOR INSPIRATION [REGAIN 1 USE OF BARDIC INSPIRATION, WHEN ROLLING FOR INITIATIVE AND YOUR ARE OUT OF USES]

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CLERIC [CHARACTER CLASS]

DIVINE DOMAIN: DECISION AT LEVEL 1 • FEATURES AT 2 • 6 • 8 • 17

LEVEL 1 • D8 HIT DICE

A PRIESTLY CHAMPION who wields divine magic in service of a higher power.

WORSHIPPED DEITY

CHANNEL DIVINITY
• REGAIN ALL USES AFTER A SHORT OR LONG REST •

PROFICIENCIES
MULTICLASS PENALTY: ONLY FOR LEVEL ZERO CHARACTERS

ARMOR: LIGHT, MEDIUM, SHIELDS
WEAPONS: SIMPLE WEAPONS
SKILLS: CHOOSE 2ˢ
SAVING THROWS: WISDOM • CHARISMA

MULTICLASS PREREQUISITES: MINIMUM [ALL CLASSES APPLY] — WISDOM 13

DIFFICULTY CLASS SPELL-SAVE — 8 • PROF. BONUS • WIS MODIFIER

ASI / FEAT: AT CLASS LEVEL 4 • 8 • 12 • 16 • 19 [ASI = ABILITY SCORE IMPROVEMENT]

1
- DIVINE DOMAIN [1] • CANTRIPS [3]
- SPELLCASTING [WIS] • PREPARED [LEVEL+WIS]
- RITUAL CASTING • SPELL FOCUS [HOLY]

2
- DIVINE DOMAIN FEATURE [2]
- CHANNEL DIVINITY [1 PER SHORT OR LONG REST]
- TURN UNDEAD [WITH CHANNEL DIVINITY]

3
- 2ⁿᵈ LEVEL SPELLS

4
- CANTRIPS [4]
- ASI [ABILITY SCORE IMPROVEMENT / FEAT]

5
- DESTROY UNDEAD [CR 1/2]
- 3ʳᵈ LEVEL SPELLS

6
- DIVINE DOMAIN FEATURE [3]
- CHANNEL DIVINITY [2]

7
- 4ᵗʰ LEVEL SPELLS

8
- DIVINE DOMAIN FEATURE [4]
- DESTROY UNDEAD [CR 1]
- ASI [ABILITY SCORE IMPROVEMENT / FEAT]

9
- 5ᵗʰ LEVEL SPELLS

10
- DIVINE INTERVENTION [CALL ON YOUR DEITY ONCE EVERY 7 DAYS • ROLL EQUAL / UNDER YOUR CLERIC LEVEL WITH A D100] • CANTRIPS [5]

11
- DESTROY UNDEAD [CR 2]
- 6ᵗʰ LEVEL SPELLS

12
- ASI [ABILITY SCORE IMPROVEMENT / FEAT]

13
- 7ᵗʰ LEVEL SPELLS

14
- DESTROY UNDEAD [CR 3]

15
- 8ᵗʰ LEVEL SPELLS

16
- ASI [ABILITY SCORE IMPROVEMENT / FEAT]

17
- DIVINE DOMAIN FEATURE [5]
- DESTROY UNDEAD [CR 4]
- 9ᵗʰ LEVEL SPELLS

18
- CHANNEL DIVINITY [3]

19
- ASI [ABILITY SCORE IMPROVEMENT / FEAT]

20
- DIVINE INTERVENTION IMPROVEMENT [YOUR CALL FOR INTERVENTION SUCCEEDS AUTOMATICALLY - NO ROLL REQUIRED]

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DRUID [CHARACTER CLASS]

DRUID CIRCLE: DECISION AT LEVEL 2 • FEATURES AT 6 • 10 • 14

LEVEL 1 • D8 HIT DICE

A PRIEST OF THE OLD FAITH. SHAPECHANGER. PROTECTOR OF THE WILD. WIELDING THE ETERNAL POWERS OF NATURE.

WILD SHAPE DURATION
• REGAIN ALL WILD SHAPE USES AFTER A SHORT OR LONG REST •

PROFICIENCIES
MULTICLASS PENALTY: ONLY FOR LEVEL ZERO CHARACTERS

ARMOR: LIGHT*, MEDIUM*, SHIELDS*
LANGUAGE: DRUIDIC
*) DRUIDS WILL NOT USE METAL SHIELDS OR ARMOR
WEAPONS: DRUID WEAPONSᵂ
TOOLS: HERBALISM KIT
SKILLS: CHOOSE 2ˢ
SAVING THROWS: INTELLIGENCE • WISDOM

MULTICLASS PREREQUISITES: MINIMUM [ALL CLASSES APPLY] — WISDOM 13

BEAST FORM LIMITATIONS CR

DIFFICULTY CLASS SPELL-SAVE — 8 • PROF. BONUS • WIS MODIFIER

ASI / FEAT: AT CLASS LEVEL 4 • 8 • 12 • 16 • 19 [ASI = ABILITY SCORE IMPROVEMENT]

1
- CANTRIPS [2] • SPELLCASTING [WIS]
- PREPARED [DRUID LEVEL + WIS MODIFIER]
- SPELL FOCUS [DRUIDIC] • RITUAL CASTING

2
- DRUID CIRCLE [1]
- WILD SHAPE [2] [ANIMAL SHAPE: CR 1/4 OR LESS] [DURATION: 1 HOUR] [NO TALKING/SPELLCASTING]

3
- 2ⁿᵈ LEVEL SPELLS

4
- CANTRIPS [3] • WILD SHAPE [CR: 1/2 OR LESS, + SWIMMING SPEED] [DURATION: 2 HOURS]
- ASI [ABILITY SCORE IMPROVEMENT / FEAT]

5
- 3ʳᵈ LEVEL SPELLS

6
- DRUID CIRCLE FEATURE [2]
- WILD SHAPE [DURATION: 3 HOURS]

