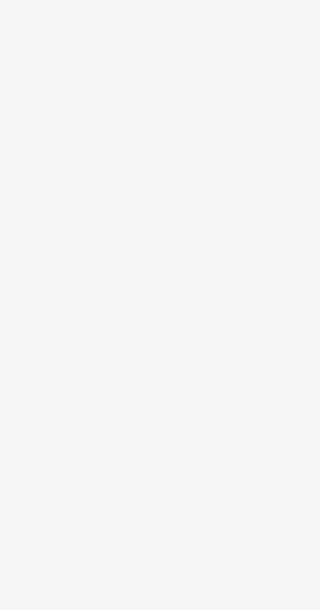




PORTRAIT

CHARACTER NAME



ORIGINS

[FAMILY]



MOTHER

NAME



RACE

RACE • SUBRACE • ETHNIC GROUP



BLOODLINE

BLOODLINES • ANCESTORS • TRIBE



OCCUPATION

VOCATION • CLASS • PROFESSION



DOMICILE

WHEREABOUTS • ALIVE/DEAD



STATUS

CURRENT RELATIONS • LIFESTYLE



FAMILY SITUATION

SIBLINGS • BIRTH ORDER



FATHER

NAME



RACE

RACE • SUBRACE • ETHNIC GROUP



BLOODLINE

BLOODLINES • ANCESTORS • TRIBE



OCCUPATION

VOCATION • CLASS • PROFESSION



DOMICILE

WHEREABOUTS • ALIVE/DEAD



STATUS

CURRENT RELATIONS • LIFESTYLE



LIFE EVENTS • BACKSTORY • MEMORIES

• WHEN / WHAT AGE? •

• WHERE DID IT HAPPEN? •

• WHO WAS THERE? •

• WHAT WERE THE CIRCUMSTANCES? •



ORIGINS

[CHARACTER]

GENDER



NAME • TITLES • COGNOMEN



RACE

RACE • SUBRACE • ETHNIC GROUP



BACKGROUND
SPECIALIZATION

PREVIOUS EXPERIENCE



FATE

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



CLASS

CLASS[ES] • LEVEL[S]



LEVEL
TOTAL



PLACES YOU CALLED HOME

PLACE OF BIRTH • CHILDHOOD HOME • CURRENT DOMICILE



CHARACTER DETAILS

LOOKS • MOTIVATION • SHITICK • PERSONALITY • DISTINGUISHING MARKS



LOVE INTERESTS

MARITAL STATUS • CHILDREN



WHY I BECAME A

BACKGROUND



WHY I BECAME A

CLASS



PERSONALITY
TRAIT

WHAT YOU LIKE • ACCOMPLISHMENTS



PERSONALITY
TRAIT

WHAT YOU DISLIKE • PHOBIA



IDEAL

WHAT YOU BELIEVE



BOND

PEOPLE • POSSESSIONS



FLAW

VICE • WEAKNESS

BACKGROUND FEATURE • RACIAL FEATURES



BACKGROUND FEATURE



RACIAL FEATURE



RACIAL FEATURE



RACIAL FEATURE



RACIAL FEATURE



RACIAL FEATURE



UNSPENT POINTS
FROM CHARACTER
CREATION + ASI

ABILITY SCORES [FEATS]

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

STR
STRENGTH

BASE+RACE+ASI=SCORE

MODIFIER



SAVING THROW
PROFICIENCY



SIZE **M**



HEIGHT

FEET
METER



WEIGHT

LB
KG



ENCUMBRANCE
LIFTING STRENGTH • SIZE • LOAD



ENCUMBERED > STR*5 **lb**



HEAVILY ENCUMBERED > STR*10 **lb**



CARRYING CAPACITY max. STR*15 **lb**



PUSH-DRAG-LIFT max. STR*30 **lb**

DEX
DEXTERITY

BASE+RACE+ASI=SCORE

MODIFIER



SAVING THROW
PROFICIENCY



GROUND SPEED

ft



SPEED

ft



INITIATIVE

DEX MOD. + BONUS



SPEED MODIFIERS



MINUS 5 ft: limping



MINUS 10 ft: encumbered



MINUS 20 ft: heavily encumbered



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



DOUBLED: dash action

CON
CONSTITUTION

BASE+RACE+ASI=SCORE

MODIFIER



SAVING THROW
PROFICIENCY



AGE

years



HOLD BREATH

minutes



FASTING STARVATION

days



EXHAUSTION-LEVELS
LONG REST + FOOD REMOVES 1 LEVEL



1 Disadvantage: ability checks | 2 Speed halved



3 Disadvantage: attacks and saving throws



4 Hit point maximum halved



5 Speed reduced to zero | 6 Death

INT
INTELLIGENCE

BASE+RACE+ASI=SCORE

MODIFIER



SAVING THROW
PROFICIENCY



SANITY

+/ TO PSYCH. STABILITY



PASSIVE

10+ INT MOD.



