<b>S</b> ATHFÎNDER	CHARACTER NAME	ANCESTRY & HERITAGE		LEVEL
UNTRAINED +0	9	BACKGROUND		
TRAINED 2+LVL	PLAYER NAME	CLASS & PATH ARCHETYPE		
EXPERT 4+LVL  MASTER 6+LVL		ALIGNMENT	SIZE	HERO POINTS
LEGENDARY 8+LVL	TRAITS	DEITY/FAITH	XP	
ABILITY SCOR		FENSES	HIT POINTS	
KEY SCORE MODIFIER	CEASS BASE 1 E M	L CAP BONUS MOD TEMP	MAX HP CURRENT HP	DYING WOUNDED
STR STRENGTH		DUESS MANUEL BY SUBJUR		
CON	SHIELD AC BONUS HAR	ONESS MAX HP BT CUR. HP RE	SISTANCES & IMMUNITIES	CONDITIONS
INT INTELLIGENCE	PER	CEPTION		
WIS WISDOM	ABILITY	ITEM TEMP E M L BONUS ADJUST		
CHA CHARISMA	WIS -		CLASS DC	
		SENSES TOTAL	DC ABILITY LL BASE MOD <b>T</b> E	M L BONUS
SPEED NOTES			10 KEY □□	
SAVII	NG THROWS		SKILLS	
TOTAL A	BILITY ITEM TEM	P TO	TAL ABILITY NUS MOD TEML	ITEM MISC BONUS MOD
	CON	ACROBATICS (	DEX DEX	
REFLEX [	DEX	ARCANA (		
WILL	wis do	ATHLETICS	STR	
		CRAFTING		
	APON PROFICIENCIES	DECEPTION		
UNARMORED LIGHT TEML TEML	MEDIUM HEAVY TEML TEML TEM	DIPLOMACY		
UNARMED SIMPLE	MARTIAL .			
		LORE		
	RANGED STRIKES	LORE		
WEAPON NAME BO	TACK ATTACK ONUS MOD T E M L BONUS MAI	7	wis	
TRAITS & RUNES 2ND	DATK 3RD ATK DAMAGE	☐ NATURE (_		
		OCCULTISM (_		
ATT WEAPON NAME BO	TACK ATTACK ITEM DNUS MOD T E M L BONUS MAI	PERFORMANCE	CHA 🗆 🗆 🗆	
		RELIGION (	WIS	
TRAITS & RUNES 2ND	D ATK 3RD ATK DAMAGE	SOCIETY (		
	TACK ATTACK ITEM	STEALTH (	DEX 🗆 🗆 🗆	
WEAPON NAME BO	DNUS MOD T E M L BONUS MAI	SURVIVAL (	WIS DOD	
TRAITS & RUNES 2ND	D ATK 3RD ATK DAMAGE	THIEVERY	DEX DDD	
WEAPON NAME BO	TACK ATTACK ITEM DNUS MOD T E M L BONUS MAI	LA	ANGUAGES	
TRAITS & RUNES 2ND	D ATK 3RD ATK DAMAGE	$\neg$ [		

## **CHARACTER INFORMATION CHARACTER SKETCH PERSONALITY & CHARACTER DESCRIPTIONS** ETHNICITY NATIONALITY BIRTHPLACE GENDER & PRONOUNS AGE HEIGHT WEIGHT HAIR COLOR SKIN COLOR EYE COLOR SCARS APPEARANCE ATTITUDE BELIEFS LIKES DISLIKES CATCHPHRASES **BACKSTORY**

	SPELLCASTING										
	MAGIC TRADIT	TONS				9	SPELL SL	OTS PE	R DAY		
	T E M L	T E M									
		RIMAL           DIVINE		CANTRIP	 1	2 3	[		6 7 8	9	10
			, L	CANTRIP			ا ا أ				
		ONTANEOUS									
	SPELL SAVE DC			RESO					PELL SAVE DO		TE) (D
SAVE DC TOTAL	DC KEY BASE ABILITY T E M L	ITEM TEMP BONUS ADJUST		FOCUS	MA			DC ABIL BASE MC		ITEM BONUS	TEMP ADJUST
								10 _			
ATK ROLL	SPELL ATTACK RO	ITEM TEMP		CURRENT	144	Ĵ	ATK ROLL	ABILITY	L ATTACK RO	ITEM	ТЕМР
TOTAL	ABILITY T E M L	BONUS ADJUST		CURRENT	МА	<u> </u>	TOTAL	MOD		BONUS	ADJUST
	NOT	ES						ТОИ	ES		
		SPELL BC	OOK,	REPE	RTO	IRE & PO	OWERS				
PREP	NAME	TYPE & LEVEL	ACTIONS	PAGE	PREP		NAME		TYPE & LEVEL	ACTIONS	PAGE
								[			
								[			
								[ [			