7
- 4ᵗʰ LEVEL SPELLS

8
- WILD SHAPE [CR: 1 OR LESS, + FLYING SPEED] [DURATION: 4 HOURS]
- ASI [ABILITY SCORE IMPROVEMENT / FEAT]

9
- 5ᵗʰ LEVEL SPELLS

10
- DRUID CIRCLE FEATURE [3]
- CANTRIPS [4]
- WILD SHAPE [DURATION: 5 HOURS]

11
- 6ᵗʰ LEVEL SPELLS

12
- WILD SHAPE [DURATION: 6 HOURS]
- ASI [ABILITY SCORE IMPROVEMENT / FEAT]

13
- 7ᵗʰ LEVEL SPELLS

14
- DRUID CIRCLE FEATURE [4]
- WILD SHAPE [DURATION: 7 HOURS]

15
- 8ᵗʰ LEVEL SPELLS

16
- WILD SHAPE [DURATION: 8 HOURS]
- ASI [ABILITY SCORE IMPROVEMENT / FEAT]

17
- 9ᵗʰ LEVEL SPELLS

18
- TIMELESS BODY [AGE ONLY 1 YEAR / DECADE]
- BEAST SPELLS [CAST SPELLS IN WILD SHAPE (COMPONENTS: V OR S, NOT M)] [DURATION: 9 HOURS]

19
- ASI [ABILITY SCORE IMPROVEMENT / FEAT]

20
- ARCHDRUID [YOU CAN USE WILD SHAPE AN UNLIMITED NUMBER OF TIMES] [DURATION: 10 HOURS]

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Bard (Bard College)

SUBCLASS FEATURES
3
6
14

CLASS FEATURES · MANEUVERS

DEFINING WORK	INSTRUMENT	EMBARRASSMENT	A BARD'S MUSE

W) **BARD WEAPONS:** HAND CROSSBOWS, SHORTSWORDS, LONGSWORDS, RAPIERS. S) **BARD SKILLS:** ANY. EACH **BARD LEVEL** COUNTS AS 1 FULL CASTER LEVEL FOR MULTICLASS SPELL SLOT CALCULATION.

Barbarian (Primal Path)

SUBCLASS FEATURES
3
6
10
14

CLASS FEATURES · RAGE EFFECTS

PERSONAL TOTEMS	TATTOOS	SUPERSTITIONS

S) **BARBARIAN SKILLS:** ANIMAL HANDLING, ATHLETICS, INTIMIDATION, NATURE, PERCEPTION, SURVIVAL. WHILE IN RAGE, IT IS NOT POSSIBLE FOR A BARBARIAN TO CAST SPELLS OF ANY KIND.

Druid (Druid Circle)

SUBCLASS FEATURES
2
6
10
14

CLASS FEATURES · ANIMAL FORMS

TREASURED ITEM	GUIDING ASPECT	MENTOR

W) **DRUID WEAPONS:** CLUBS, DAGGERS, DARTS, JAVELINS, MACES, QUARTERSTAFFS, SCIMITARS, SICKLES, SLINGS, SPEARS. S) **DRUID SKILLS:** ARCANA, ANIMAL HANDLING, INSIGHT, MEDICINE, NATURE, PERCEPTION, RELIGION, SURVIVAL. EACH **DRUID LEVEL** COUNTS AS 1 FULL CASTER LEVEL FOR MULTICLASS SPELL SLOT CALCULATION.

Cleric (Divine Domain)

SUBCLASS FEATURES
1
2
6
8
17

CLASS FEATURES · CHANNEL DIVINITY EFFECTS

TEMPLE	KEEPSAKE	SECRET

S) **CLERIC SKILLS:** HISTORY, INSIGHT, MEDICINE, PERSUASION, RELIGION. **CHANNEL DIVINITY** FROM DIFFERENT CLASSES GRANTS NEW EFFECTS BUT NO ADDITIONAL USES. EACH **CLERIC LEVEL** COUNTS AS 1 FULL CASTER LEVEL FOR MULTICLASS SPELL SLOT CALCULATION.

FIGHTER [CHARACTER CLASS]

MARTIAL ARCHETYPE: DECISION AT LEVEL 3 • FEATURES AT 7 • 10 • 15 • 18

LEVEL 1 • D10 HIT DICE

A MASTER OF MARTIAL COMBAT. BATTLE-MINDED AND SKILLED WITH A WIDE VARIETY OF WEAPONS AND ARMOR.

PROFICIENCIES — MULTICLASS PENALTY: ONLY FOR LEVEL ZERO CHARACTERS

ARMOR: LIGHT, MEDIUM, SHIELDS
WEAPONS: SIMPLE WEAPONS, MARTIAL WEAPONS
ARMOR: HEAVY
SKILLS: CHOOSE 2
SAVING THROWS: STRENGTH • CONSTITUTION

SECOND WIND — POINT TOTAL / USED

ACTION SURGE — POINT TOTAL • REGAIN ALL USES AFTER A SHORT OR LONG REST

ATTACKS — 1 PER ACTION

INDOMITABLE — POINT TOTAL • REGAIN ALL USES AFTER A LONG REST

MULTICLASS PREREQUISITES: MINIMUM [ALL CLASSES APPLY] — STRENGTH or DEXTERITY 13

ASI / FEAT: AT CLASS LEVEL 4 • 6 • 8 • 12 • 14 • 16 • 19 [ASI = ABILITY SCORE IMPROVEMENT]

1. • FIGHTING STYLE [CHOOSE ONE]F • SECOND WIND [WITH A BONUS ACTION REGAIN HIT POINTS EQUAL TO 1D10 + FIGHTER LEVEL]
2. • ACTION SURGE [1] [TAKE ONE ADDITIONAL ACTION ON YOUR TURN]
3. • MARTIAL ARCHETYPE [1]
4. • ASI [ABILITY SCORE IMPROVEMENT / FEAT]
5. • EXTRA ATTACK [2 / ATTACK ACTION]
6. • ASI [ABILITY SCORE IMPROVEMENT / FEAT]
7. • MARTIAL ARCHETYPE FEATURE [2]
8. • ASI [ABILITY SCORE IMPROVEMENT / FEAT]
9. • INDOMITABLE [1] [REROLL A SAVING THROW THAT YOU FAIL]
10. • MARTIAL ARCHETYPE FEATURE [3]