ETHICS

ALIGNMENT TN



FAITH

DEITY OR NONE



PASSIVE PERCEPTION

10+ WIS-MOD.



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



INSANITY #1 []



INSANITY #2 []



INSANITY #3 []



Failing margin: 5 = [S] • 15 = [L] • nat. 1 = [I].

WIS
WISDOM

BASE+RACE+ASI=SCORE

MODIFIER



SAVING THROW
PROFICIENCY



EYES

COLOR



SKIN

COLOR



HAIR

COLOR



MODES OF VISION
BEYOND HUMAN EYESIGHT



LIKE DARK VISION, BLINDSIGHT, ft



OR SUNLIGHT SENSITIVITY ft



DIM LIGHT: Disadvantage: Perception [sight] rolls



DARKNESS: [Blinded] Checks involving sight fail



Disadvantage: attacks | Advantage: being attacked

CHA
CHARISMA

BASE+RACE+ASI=SCORE

MODIFIER



SAVING THROW
PROFICIENCY



EYES

COLOR



SKIN

COLOR



HAIR

COLOR



HONOR +/ TO SOCIAL INTERACTIONS



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



LIFE STYLE 3

LIFE EXPENSE

ABILITY SCORE INCREASES / FEATS BY CLASS LEVEL

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



PROFICIENCY
BONUS

PROFICIENCIES

[SKILLS]

PROFICIENCY-BONUS AT LEVEL:

[0: +1]-[1-4: +2]-[5-8: +3]

[9-12: +4]-[13-16: +5]-[17-20: +6]



ACROBATICS

[DEX]



ANIMAL HANDLING [WIS]



ARCANA

[INT]



ATHLETICS

[STR]



DECEPTION

[CHA]



HISTORY

[INT]



INSIGHT

[WIS]



INTIMIDATION

[CHA]



INVESTIGATION

[INT]



MEDICINE

[WIS]



NATURE

[INT]



PERCEPTION

[WIS]



PERFORMANCE

[CHA]



PERSUASION

[CHA]



RELIGION

[INT]



SLEIGHT OF HAND

[DEX]



STEALTH

[DEX]



SURVIVAL

[WIS]



TOOL



TOOL



TOOL



TOOL



TOOL



ARMOR PROFICIENCIES

SPELLCASTING • NO DISADVANTAGE

SHIELDS



LIGHT



MEDIUM



HEAVY



WEAPON PROFICIENCIES

ADD PROFICIENCY BONUS TO ATTACKS

UNARMED



IMPROVISED



SIMPLE



MARTIAL



SPECIFIC WEAPONS:



LANGUAGES

NATIVE AND STUDIED TONGUES

COMMON



KNOWN LANGUAGES:



SCRIPTS

USED BY KNOWN LANGUAGES

COMMON



KNOWN SCRIPTS:



INSTRUMENT



INSTRUMENT



INSTRUMENT



INSTRUMENT



VEHICLE



VEHICLE



Not Proficient: No Proficiency bonus added.



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



Proficient: Proficiency bonus added.



Expertise: Proficiency bonus added twice.



AC
ARMOR CLASS

WORN ARMOR [BODY SLOTS]