				FORM	<b>JULAS</b>					
LEVEL	FORMULA	PRICE	LEVEL		RMULA	PRICE	LEVEL		FORMULA	PRICE
								7		
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								_		
		ī						ī		
			<u> </u>	<u></u>			<u></u>			
		7								
	CRA	AFT					CRAF	TING F	EATS	
	REQUIREMENTS		SUCCESS & FAILUI	RE	ALCHEMI	CAL CRAFT	ING		☐ SNAI	RE CRAFTING
You craft	an item of your level or lower.				<del></del>				<del></del>	

You craft an item of your level or lower.
You must have master proficiency to craft
an item that's 9th level or higher or legendary
proficiency to craft 16th or higher. You must have
raw materials equal to 1/2 Price.

Critical Success Reduce materials for extra days by level + 1 and rank. Success Reduce by level and rank. Critical Failure Ruin 10% of raw materials.

	MONEY TABLE				
LEVEL	FAIL	TRAINED	EXPERT	MASTER	LEGENDARY
0	1 ср	5 ср	5 cp	5 cp	5 ср
1	2 cp	2 sp	2 sp	2 sp	2 sp
2	4 cp	3 sp	3 sp	3 sp	3 sp
3	8 ср	5 sp	5 sp	5 sp	5 sp
4	1 sp	7 sp	8 sp	8 sp	8 sp
5	2 sp	9 sp	1 gp	1 gp	1 gp
6	3 sp	1.5 gp	2 gp	2 gp	2 gp
7	4 sp	2 gp	2.5 gp	2.5 gp	2.5 gp
8	5 sp	2.5 gp	3 gp	3 gp	3 gp
9	6 sp	3 др	4 gp	4 gp	4 gp
10	7 sp	4 gp	5 gp	6 gp	6 gp
11	8 sp	5 gp	6 gp	8 gp	8 gp
12	9 sp	6 gp	8 gp	10 gp	10 gp
13	1 gp	7 gp	10 gp	15 gp	15 gp
14	1.5 gp	8 gp	15 gp	20 gp	20 gp
15	2 gp	10 gp	20 gp	28 gp	28 gp
16	2.5 gp	13 gp	25 gp	36 gp	40 gp
17	3 gp	15 gp	30 gp	45 gp	55 gp
18	4 gp	20 gp	45 gp	70 gp	90 gp
19	6 gp	30 gp	60 gp	100 gp	130 gp
20	8 gp	40 gp	75 gp	150 gp	200 gp
20 (CRIT)	-	50 gp	90 gp	175 gp	300 gp