11. • EXTRA ATTACK [3 / ATTACK ACTION]
12. • ASI [ABILITY SCORE IMPROVEMENT / FEAT]
13. • INDOMITABLE [2]
14. • ASI [ABILITY SCORE IMPROVEMENT / FEAT]
15. • MARTIAL ARCHETYPE FEATURE [4]
16. • ASI [ABILITY SCORE IMPROVEMENT / FEAT]
17. • ACTION SURGE [2] [YOU MAY NOT USE BOTH ACTION SURGES IN ONE SINGLE TURN] • INDOMITABLE [3]
18. • MARTIAL ARCHETYPE FEATURE [5]
19. • ASI [ABILITY SCORE IMPROVEMENT / FEAT]
20. • EXTRA ATTACK [4 / ATTACK ACTION]

MONK [CHARACTER CLASS]

MONASTIC TRADITION: DECISION AT LEVEL 3 • FEATURES AT 6 • 11 • 17

LEVEL 1 • D8 HIT DICE

A MASTER OF MARTIAL ARTS HARNESSING THE POWER OF THE BODY IN PURSUIT OF PHYSICAL & SPIRITUAL PERFECTION.

PROFICIENCIES — MULTICLASS PENALTY: ONLY FOR LEVEL ZERO CHARACTERS

WEAPONS: SHORTSWORDS*, SIMPLE WEAPONS*
*) THESE ARE MONK WEAPONS AND CAN BE USED WITH THE MARTIAL ARTS FEATURE
INSTRUMENTS or TOOLS: CHOOSE 1T
SKILLS: CHOOSE 2S
SAVING THROWS: STRENGTH • DEXTERITY

KI POINTS — POINT TOTAL • REGAIN ALL KI POINTS AFTER A SHORT OR LONG REST

UNARMED DAMAGE D • UNARMORED SPEED ft

MULTICLASS PREREQUISITES: DEXTERITY + MINIMUM [ALL CLASSES APPLY] WISDOM 13

DIFFICULTY CLASS KI-SAVE — 8 + PROF. BONUS + WIS MODIFIER

ASI / FEAT: AT CLASS LEVEL 4 • 8 • 12 • 16 • 19 [ASI = ABILITY SCORE IMPROVEMENT]

1. • UNARMORED DEFENSE [AC = 10 + DEX + WIS] • MARTIAL ARTS [USE STR OR DEX FOR ATTACKS • BONUS ACTION ATTACK • D4 UNARMED DAMAGE]
2. • UNARMORED MOVEMENT [+ 10 ft] • KI [FLURRY OF BLOWS • PATIENT DEFENSE • STEP OF THE WIND] • KI-POINT TOTAL [2]
3. • MONASTIC TRADITION [1] • DEFLECT MISSILES [REDUCE RANGED DAMAGE BY 1D10 + DEX + LEVEL] • KI-POINT TOTAL [3]
4. • SLOW FALL [REDUCE FALLING DAMAGE BY 5*MONK LEVEL] • KI-POINT TOTAL [4] • ASI [ABILITY SCORE IMPROVEMENT / FEAT]
5. • STUNNING ATTACK [MELEE STUN ATTACK IF CON SAVE FAILS] • MARTIAL ARTS [D6] • KI-POINT TOTAL [5] • EXTRA ATTACK [2 / ATTACK ACTION]
6. • MONASTIC TRADITION FEATURE [2] • UNARMORED MOVEMENT [+ 15 ft] • KI-EMPOWERED STRIKES • KI-POINT TOTAL [6]
7. • EVASION [NO OR HALF DAMAGE ON DEX SAVE] • STILLNESS OF MIND [ACTION ENDS FEAR OR CHARMED CONDITION] • KI-POINT TOTAL [7]
8. • KI-POINT TOTAL [8] • ASI [ABILITY SCORE IMPROVEMENT / FEAT]
9. • UNARMORED MOVEMENT [MOVING ON VERTICAL AND LIQUID SURFACES WITHOUT FALLING] • KI-POINT TOTAL [9]
10. • PURITY OF BODY [IMMUNITY TO POISON AND DISEASE] • UNARMORED MOVEMENT [+ 20 ft] • KI-POINT TOTAL [10]

11. • MONASTIC TRADITION FEATURE [3] • MARTIAL ARTS [D8] • KI-POINT TOTAL [11]
12. • KI-POINT TOTAL [12] • ASI [ABILITY SCORE IMPROVEMENT / FEAT]
13. • TONGUE OF THE SUN AND MOON [UNDERSTAND ALL SPOKEN LANGUAGES & COMMUNICATE WITH INTELLIGENT CREATURES] • KI-POINT TOTAL [13]
14. • DIAMOND SOUL [PROFICIENT IN ALL SAVES & USE KI TO REROLL FAILED SAVES] • UNARMORED MOVEMENT [+ 25 ft]
15. • TIMELESS BODY [SUFFER NO AGING EFFECTS, NOR NEED FOR FOOD OR WATER ANYMORE] • KI-POINT TOTAL [15]
16. • KI-POINT TOTAL [16] • ASI [ABILITY SCORE IMPROVEMENT / FEAT]
17. • MONASTIC TRADITION FEATURE [4] • MARTIAL ARTS [D10] • KI-POINT TOTAL [17]
18. • EMPTY BODY [BECOME INVISIBLE OR CAST ASTRAL PROJECTION WITH KI] • KI-POINT TOTAL [18] • UNARMORED MOVEMENT [+ 30 ft]
19. • KI-POINT TOTAL [19] • ASI [ABILITY SCORE IMPROVEMENT / FEAT]
20. • PERFECT SELF [REGAIN 4 KI POINTS, WHEN ROLLING FOR INITIATIVE AND YOU HAVE NO KI POINTS LEFT] • KI-POINT TOTAL [20]

PALADIN [CHARACTER CLASS]

SACRED OATH: DECISION AT LEVEL 3 • FEATURES AT 7 • 15 • 20

LEVEL 1 • D10 HIT DICE

A HOLY WARRIOR UPHOLDING RIGHTEOUSNESS AND JUSTICE WHILE HONORBOUND TO A SACRED OATH.