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



**PREFERRED [DEFAULT]
AC-CALCULATION:**



**ALTERNATIVE [TEMPORARY]
AC-CALCULATION:**

e.g. BUFFED or WITHOUT WEARING SUIT OF ARMOR



HEAD
ATTUNED

1 HELMET • HAT • HEADBAND • CROWN • COIF

MASK • GOGGLES • GLASSES • LENSES

2



FACE
ATTUNED

VALUE | WEIGHT lb

VALUE | WEIGHT lb



NECK
ATTUNED

3 AMULET • COLLAR • SCARF • BROOCH • HOOD

CLOAK • CAPE • MANTLE

4



BACK
ATTUNED

VALUE | WEIGHT lb

VALUE | WEIGHT lb



TORSO
ATTUNED

5 VESTMENT • SHIRT • DOUBLET

SUIT OF ARMOR • ROBES

6



BODY
ATTUNED

VALUE | WEIGHT lb

ARMOR CLASS + RESTRICTIONS

VALUE | WEIGHT lb



HANDS
ATTUNED

7 GLOVES • GAUNTLETS

BRACERS • WRISTBANDS

8



FORE-ARMS
ATTUNED

VALUE | WEIGHT lb

VALUE | WEIGHT lb



WAIST
ATTUNED

9 BELT • GIRDLE • SASH • BALDRIC • CORD

BOOTS • SANDALS • SHOES • SLIPPERS

10



FEET
ATTUNED

VALUE | WEIGHT lb

VALUE | WEIGHT lb



RIGHT RING
ATTUNED

11 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
COINAGE
GEMS
TRINKETS

WEALTH • PERSONAL ITEMS • PIPE • TINDERBOX • TRINKETS

9



ENCUMBRANCE
WITH DONNED ARMOR



VALUE | WEIGHT lb

TOTAL WEIGHT OF WORN EQUIP 0.00 lb



COPPER cp



SILVER sp



ELECTRUM ep



GOLD gp



PLATINUM pp



◀ ENCUMBERED
HEAVILY ENCUMBERED ▶



DEATH
SAVESHEALTH
[STATUS]

HP

MAX. HIT POINTS



HIT DICE

TOTAL

USED



WOUNDS • CURRENT & TEMPORARY HIT POINTS



D6



D8



D10



D12



SHORT REST: hit dice can be used to heal lost hit points. LONG REST: recover 50% of your hit dice.



CONDITIONS | LINGERING WOUNDS | INSANITIES | BUFFS | DEBUFFS



EFFECT • DURATION • MEANS OF HEALING



BLINDED



CHARMED



DEAFENED



FRIGHTENED



GRAPPLED



INCAPACITATED [=INC]



INVISIBLE



PARALYZED [+INC]



PETRIFIED [+INC]



POISONED



PRONE



RESTRAINED



STUNNED [+INC]



UNCONSCIOUS [+INC]



EXHAUSTION LEVELS:



GENERIC POINT-POOL COUNTER

POINT
TOTAL

e.g. for LUCK POINTS



GENERIC POINT-POOL COUNTER

POINT
TOTAL

e.g. for SUPERIORITY DICE



INSPIRATION DICE



D4



D10



D6



D12



D8



D20



You can only have ONE inspiration dice at a time.

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



EXPERIENCE [XP]



EXPERIENCE POINT TOTAL



0/3
ATTUNEMENTS

WEAPONS [AT-HAND ITEMS]

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

 MAIN HAND ATTUNED	A MAIN WEAPON - PROPERTIES WORN: ☐ DAMAGE DICE + DAMAGE TYPE VALUE WEIGHT lb	SHIELD or SECONDARY WEAPON - PROPERTIES DAMAGE DICE + DAMAGE TYPE VALUE WEIGHT lb	 OFF HAND ATTUNED
 MAIN HAND ATTUNED	C BACKUP WEAPON - PROPERTIES WORN: ☐ DAMAGE DICE + DAMAGE TYPE VALUE WEIGHT lb	SHIELD or SECONDARY WEAPON - PROPERTIES DAMAGE DICE + DAMAGE TYPE VALUE WEIGHT lb	 OFF HAND ATTUNED
 BOTH HANDS ATTUNED	E TWO-HANDED WEAPON - PROPERTIES WORN: ☐ DAMAGE DICE + DAMAGE TYPE VALUE WEIGHT lb	POLEARM - PROPERTIES DAMAGE DICE + DAMAGE TYPE VALUE WEIGHT lb	 BOTH HANDS ATTUNED
 MAIN HAND ATTUNED	G THROWN WEAPON - PROPERTIES WORN: ☐ DAMAGE DICE + DAMAGE TYPE VALUE WEIGHT lb	RANGED WEAPON - PROPERTIES DAMAGE DICE + DAMAGE TYPE VALUE WEIGHT lb	 BOTH HANDS ATTUNED
 MAIN HAND ATTUNED	W WAND - WONDROUS ITEM - PROPERTIES WORN: ☐ DAMAGE DICE + DAMAGE TYPE VALUE WEIGHT lb	MUSICAL INSTRUMENT - PROPERTIES INSTRUMENT TYPE VALUE WEIGHT lb	 BOTH HANDS ATTUNED