ALCHEMICAL CRAFTING	SNARE CRAFTING
☐ IMPECCABLE CRAFTING	

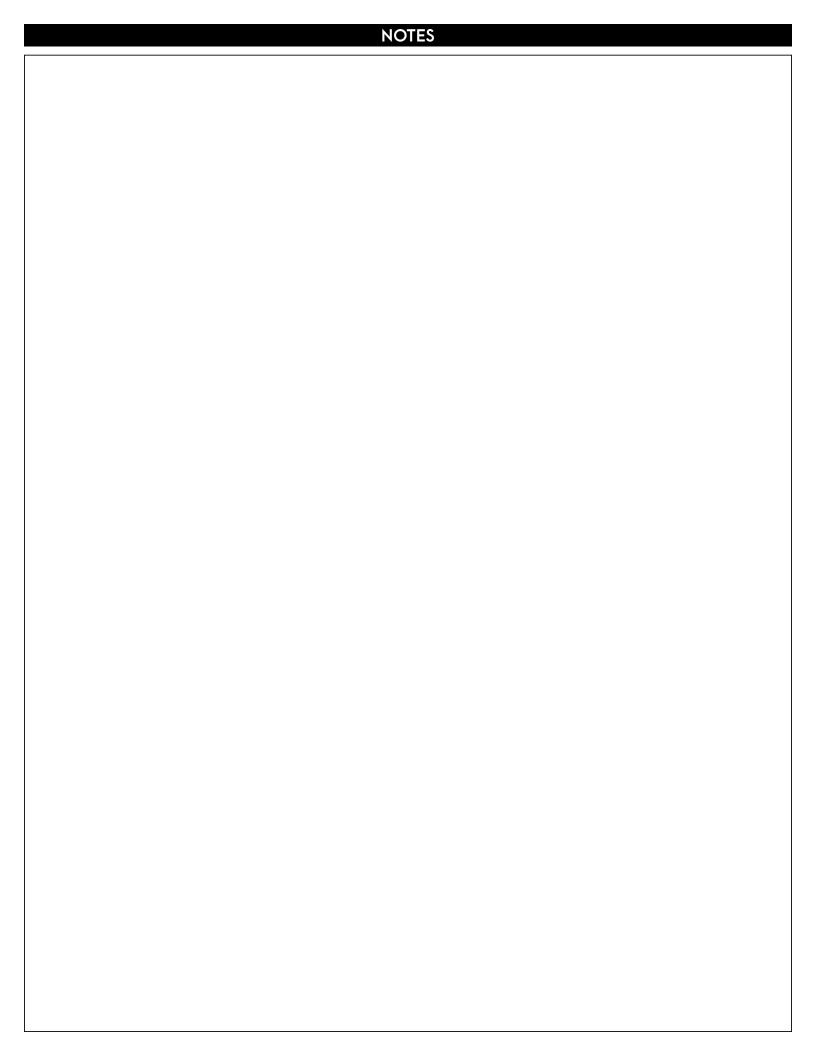
## SPECIALTY CRAFTING \_\_\_\_\_ ■ MAGICAL CRAFTING

SPECIFIC CRAFTING NOTES					

## **INVENTORY 1 OF 2 GEAR COINS** COPPER SILVER GOLD PLATINUM NAME BULK INV. NAME BULK INV. STORED MONEY LOCATION **GEM & ART OBJECTS** ITEM PRICE BULK NAME BULK INV. NAME BULK INV. NAME BULK INV. NAME BULK INV. TOTAL **HOLDINGS & ASSETS** ASSETS PRICE NAME BULK INV. NAME BULK INV. **SUPPLIES** RATIONS (DAYS) WATER (DAYS) ROPE (FEET) TORCHES NAME BULK INV. NAME BULK INV. AMMUNITION **BULK** CURRENT BULK NAME BULK INV. NAME BULK INV. TOTAL BASE STR 5 **ENCUMBERED** TOTAL BASE STR **MAXIMUM** 10 **ENCUMBERED DEFINITION** You are carrying more weight than you can manage. While you're encumbered, you're clumsy 1 and take a 10-foot penalty to all your Speeds. As with all penalties to your Speed, this can't reduce your Speed below 5 feet.

## **INVENTORY 2 OF 2 PERMANENT ITEMS CONSUMABLES ITEMS** NAME BULK HELD NAME BULK NAME BULK HELD NAME BULK NAME BULK HELD NAME BULK BULK HELD BULK NAME NAME NAME BULK HELD NAME BULK BULK NAME BULK HELD NAME NAME BULK HELD NAME BULK MISC. ITEMS