PROFICIENCIES — MULTICLASS PENALTY: ONLY FOR LEVEL ZERO CHARACTERS

ARMOR: LIGHT, MEDIUM, SHIELDS
WEAPONS: SIMPLE WEAPONS, MARTIAL WEAPONS
ARMOR: HEAVY
SKILLS: CHOOSE 2S
SAVING THROWS: WISDOM • CHARISMA

DIVINE SENSE — POINT TOTAL • USES EQUAL 1 + CHARISMA MODIFIER • REGAIN ALL USES AFTER A LONG REST

LAY ON HANDS — POINT TOTAL • POINTS EQUAL PALADIN LEVEL*5

CHANNEL DIVINITY [REGAIN AFTER A SHORT OR LONG REST] — USED

DIFFICULTY CLASS SPELL-SAVE — 8 + PROF. BONUS + CHA MODIFIER

MULTICLASS PREREQUISITES: STRENGTH + MINIMUM [ALL CLASSES APPLY] CHARISMA 13

ASI / FEAT: AT CLASS LEVEL 4 • 8 • 12 • 16 • 19 [ASI = ABILITY SCORE IMPROVEMENT]

1. • DIVINE SENSE [DETECT CELESTIALS, FIENDS OR UNDEAD WITHIN 60 ft] • LAY ON HANDS [POINT POOL HEALS WOUNDS or CURES POISON/DISEASE]
2. • FIGHTING STYLEF • SPELLCASTING [CHA] • PREPARED [1/2 LEVEL+CHA] • SPELL FOCUS [HOLY] • DIVINE SMITE [2D8 BONUS RADIANT DAMAGE]D
3. • SACRED OATH [1] • DIVINE HEALTH [IMMUNE TO DISEASE]
4. • ASI [ABILITY SCORE IMPROVEMENT / FEAT]
5. • EXTRA ATTACK [2 / ATTACK ACTION] • 2nd LEVEL SPELLS
6. • AURA OF PROTECTION [GRANT A BONUS TO SAVING THROWS OF ALLIES EQUAL TO YOUR CHARIMA MODIFIER IN A 10 ft RADIUS]
7. • SACRED OATH FEATURE [2]
8. • ASI [ABILITY SCORE IMPROVEMENT / FEAT]
9. • 3rd LEVEL SPELLS
10. • AURA OF COURAGE [ALLIES WITHIN 10 FT OF YOU CAN'T BE FRIGHTENED WHILE YOU ARE CONSCIOUS]

11. • IMPROVED DIVINE SMITE [ADD ANOTHER 1D8 RADIANT DAMAGE TO YOUR DIVINE SMITES]
12. • ASI [ABILITY SCORE IMPROVEMENT / FEAT]
13. • 4th LEVEL SPELLS
14. • CLEANSING TOUCH [END ONE SPELL EFFECT ON YOU OR A WILLING CREATURE YOU TOUCH, USES PER LONG REST EQUAL YOUR CHA MODIFIER]
15. • SACRED OATH FEATURE [3]
16. • ASI [ABILITY SCORE IMPROVEMENT / FEAT]
17. • 5th LEVEL SPELLS
18. • AURA IMPROVEMENT [RANGE OF AURA EFFECTS - LIKE AURA OF PROTECTION or AURA OF COURAGE - INCREASES TO 30 ft]
19. • ASI [ABILITY SCORE IMPROVEMENT / FEAT]
20. • SACRED OATH FEATURE [4]

RANGER [CHARACTER CLASS]

RANGER ARCHETYPE: DECISION AT LEVEL 3 • FEATURES AT 7 • 11 • 15

LEVEL 1 • D10 HIT DICE

A WAYFARING WARRIOR WHO USES NATURE MAGIC TO COMBAT DIRE THREATS ON THE EDGES OF CIVILIZATION.

PROFICIENCIES — MULTICLASS PENALTY: ONLY FOR LEVEL ZERO CHARACTERS

ARMOR: LIGHT, MEDIUM, SHIELDS
WEAPONS: SIMPLE WEAPONS, MARTIAL WEAPONS
SKILLS: CHOOSE 1S
SKILLS: CHOOSE 2S MORE
SAVING THROWS: STRENGTH • DEXTERITY

FAVORED ENEMIES: ABERRATIONS, BEASTS, CELESTIALS, CONSTRUCTS, GIANTS, MONSTERS, OOZES, or TWO HUMANOIDS

FAVORED TERRAINS: ARCTIC, COAST, DESERT, FOREST, GRASSLAND, MOUNTAIN, SWAMP, or UNDERDARK

MULTICLASS PREREQUISITES: DEXTERITY + MINIMUM [ALL CLASSES APPLY] WISDOM 13

DIFFICULTY CLASS SPELL-SAVE — 8 + PROF. BONUS + WIS MODIFIER

ASI / FEAT: AT CLASS LEVEL 4 • 8 • 12 • 16 • 19 [ASI = ABILITY SCORE IMPROVEMENT]