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

QUIVER CONTAINER	WORN AT EITHER THE BACK OR THE WAIST ☐	WEIGHT CARRYOVER	ENCUMBRANCE WITH EQUIPPED WEAPONS
	WORN AR 0.00 lb + WEIGHT 0.00 WEAPONS = TOTAL 0.00 lb VALUE WEIGHT lb	☐ ENCUMBERED [CARRIED WEIGHT EXCEEDS STR*5] [WEIGHT EXCEEDS STR*10] HEAVILY ENCUMBERED ☐	

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

ATTACKS

[COMBAT MANEUVERS]

A/A
ATTACKS PER ACTION



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

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

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

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

COMBAT RELEVANT FEATURES • FIGHTING STYLES

	e.g. BARBARIAN RAGE		e.g. ROGUE SNEAK ATTACK
	e.g. MONK MARTIAL ARTS		e.g. FIGHTING STYLE
	e.g. PALADIN DIVINE SMITE		e.g. FIGHTING STYLE



0/30
CAPACITY IN lb

BACKPACK [CONTAINER]

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

QUANTITY	ITEM • DESCRIPTION	VALUE	WEIGHT
	e.g. BEDROLL		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 TWINE		lb
	e.g. VARIOUS LOOT ITEMS		lb

FOOD HALF RATIONS CAN DOUBLE THE TIME UNTIL EXHAUSTION	RATIONS $\hat{=}$ 1 lb PER DAY VALUE WEIGHT lb	A STANDARD WATER- SKIN HOLDS 0.5 gal RATIONS $\hat{=}$ 1 gal PER DAY VALUE WEIGHT lb	WATER 	TORCHES • LAMP OIL • CANDLES LIGHT SOURCE 1 TORCH = 1 HOUR OF LIGHT VALUE WEIGHT lb
--	---	---	------------------	---

SUPPLY GOODS QUANTITY & TYPE OF CONSUMABLES VALUE WEIGHT lb	SUPPLY GOODS QUANTITY & TYPE OF CONSUMABLES VALUE WEIGHT lb	SUPPLY GOODS QUANTITY & TYPE OF CONSUMABLES VALUE WEIGHT lb
--	--	--

SCROLL CASE MOSTLY STRAPPED TO BACKPACK OR BELT	WEIGHT CARRYOVER ARMOR Δ 0.00 lb ENCUMBRANCE WITH EQUIPPED WEAPONS DROPPING BACKPACK = BONUS ACTION + WEIGHT 0.00 BACKPACK = TOTAL 0.00 lb ◀ ENCUMBERED [CARRIED WEIGHT EXCEEDS STR*5] [WEIGHT EXCEEDS STR*10] HEAVILY ENCUMBERED ▶
PARCHMENTS • SCROLLS • MAPS VALUE WEIGHT lb	

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

MAGIC

[SPELLCASTING]



CL
CASTER LEVEL



CASTING CLASS • RACE • FEAT | ABILITY | SAVE DC | ATTACK BONUS | KNOWN/PREP. SPELLS

1	e.g. RITUAL CASTER FEAT		10+ PROF. + ABIL. MOD.	PROFICIENCY BONUS + ABILITY MODIFIER	EITHER FIXED NUMBER OR CLASS LEVEL + ABILITY MODIFIER
2	e.g. ARCANIC TRICKSTER		10+ PROF. + ABIL. MOD.	PROFICIENCY BONUS + ABILITY MODIFIER	EITHER FIXED NUMBER OR CLASS LEVEL + ABILITY MODIFIER
3	e.g. BARD		10+ PROF. + ABIL. MOD.	PROFICIENCY BONUS + ABILITY MODIFIER	EITHER FIXED NUMBER OR CLASS LEVEL + ABILITY MODIFIER
4	e.g. DARK ELF [DROW MAGIC]		10+ PROF. + ABIL. MOD.	PROFICIENCY BONUS + ABILITY MODIFIER	EITHER FIXED NUMBER OR CLASS LEVEL + ABILITY MODIFIER