COMPANION SHEET					
ABILITY SCORES HIT POINTS LEVEL	COMPANION II	NFORMATION			
BONUS/ TEMP MODIFIER PENALTY ADJUST	COMPANION NAME	ТҮРЕ			
STR STRENGTH CURRENT HP					
DEX DEXTERITY	VARIETY AGE	E GENDER & PRONOUNS HEIGHT WEIGHT			
CON CONSTITUTION MAX HP DYING	ATTITUDE				
INT					
WIS WISDOM					
CHA CHARISMA TEMP HP WOUNDED	LIKES	DISLIKES			
SPEED (FT.) LANGUAGES					
BONUS BASE WITH ARMOR					
SWIM CLIMB FLY OTHER	SAVING T	THROWS			
	TOTAL ABILITY BONUS MOD	T E M L BONUS ADJUST			
SENSES RESISTANCES & IMMUNITIES	FORTITUDE CON				
	REFLEX DEX				
	WILL WIS				
	PERCEI	PTION			
CONDITIONS	TOTAL ABILITY BONUS MOD	ITEM TEMP T E M L BONUS ADJUST			
	PERCEPTION WIS				
DEFENSES	MELEE S	TRIKES			
AC DC TOTAL BASE T E M L MOD BONUS MOD	ATTACK WEAPON NAME BONUS	ATTACK ITEM MOD T E M L BONUS MAP			
10 DEX L					
UNARMORED BARDING	TRAITS & RUNES 2ND ATK	3RD ATK DAMAGE			
SKILLS  TOTAL ABILITY T					
TOTAL ABILITY T E M L ITEM MISC MOD  ACROBATICS DEX DEX	WEAPON NAME ATTACK BONUS	ATTACK ITEM BONUS MAP			
ATHLETICS STR					
DECEPTION CHA CHA	TRAITS & RUNES 2ND ATK	3RD ATK DAMAGE			
DIPLOMACY CHA CHA					
INTIMIDATION CHA CHA	WEAPON NAME BONUS	ATTACK ITEM BONUS MAP			
PERFORMANCE CHA CHA	TDAITE & DUNIES AND ATV	2DD ATK			
STEALTH DEX SURVIVAL WIS SURVIVAL	TRAITS & RUNES 2ND ATK	3RD ATK DAMAGE			
THIEVERY DEX DEX	COMPANIC	ON ITEMS			
ADVANCEMENT					
☐ MATURE ☐ NIMBLE ☐ SAVAGE	NAME	NAME			
ADVANCED MANEUVER NAME ACTIONS PAGE	BULK	BULK			
TRAITS		NO.			
TRAITS	INV.	INV.			
TRAITS	INV.				



ANCESTRY/CLASS/GENERAL	/SKILL - FEATS & ABILITIES 1

ANCESTRY/CLASS/GENERAL	/SKILL - FEATS & ABILITIES 2

ANCESTRY/CLASS/GENERAL	/SKILL - FEATS & ABILITIES 3

ANCESTRY/CLASS/GENERAL	/SKILL - FEATS & ABILITIES 4

ANCESTRY/CLASS/GENERAL	/SKILL - FEATS & ABILITIES 5

ANCESTRY/CLASS/GENERAL	/SKILL - FEATS & ABILITIES 6
JI.	

SPELL BOOK/REPERTOIRE 1										
	NAME		EL OF SPELL		NAME	TYPE & LEVEL OF SPELL				
☐ PREP				☐ PREP						
		HEIGHTEN	FREQUENCY			HEIGHTEN FREQUENCY				
		ACTIONS	M S V			ACTIONS M S V				
		TRIG	GER			TRIGGER				
		RANGE/AREA	TARGETS			RANGE/AREA TARGETS				
		DURA	TION			DURATION				
	NAME	TYPE & LEV	EL OF SPELL		NAME	TYPE & LEVEL OF SPELL				
☐ PREP		]		☐ PREP						
		HEIGHTEN	FREQUENCY			HEIGHTEN FREQUENCY				
		ACTIONS				ACTIONS				
		ACTIONS	M S V			ACTIONS M S V				
		TDIC								
		IRIC	GER			TRIGGER				
		RANGE/AREA	TARGETS			RANGE/AREA TARGETS				
		DURA	TION			DURATION				
	NAME	TYPE & LEV	EL OF SPELL		NAME	TYPE & LEVEL OF SPELL				
☐ PREP				☐ PREP						
		HEIGHTEN	FREQUENCY			HEIGHTEN FREQUENCY				
		ACTIONS	M S V			ACTIONS M S V				
		TRIG	GER			TRIGGER				
		RANGE/AREA	TARGETS			RANGE/AREA TARGETS				
		DURA	TION			DURATION				
	NAME	TYPE & LEV	EL OF SPELL		NAME	TYPE & LEVEL OF SPELL				
☐ PREP				☐ PREP						
		HEIGHTEN	FREQUENCY			HEIGHTEN FREQUENCY				
		ACTIONS	M S V			ACTIONS M S V				
	TRIGGER		GER			TRIGGER				
		RANGE/AREA	TARGETS			RANGE/AREA TARGETS				
		DURA	TION			DURATION				