1. • FAVORED ENEMY [1] [LANGUAGE, ADVANTAGE TO TRACKING AND LORE OF ONE CREATURE TYPE] • NATURAL EXPLORER [1] [TERRAIN PROFICIENCY]
2. • FIGHTING STYLE [CHOOSE ONE]F • SPELLCASTING [WIS] • SPELLS KNOWN [2]
3. • RANGER ARCHETYPE [1] • PRIMEVAL AWARENESS [SENSE CREATURES WITHIN 1 (or 6) MILES] • SPELLS KNOWN [3]
4. • ASI [ABILITY SCORE IMPROVEMENT / FEAT]
5. • EXTRA ATTACK [2 / ATTACK ACTION] • 2nd LEVEL SPELLS • SPELLS KNOWN [4]
6. • FAVORED ENEMY [2] • NATURAL EXPLORER [2]
7. • RANGER ARCHETYPE FEATURE [2] • SPELLS KNOWN [5]
8. • LAND'S STRIDE [DIFFICULT TERRAIN: NO EXTRA MOVEMENT COST • ADVANTAGE: SAVES vs. PLANTS] • ASI [ABILITY SCORE IMPROVEMENT / FEAT]
9. • 3rd LEVEL SPELLS • SPELLS KNOWN [6]
10. • HIDE IN PLAIN SIGHT [CAMOUFLAGE GRANTS +10 TO STATIONARY STEALTH CHECKS] • NATURAL EXPLORER [3]

11. • RANGER ARCHETYPE FEATURE [3] • SPELLS KNOWN [7]
12. • ASI [ABILITY SCORE IMPROVEMENT / FEAT]
13. • 4th LEVEL SPELLS • SPELLS KNOWN [8]
14. • VANISH [HIDE AS A BONUS ACTION AND CAN'T BE TRACKED BY NON-MAGICAL MEANS] • FAVORED ENEMY [3]
15. • RANGER ARCHETYPE FEATURE [4] • SPELLS KNOWN [9]
16. • ASI [ABILITY SCORE IMPROVEMENT / FEAT]
17. • 5th LEVEL SPELLS • SPELLS KNOWN [10]
18. • FERAL SENSES [AWARE OF INVISIBLE CREATURES WITHIN 30 ft AND NOT SEEING ENEMIES DOES NOT IMPOSE DISADVANTAGE TO ATTACK ROLLS]
19. • ASI [ABILITY SCORE IMPROVEMENT / FEAT] • SPELLS KNOWN [11]
20. • FOE SLAYER [ONCE EACH TURN YOU CAN ADD YOUR WIS MODIFIER TO ATTACK AND DAMAGE ROLLS AGAINST YOUR FAVORED ENEMIES]

Monk Card

SUBCLASS FEATURES
- 3
- 6
- 11
- 17

KI FEATURES · MARTIAL ARTS MANEUVERS

MONASTERY	MONASTIC ICON	MASTER

S) **MONK SKILLS:** ACROBATICS, ATHLETICS, HISTORY, INSIGHT, RELIGION, STEALTH.
T) **MONK TOOLS:** ANY ARTISAN'S TOOLS OR ANY MUSICAL INSTRUMENT.

Fighter Card

SUBCLASS FEATURES
- 3
- 7
- 10
- 15
- 18

CLASS FEATURES · MANEUVERS · FIGHTING STYLES

HERALDIC SIGN	INSTRUCTOR	SIGNATURE STYLE

S) **FIGHTER SKILLS:** ACROBATICS, ANIMAL HANDLING, ATHLETICS, HISTORY, INSIGHT, INTIMIDATION, PERCEPTION, SURVIVAL.
F) **FIGHTING STYLES:** ARCHERY, DEFENSE, DUELING, GREAT WEAPON FIGHTING, PROTECTION, TWO-WEAPON FIGHTING, . . .
EACH **ELDRITCH KNIGHT** FIGHTER LEVEL COUNTS AS 1/3 CASTER LEVEL FOR MULTICLASS SPELL SLOT CALCULATION.

Ranger Card

SUBCLASS FEATURES
- 3
- 7
- 11
- 15

CLASS FEATURES · FAVORED ENEMY & TERRAIN BOONS · FIGHTING STYLE

WORLD VIEW	HOMELAND	SWORN ENEMY

S) **RANGER SKILLS:** ANIMAL HANDLING, ATHLETICS, INSIGHT, INVESTIGATION, NATURE, PERCEPTION, STEALTH, SURVIVAL.
F) **FIGHTING STYLES:** ARCHERY, DEFENSE, DUELING, TWO-WEAPON FIGHTING, . . .
EACH **RANGER LEVEL** COUNTS AS 1/2 CASTER LEVEL FOR MULTICLASS SPELL SLOT CALCULATION.

Paladin Card

SUBCLASS FEATURES
- 3
- 7
- 15
- 20

CLASS FEATURES · CHANNEL DIVINITY EFFECTS · AURAS · FIGHTING STYLE

PERSONAL GOAL	SYMBOL	NEMESIS	TEMPTATION

S) **PALADIN SKILLS:** ATHLETICS, INSIGHT, INTIMIDATION, MEDICINE, PERSUASION, RELIGION.
F) **FIGHTING STYLES:** DEFENSE, DUELING, GREAT WEAPON FIGHTING, PROTECTION, . . .
D) **DIVINE SMITE:** USING A 1st LEVEL SPELL SLOT, YOU CAN DEAL 2D8 RADIANT BONUS DAMAGE WHEN YOU HIT WITH A MELEE WEAPON. THE DAMAGE INCREASES BY 1D8 FOR EACH SPELL LEVEL BEYOND 1st, AND IF THE TARGET IS UNDEAD OR A FIEND.
EACH **PALADIN LEVEL** COUNTS AS 1/2 CASTER LEVEL FOR MULTICLASS SPELL SLOT CALCULATION.

ROGUE [CHARACTER CLASS]

ROGUISH ARCHETYPE: DECISION AT LEVEL 3 • FEATURES AT 9 • 13 • 17

LEVEL 1 • D8 HIT DICE

A SHIFTY SCOUNDREL WHO USES STEALTH AND TRICKERY TO OVERCOME OBSTACLES AND TO NEUTRALIZE ENEMIES.

SNEAK ATTACK DAMAGE + D6 IF ATTACK HAS ADVANTAGE, OR IF TARGET IS SURROUNDED.