SPELL SLOTS PER SPELL LEVEL	1st		4th		7th		• THE EIGHT SCHOOLS OF MAGIC •
	TOTAL	EXPENDED	TOTAL	EXPENDED	TOTAL	EXPENDED	
	SLOTS AT CL: 1 st [2] - 2 nd [3] - 3 rd [4]		SLOTS AT CL: 7 th [1] - 8 th [2] - 9 th [3]		SLOTS AT CL: 13 th [1] - 20 th [2]		
	2nd		5th		8th		
	TOTAL	EXPENDED	TOTAL	EXPENDED	TOTAL	EXPENDED	
	SLOTS AT CL: 3 rd [2] - 4 th [3]		SLOTS AT CL: 9 th [1] - 10 th [2] - 18 th [3]		SLOTS AT CL: 15 th [1]		
	3rd		6th		9th		
	TOTAL	EXPENDED	TOTAL	EXPENDED	TOTAL	EXPENDED	
	SLOTS AT CL: 5 th [2] - 6 th [3]		SLOTS AT CL: 11 th [1] - 19 th [2]		SLOTS AT CL: 17 th [1]		



ABJURATION



CONJURATION



DIVINATION



ENCHANTMENT



ILLUSION



NECROMANCY



TRANSMUTATION



EVOCATION

LEVEL SCHOOL	CANTRIP • SPELL	(CAN BE CAST AT HIGHER LEVELS)	CASTING TIME	SPELL COMPONENTS	RANGE	CLASS
	DESCRIPTION • SAVES • DAMAGE • VARIABLES	[RITUAL: +10 min]			DURATION [C]	PREPARED
e.g. ACID SPLASH			+			
			R	min	gp	min
e.g. AID			+			
			R	min	gp	min
e.g. ALTER SELF			+			
			R	min	gp	min
e.g. ANIMAL FRIENDSHIP			+			
			R	min	gp	min
e.g. ANIMATE DEAD			+			
			R	min	gp	min
e.g. AURA OF VITALITY			+			
			R	min	gp	min

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

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

SPELLCASTING RELEVANT FEATURES

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



1 CASTING CLASS

2 CASTING CLASS

GRIMOIRE

[KNOWN SPELLS]

CASTING CLASS 3

CASTING CLASS 4



LEVEL SCHOOL	CANTRIP • SPELL	[CAN BE CAST AT HIGHER LEVELS] [RITUAL: +10 min]	CASTING TIME	SPELL COMPONENTS	RANGE DURATION [C]	CLASS PREPARED
	e.g. BANE	+	R	min gp	C min	f
	e.g. BARKSKIN	+	R	min gp	C min	f
	e.g. BEACON OF HOPE	+	R	min gp	C min	f
	e.g. BEAST SENSE	+	R	min gp	C min	f
	e.g. BESTOW CURSE	+	R	min gp	C min	f
	e.g. BIGBY'S HAND	+	R	min gp	C min	f
	e.g. BLADE WARD	+	R	min gp	C min	f
	e.g. BLESS	+	R	min gp	C min	f
	e.g. BLIGHT	+	R	min gp	C min	f
	e.g. BLINK	+	R	min gp	C min	f
	e.g. BLUR	+	R	min gp	C min	f
	e.g. BRANDING SMITE	+	R	min gp	C min	f
	e.g. BLADE BARRIER	+	R	min gp	C min	f
	e.g. BURNING HANDS	+	R	min gp	C min	f

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]



STATUS

FAMILY

LOVED ONE

BUSINESS PARTNER

CONTACTS

[FRIENDS & ENEMIES]

FRIEND • ALLY

NEUTRAL • INDIFFERENT

ENEMY • RIVAL



STATUS



FACTIONS • ORGANIZATIONS • AFFILIATIONS

RENOWN • RANK • INFLUENCE • CONTRACTS



ADVENTURING PARTY





STATUS



FAMILY

LOVED ONE

BUSINESS PARTNER

CONTACTS

[FRIENDS & ENEMIES]

FRIEND - ALLY

NEUTRAL - INDIFFERENT

ENEMY - RIVAL



STATUS



NAME

DESCRIPTION - RACE - VOCATION - STATUS



NAME

DESCRIPTION - RACE - VOCATION - STATUS



NAME

DESCRIPTION - RACE - VOCATION - STATUS



NAME

DESCRIPTION - RACE - VOCATION - STATUS



NAME

DESCRIPTION - RACE - VOCATION - STATUS



NAME

DESCRIPTION - RACE - VOCATION - STATUS



NAME

DESCRIPTION - RACE - VOCATION - STATUS



NAME

DESCRIPTION - RACE - VOCATION - STATUS



NAME

DESCRIPTION - RACE - VOCATION - STATUS



NAME

DESCRIPTION - RACE - VOCATION - STATUS

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

COMPANION

[PET • HIRELING]