PROFICIENCIES
MULTICLASS - PENALTY: ONLY FOR LEVEL ZERO CHARACTERS

ARMOR: LIGHT
TOOLS: THIEVES' TOOLS
SKILLS: CHOOSE 1^S
LANGUAGE: THIEVES' CANT

WEAPONS: SIMPLE AND ROGUE WEAPONS^W
SKILLS: CHOOSE 3^S MORE
SAVING THROWS: DEXTERITY • INTELLIGENCE

MULTICLASS PREREQUISITES: MINIMUM [ALL CLASSES APPLY]   DEXTERITY 13

ASI / FEAT: AT CLASS LEVEL 4 • 8 • 10 • 12 • 16 • 19 [ASI = ABILITY SCORE IMPROVEMENT]

ROGUISH DODGY FEATURES
- CUNNING ACTION [DASH • DISENGAGE • HIDE]
- UNCANNY DODGE [REACTION HALVES DAMAGE]
- EVASION [NO DAMAGE DEX SAVES]
- ELUSIVE [NO ADVANTAGE VS. YOU]

STROKE OF LUCK   • REGAIN ALL USES AFTER A SHORT OR LONG REST •

1
- EXPERTISE [DOUBLE PROFICIENCY FOR 2 SKILLS]
- SNEAK ATTACK [+1D6 TO DAMAGE IF ADVANTAGE ON ATTACKS or ENEMY IS SURROUNDED]

2
- CUNNING ACTION [DASH, DISENGAGE, OR HIDE AS BONUS ACTIONS]

3
- ROGUISH ARCHETYPE [1]
- SNEAK ATTACK [+2D6 DAMAGE]

4
- ASI [ABILITY SCORE IMPROVEMENT / FEAT]

5
- UNCANNY DODGE [REACTION HALVES DAMAGE FROM AN ATTACKER YOU CAN SEE]
- SNEAK ATTACK [+3D6 DAMAGE]

6
- EXPERTISE [DOUBLE PROFICIENCY FOR 4 SKILLS]

7
- EVASION [DEXTERITY CHECKS FROM AREA EFFECTS DO HALF OR NO DAMAGE AT ALL]
- SNEAK ATTACK [+4D6 DAMAGE]

8
- ASI [ABILITY SCORE IMPROVEMENT / FEAT]

9
- ROGUISH ARCHETYPE FEATURE [2]
- SNEAK ATTACK [+5D6 DAMAGE]

10
- ASI [ABILITY SCORE IMPROVEMENT / FEAT]

11
- RELIABLE TALENT [TREAT A ROLL OF 9 OR LOWER AS A 10 WITH PROFICIENT SKILL CHECKS]
- SNEAK ATTACK [+6D6 DAMAGE]

12
- ASI [ABILITY SCORE IMPROVEMENT / FEAT]

13
- ROGUISH ARCHETYPE FEATURE [3]
- SNEAK ATTACK [+7D6 DAMAGE]

14
- BLINDSENSE [AWARE OF HIDDEN AND INVISIBLE CREATURES WITHIN 10 ft, IF YOU ARE NOT DEAFENED]

15
- SLIPPERY MIND [GAIN PROFICIENCY IN WISDOM SAVING THROWS]
- SNEAK ATTACK [+8D6 DAMAGE]

16
- ASI [ABILITY SCORE IMPROVEMENT / FEAT]

17
- ROGUISH ARCHETYPE FEATURE [4]
- SNEAK ATTACK [+9D6 DAMAGE]

18
- ELUSIVE [NO ATTACK ROLL HAS ADVANTAGE AGAINST YOU, AS LONG AS YOU AREN'T INCAPACITATED]

19
- SNEAK ATTACK [+10D6 DAMAGE]
- ASI [ABILITY SCORE IMPROVEMENT / FEAT]

20
- STROKE OF LUCK [ONCE BETWEEN SHORT OR LONG RESTS, YOU CAN TURN A MISS INTO A HIT OR TREAT A FAILED D20 ABILITY ROLL AS A 20]

SORCERER [CHARACTER CLASS]

SORCEROUS ORIGIN: DECISION AT LEVEL 1 • FEATURES AT 6 • 14 • 18

LEVEL 1 • D6 HIT DICE

AN ENIGMATIC SPELLCASTER WHO STRUGGLES WITH INHERENT MAGIC FORCES FROM A GIFT OR BLOODLINE.

SORCERY POINTS

PROFICIENCIES
MULTICLASS - PENALTY: ONLY FOR LEVEL ZERO CHARACTERS

n/a

WEAPONS: SORCERER WEAPONS^W
SKILLS: CHOOSE 2^S
SAVING THROWS: CONSTITUTION • CHARISMA

MULTICLASS PREREQUISITES: MINIMUM [ALL CLASSES APPLY]   CHARISMA 13

• REGAIN ALL SORCERY POINTS AFTER A LONG REST •

SORCERY POINTS TO SPELL SLOTS   1st [2] | 2nd [3] | 3rd [5] | 4th [6] | 5th [7] SPELL SLOT LEVELS TO POINTS: 1=1

ASI / FEAT: AT CLASS LEVEL 4 • 8 • 12 • 16 • 19 [ASI = ABILITY SCORE IMPROVEMENT]

DIFFICULTY CLASS SPELL-SAVE

1
- SORCEROUS ORIGIN [1] • CANTRIPS [4]
- SPELLCASTING [CHA] • SPELLS KNOWN [2]
- RITUAL CASTING • SPELL FOCUS [ARCANE]

2
- FLEXIBLE CASTING [CONVERT SORCERY POINTS INTO SPELL SLOTS AND VICE VERSA]
- SPELLS KNOWN [3] • SORCERY POINTS [2]

3
- METAMAGIC [CHOOSE 2 METAMAGIC OPTIONS]^M
- 2nd LEVEL SPELLS • SPELLS KNOWN [4]
- SORCERY POINTS [3]

4
- CANTRIPS [5]
- SPELLS KNOWN [5] • SORCERY POINTS [4]
- ASI [ABILITY SCORE IMPROVEMENT / FEAT]

5
- 3rd LEVEL SPELLS
- SPELLS KNOWN [6]
- SORCERY POINTS [5]

6
- SORCEROUS ORIGIN FEATURE [2]
- SPELLS KNOWN [7]
- SORCERY POINTS [6]

7
- 4th LEVEL SPELLS
- SPELLS KNOWN [8]
- SORCERY POINTS [7]

8
- SPELLS KNOWN [9]
- SORCERY POINTS [8]
- ASI [ABILITY SCORE IMPROVEMENT / FEAT]

9
- 5th LEVEL SPELLS
- SPELLS KNOWN [10]
- SORCERY POINTS [9]

10
- CANTRIPS [6] • METAMAGIC [3]
- SPELLS KNOWN [11]
- SORCERY POINTS [10]

11
- 6th LEVEL SPELLS
- SPELLS KNOWN [12]
- SORCERY POINTS [11]

12
- SORCERY POINTS [12]
- ASI [ABILITY SCORE IMPROVEMENT / FEAT]

13
- 7th LEVEL SPELLS
- SPELLS KNOWN [13]
- SORCERY POINTS [13]

14
- SORCEROUS ORIGIN FEATURE [3]
- SORCERY POINTS [14]

15
- 8th LEVEL SPELLS
- SPELLS KNOWN [14]
- SORCERY POINTS [15]

16
- SORCERY POINTS [16]
- ASI [ABILITY SCORE IMPROVEMENT / FEAT]

17
- 9th LEVEL SPELLS • SPELLS KNOWN [15]
- METAMAGIC [4]
- SORCERY POINTS [17]

18
- SORCEROUS ORIGIN FEATURE [4]
- SORCERY POINTS [18]

19
- SORCERY POINTS [19]
- ASI [ABILITY SCORE IMPROVEMENT / FEAT]

20
- SORCEROUS RESTORATION [REGAIN 4 EXPENDED SORCERY POINTS AFTER A SHORT REST]
- SORCERY POINTS [20]

WARLOCK [CHARACTER CLASS]

OTHERWORLDLY PATRON: DECISION AT LEVEL 1 • FEATURES AT 6 • 10 • 14

LEVEL 1 • D8 HIT DICE

A WIELDER OF MAGIC THAT IS - FOR BETTER OR WORSE - DERIVED FROM A BARGAIN WITH AN EXTRAPLANAR ENTITY.

PACT BOON

SPELL SLOTS

MYSTIC ARCANUM
- 6th
- 7th
- 8th
- 9th

1 MINUTE ALL SPELL SLOTS REGAIN

ELDRITCH MASTER

LEVEL OF SLOTS

• REGAIN ALL USES AFTER A LONG REST •

PROFICIENCIES
MULTICLASS - PENALTY: ONLY FOR LEVEL ZERO CHARACTERS

ARMOR: LIGHT
WEAPONS: SIMPLE WEAPONS
SKILLS: CHOOSE 2^S
SAVING THROWS: WISDOM • CHARISMA

MULTICLASS PREREQUISITES: MINIMUM [ALL CLASSES APPLY]   CHARISMA 13

ASI / FEAT: AT CLASS LEVEL 4 • 8 • 12 • 16 • 19 [ASI = ABILITY SCORE IMPROVEMENT]

DIFFICULTY CLASS SPELL-SAVE

1
- OTHERWORLDLY PATRON [1] • CANTRIPS [2]
- PACT MAGIC [CHA] • SPELL SLOTS | LEVEL [1|1st]
- SPELLS KNOWN [2] • SPELL FOCUS [ARCANE]

2
- ELDRITCH INVOCATIONS [2]
- SPELL SLOTS [2] [SPELL SLOTS REFRESH AFTER A SHORT OR LONG REST] • SPELLS KNOWN [3]

3
- PACT BOON [AN ELDRITCH GIFT BESTOWED BY YOUR ENIGMATIC PATRON] • SLOT LEVEL [2nd]
- 2nd LEVEL SPELLS • SPELLS KNOWN [4]

4
- CANTRIPS [3]
- SPELLS KNOWN [5]
- ASI [ABILITY SCORE IMPROVEMENT]

5
- SPELLS KNOWN [6]
- INVOCATIONS KNOWN [3]
- 3rd LEVEL SPELLS • SLOT LEVEL [3rd]

6
- OTHERWORLDLY PATRON FEATURE [2]
- SPELLS KNOWN [7]

7
- 4th LEVEL SPELLS • SLOT LEVEL [4th]
- SPELLS KNOWN [8]
- INVOCATIONS KNOWN [4]

8
- SPELLS KNOWN [9]
- ASI [ABILITY SCORE IMPROVEMENT / FEAT]

9
- SPELLS KNOWN [10]
- INVOCATIONS KNOWN [5]
- 5th LEVEL SPELLS • SLOT LEVEL [5th]

10
- OTHERWORLDLY PATRON FEATURE [3]
- CANTRIPS [4]

11
- MYSTIC ARCANUM [6th] [CAST A 6th LEVEL WARLOCK SPELL ONCE BETWEEN LONG RESTS]
- SPELL SLOTS [3] • SPELLS KNOWN [11]

12
- INVOCATIONS KNOWN [6]
- ASI [ABILITY SCORE IMPROVEMENT / FEAT]

13
- MYSTIC ARCANUM [7th]
- SPELLS KNOWN [12]

14
- OTHERWORLDLY PATRON FEATURE [4]

15
- MYSTIC ARCANUM [8th]
- SPELLS KNOWN [13]
- INVOCATIONS KNOWN [7]

16
- ASI [ABILITY SCORE IMPROVEMENT / FEAT]

17
- MYSTIC ARCANUM [9th]
- SPELL SLOTS [4]
- SPELLS KNOWN [14]

18
- INVOCATIONS KNOWN [8]

19
- SPELLS KNOWN [15]
- ASI [ABILITY SCORE IMPROVEMENT / FEAT]

20
- ELDRITCH MASTER [SPEND 1 MINUTE TO GAIN A REFRESH OF ALL WARLOCK SPELL SLOTS FROM YOUR PATRON, ONCE PER LONG RESTS]

WIZARD [CHARACTER CLASS]

ARCANE TRADITION: DECISION AT LEVEL 2 • FEATURES AT 6 • 10 • 14

LEVEL 1 • D6 HIT DICE

A SCHOLARLY MAGIC-USER. BOOK-LEARNED, ANALYTIC, AND CAPABLE OF MANIPULATING THE STRUCTURES OF REALITY.