HP
 MAX. HIT POINTS



NAME [SIZE • SPECIES • CHALLENGE RATING]



COMPANION TYPE

Wild Shape Form

WOUNDS • CONDITIONS



DESCRIPTION

PORTRAIT



WEEKLY UPKEEP



INITIATIVE



ARMOR CLASS



STRENGTH

SCORE

MODIFIER



DEXTERITY

SCORE

MODIFIER



CONSTITUTION

SCORE

MODIFIER



INTELLIGENCE

SCORE

MODIFIER



WISDOM

SCORE

MODIFIER



CHARISMA

SCORE

MODIFIER

ACTIONS • PROFICIENCIES • FEATURES

SPEED

ATTACKS • SENSES • MEANS OF COMMUNICATION

VARIOUS MOVEMENT MODES ft

EQUIPMENT
 TACK • HARNESS • DRAWN VEHICLES



WORN ARMOR • PROTECTIVE GEAR



ENCUMBRANCE

LIFTING STRENGTH • SIZE • LOAD

ENCUMBERED > STR*SIZE MOD. [SM] lb

HEAVILY ENCUMBERED > STR*[SM*2] lb

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

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

TOTAL WEIGHT OF WORN EQUIPMENT lb



ENCUMBERED
 HEAVILY ENCUMBERED





CARRIED BY WHOM?
/ STORED WHERE?

CONTAINER TYPE • VALUE • CAPACITY

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

QUANTITY	ITEM • DESCRIPTION	VALUE	WEIGHT
	e.g. ABACUS		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. CALTROP		lb
	e.g. 10 FEET CHAIN		lb
	e.g. CHALK		lb
	e.g. CLIMBER'S KIT		lb
	e.g. FISHING TACKLE		lb
	e.g. TANKARD		lb
	e.g. GRAPPLING HOOK		lb
	e.g. SLEDGEHAMMER		lb
	e.g. HEALER'S KIT		lb
	e.g. HOURGLASS		lb
	e.g. HUNTING TRAP		lb
	e.g. LOCK		lb
	e.g. MAGNIFYING GLASS		lb
	e.g. 10-FOOT POLE		lb

QUANTITY & TYPE OF CONSUMABLES



WEIGHT
CARRYOVER

ENCUMBRANCE
WITH EQUIPPED WEAPONS



SUPPLY
GOODS



WORN GEAR lb

DROPPING BACKPACK = BONUS ACTION
+ WEIGHT (0.00) x PACK = TOTAL lb

VALUE WEIGHT lb



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



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

DOWNTIME

[LONG TERM ACTIVITIES]

DAYS
 DOWNTIME SPENT



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

CURRENTLY PURSUED DOWNTIME ACTIVITY

REQUIREMENTS • MATERIALS • TOOLS • SKILL CHECKS • COMPLICATIONS

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

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

of 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? •

MARCHING ORDER

TRAVEL PACE

TRAVELLING

PER MINUTE PER HOUR PER DAY DISTANCE TRAVELLED TO DESTINATION

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

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

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

FORCED MARCH: TRAVEL FOR MORE THAN 8 HOURS PER DAY - MAKE A

CONSTITUTION-SAVE EVERY HOUR [DC 10 + 1 FOR EACH HOUR BEYOND 8].

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

of miles
TRAVEL ACTIVITIES [PICK ONE]

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



0 GP
DAILY UPKEEP

DOMICILE

[HOMEBASE • LIFESTYLE]

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

LOCATION AND DESCRIPTION OF THE DOMICILE

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

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

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

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

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

DOMICILE DEVELOPMENT SLOTS • COST

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

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

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



COPPER
CP

cp



SILVER
1 SP = 10 CP

sp



ELECTRUM
1 EP = 5 SP = 50 CP

ep



GOLD
1 GP = 2 EP = 10 SP

gp



PLATINUM
1 PP = 10 GP

pp



JOURNAL

[MORE LIFE EVENTS AND ADVENTURES]





JOURNAL

[MORE LIFE EVENTS AND ADVENTURES]





CONTAINER TYPE • VALUE • CAPACITY

[MORE INVENTORY]



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

QUANTITY & TYPE OF CONSUMABLES

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

WORN G 0.00 lb

DROPPING BACKPACK = BONUS ACTION

+ WEIGHT 0.00 x PACK = TOTAL 0.00 lb

VALUE WEIGHT lb



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





CONTAINER TYPE • VALUE • CAPACITY

[MORE INVENTORY]



QUANTITY	ITEM • DESCRIPTION	VALUE	WEIGHT
	e.g. ABACUS		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. CALTROP		lb
	e.g. 10 FEET CHAIN		lb
	e.g. CHALK		lb
	e.g. CLIMBER'S KIT		lb
	e.g. FISHING TACKLE		lb
	e.g. TANKARD		lb
	e.g. GRAPPLING HOOK		lb
	e.g. SLEDGEHAMMER		lb
	e.g. HEALER'S KIT		lb
	e.g. HOURGLASS		lb
	e.g. HUNTING TRAP		lb
	e.g. LOCK		lb
	e.g. MAGNIFYING GLASS		lb
	e.g. 10-FOOT POLE		lb

SUPPLY
GOODS

QUANTITY & TYPE OF CONSUMABLES

**WEIGHT**
CARRYOVER**ENCUMBRANCE**
WITH EQUIPPED WEAPONS

WORN G 0.00 lb

DROPPING BACKPACK = BONUS ACTION

+ WEIGHT 0.00 * PKACK = TOTAL 0.00 lb

VALUE WEIGHT lb



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





1

CASTING CLASS

2

CASTING CLASS

GRIMOIRE

[MORE KNOWN SPELLS]

CASTING CLASS

3

CASTING CLASS

4

LEVEL
SCHOOL

CANTRIP • SPELL

DESCRIPTION • SAVES • DAMAGE • VARIABLES

[CAN BE CAST AT HIGHER LEVELS]

[RITUAL: +10 min]

CASTING
TIMESPELL
COMPONENTSRANGE
DURATION [C]CLASS
PREPARED

e.g. BANE

+

R

min

gp

C

min

e.g. BARKSKIN

+

R

min

gp

C

min

e.g. BEACON OF HOPE

+

R

min

gp

C

min

e.g. BEASTSENSE

+

R

min

gp

C

min

e.g. BESTOW CURSE

+

R

min

gp

C

min

e.g. BIGBY'S HAND

+

R

min

gp

C

min

e.g. BLADE WARD

+

R

min

gp

C

min

e.g. BLESS

+

R

min

gp

C

min

e.g. BLIGHT

+

R

min

gp

C

min

e.g. BLINK

+

R

min

gp

C

min

e.g. BLUR

+

R

min

gp

C

min

e.g. BRANDING SMITE

+

R

min

gp

C

min

e.g. BLADE BARRIER

+

R

min

gp

C

min

e.g. BURNING HANDS

+

R

min

gp

C

min

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]



1

CASTING CLASS

2

CASTING CLASS

GRIMOIRE

[MORE KNOWN SPELLS]

CASTING CLASS

3

CASTING CLASS

4



LEVEL SCHOOL	CANTRIP • SPELL DESCRIPTION • SAVES • DAMAGE • VARIABLES	(CAN BE CAST AT HIGHER LEVELS) [RITUAL: +10 min]	CASTING TIME	SPELL COMPONENTS	RANGE DURATION [C]	CLASS PREPARED
	e.g. BANE	+	min	gp	C	
	e.g. BARKSKIN	+	min	gp	C	
	e.g. BEACON OF HOPE	+	min	gp	C	
	e.g. BEAST SENSE	+	min	gp	C	
	e.g. BESTOW CURSE	+	min	gp	C	
	e.g. BIGBY'S HAND	+	min	gp	C	
	e.g. BLADE WARD	+	min	gp	C	
	e.g. BLESS	+	min	gp	C	
	e.g. BLIGHT	+	min	gp	C	
	e.g. BLINK	+	min	gp	C	
	e.g. BLUR	+	min	gp	C	
	e.g. BRANDING SMITE	+	min	gp	C	
	e.g. BLADE BARRIER	+	min	gp	C	
	e.g. BURNING HANDS	+	min	gp	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]