ARCANE RECOVERY
- 1st
- 2nd
- 3rd
- 3rd

SPELL MASTERY

SIGNATURE SPELLS

• REGAIN ALL USES AFTER A SHORT OR LONG REST •

PROFICIENCIES
MULTICLASS - PENALTY: ONLY FOR LEVEL ZERO CHARACTERS

n/a

WEAPONS: WIZARD WEAPONS^W
SKILLS: CHOOSE 2^S
SAVING THROWS: INTELLIGENCE • WISDOM

MULTICLASS PREREQUISITES: MINIMUM [ALL CLASSES APPLY]   INTELLIGENCE 13

ASI / FEAT: AT CLASS LEVEL 4 • 8 • 12 • 16 • 19 [ASI = ABILITY SCORE IMPROVEMENT]

DIFFICULTY CLASS SPELL-SAVE

1
- ARCANE RECOVERY [SHORT REST] • CANTRIPS [3]
- SPELLCASTING [INT] • PREPARED [LEVEL+INT]
- RITUAL CASTING • SPELL FOCUS [ARCANE]

2
- ARCANE TRADITION [1]

3
- 2nd LEVEL SPELLS

4
- CANTRIPS [4]
- ASI [ABILITY SCORE IMPROVEMENT / FEAT]

5
- 3rd LEVEL SPELLS

6
- ARCANE TRADITION FEATURE [2]

7
- 4th LEVEL SPELLS

8
- ASI [ABILITY SCORE IMPROVEMENT / FEAT]

9
- 5th LEVEL SPELLS

10
- ARCANE TRADITION FEATURE [3]
- CANTRIPS [5]

11
- 6th LEVEL SPELLS

12
- ASI [ABILITY SCORE IMPROVEMENT / FEAT]

13
- 7th LEVEL SPELLS

14
- ARCANE TRADITION FEATURE [4]

15
- 8th LEVEL SPELLS

16
- ASI [ABILITY SCORE IMPROVEMENT / FEAT]

17
- 9th LEVEL SPELLS

18
- SPELL MASTERY [CHOOSE ONE 1st LEVEL AND ONE 2nd LEVEL SPELL FROM YOUR GRIMOIRE TO CAST AT LOWEST LEVEL WITHOUT SPENDING SPELL SLOTS]

19
- ASI [ABILITY SCORE IMPROVEMENT / FEAT]

20
- SIGNATURE SPELL [CHOOSE TWO 3rd LEVEL SPELLS TO CAST WITHOUT SPENDING SPELL SLOTS, ONCE BETWEEN SHORT OR LONG RESTS]

Card 1 (Sorcerer)

SUBCLASS FEATURES

1
6
14
18

CLASS FEATURES · METAMAGIC

| ARCANE ORIGIN | RESPONSE TO GIFT | SUPERNATURAL MARK | SIGN OF SORCERY |

W) **SORCERER WEAPONS:** DAGGERS, DARTS, SLINGS, QUARTERSTAFFS, LIGHT CROSSBOWS.
S) **SORCERER SKILLS:** ARCANA, DECEPTION, INSIGHT, INTIMIDATION, PERSUASION, RELIGION.
M) **METAMAGIC:** CAREFUL, DISTANT, EMPOWERED, EXTENDED, HEIGHTENED, QUICKENED, SUBTLE, TWINNED, . . .
EACH **SORCERER LEVEL** COUNTS AS 1 FULL CASTER LEVEL FOR MULTICLASS SPELL SLOT CALCULATION.

Card 2 (Rogue)

SUBCLASS FEATURES

3
9
13
17

CLASS FEATURES

| GUILTY PLEASURE | ADVERSARY | BENEFACTOR |

W) **ROGUE WEAPONS:** HAND CROSSBOWS, SHORTSWORDS, LONGSWORDS, RAPIERS.
S) **ROGUE SKILLS:** ACROBATICS, ATHLETICS, DECEPTION, INSIGHT, INTIMIDATION, INVESTIGATION, PERCEPTION, PERFORMANCE, PERSUASION, SLEIGHT OF HAND, STEALTH.
EACH **ARCANE TRICKSTER** ROGUE LEVEL COUNTS AS 1/3 CASTER LEVEL FOR MULTICLASS SPELL SLOT CALCULATION.

Card 3 (Wizard)

SUBCLASS FEATURES

2
6
10
14

CLASS FEATURES

| SPELLBOOK · GRIMOIRE | AMBITION | ECCENTRICITY |

W) **WIZARD WEAPONS:** DAGGERS, DARTS, SLINGS, QUARTERSTAFFS, LIGHT CROSSBOWS.
S) **WIZARD SKILLS:** ARCANA, HISTORY, INSIGHT, INVESTIGATION, MEDICINE, RELIGION.
EACH **WIZARD LEVEL** COUNTS AS 1 FULL CASTER LEVEL FOR MULTICLASS SPELL SLOT CALCULATION.

Card 4 (Warlock)

SUBCLASS FEATURES

1
6
10
14

CLASS FEATURES · PACT BOON DESCRIPTION · ELDRITCH INVOCATIONS

| PATRON'S ATTITUDE | SPECIAL TERMS OF THE PACT | BINDING MARK |

S) **WARLOCK SKILLS:** ARCANA, DECEPTION, HISTORY, INTIMIDATION, INVESTIGATION, NATURE, RELIGION.
WARLOCK LEVELS DO NOT COUNT FOR MULTICLASS SPELL SLOT CALCULATION. WARLOCK SPELL SLOTS, GAINED BY THE PACT MAGIC FEATURE, REFRESH AFTER A SHORT OR LONG REST. OTHER CASTERS NEED A LONG REST FOR A REFRESH.