SPELL BOOK/REPERTOIRE 2										
	NAME		EL OF SPELL		NAME	TYPE & LEVEL OF SPELL				
☐ PREP				☐ PREP						
		HEIGHTEN	FREQUENCY			HEIGHTEN FREQUENCY				
		ACTIONS	M S V			ACTIONS M S V				
		TRIC	GER			TRIGGER				
		RANGE/AREA	TARGETS			RANGE/AREA TARGETS				
		DURA	ATION			DURATION				
	NAME	TYPE & LEV	EL OF SPELL		NAME	TYPE & LEVEL OF SPELL				
☐ PREP				☐ PREP						
		HEIGHTEN	FREQUENCY			HEIGHTEN FREQUENCY				
		ACTIONS	M S V			ACTIONS M S V				
		TRIC	GER			TRIGGER				
		RANGE/AREA	TARGETS			RANGE/AREA TARGETS				
		DURA	ATION			DURATION				
	NAME	TYPE & LEV	EL OF SPELL		NAME	TYPE & LEVEL OF SPELL				
☐ PREP				☐ PREP						
		HEIGHTEN	FREQUENCY			HEIGHTEN FREQUENCY				
		ACTIONS	M S V			ACTIONS M S V				
		TRIC	GER			TRIGGER				
		RANGE/AREA	TARGETS			RANGE/AREA TARGETS				
		DURA	ATION			DURATION				
	NAME	TYPE & LEV	EL OF SPELL		NAME	TYPE & LEVEL OF SPELL				
☐ PREP				☐ PREP						
		HEIGHTEN	FREQUENCY			HEIGHTEN FREQUENCY				
		ACTIONS	M S V			ACTIONS M S V				
		TRIC	GGER			TRIGGER				
		RANGE/AREA	TARGETS			RANGE/AREA TARGETS				
		DURA	ATION			DURATION				

SPELL BOOK/REPERTOIRE 3										
	NAME	TYPE & LEV			NAME	TYPE & LEVEL OF SPELL				
☐ PREP				☐ PREP						
		HEIGHTEN	FREQUENCY			HEIGHTEN FREQUENCY				
		ACTIONS				ACTIONS				
		ACTIONS	M S V			ACTIONS M S V				
		TRIG	GER			TRIGGER				
		RANGE/AREA	TARGETS			RANGE/AREA TARGETS				
		DURA	ATION			DURATION				
	NAME	TYPE & LEV	EL OF SPELL		NAME	TYPE & LEVEL OF SPELL				
☐ PREP				☐ PREP						
		HEIGHTEN	FREQUENCY			HEIGHTEN FREQUENCY				
		ACTIONS	M S V			ACTIONS M S V				
		TDIC				TRICCER				
		IRIC	GER			TRIGGER				
		DANCE (ADEA	TARCETS			DANICE (AREA TARCETS				
		RANGE/AREA	TARGETS			RANGE/AREA TARGETS				
		DURA	ATION			DURATION				
	NAME	TYPE & LEV	EL OF SPELL		NAME	TYPE & LEVEL OF SPELL				
☐ PREP				☐ PREP						
		HEIGHTEN	FREQUENCY			HEIGHTEN FREQUENCY				
		ACTIONS	M S V			ACTIONS M S V				
		TDIG	GER			TRIGGER				
		TRIC	JOEK			TRIGGER				
		RANGE/AREA	TARGETS			RANGE/AREA TARGETS				
						IAROLIS				
		DURA	ATION			DURATION				
	NAME	TYPE & LEV	EL OF SPELL		NAME	TYPE & LEVEL OF SPELL				
☐ PREP				☐ PREP						
		HEIGHTEN	FREQUENCY			HEIGHTEN FREQUENCY				
		ACTIONS	м s v			ACTIONS M S V				
		ТРІС	GER			TRIGGER				
		IRIC	-CER			INIOGER				
		RANGE/AREA	TARGETS			RANGE/AREA TARGETS				
		RANGE/AREA	TARGETS			RANGE/AREA TARGETS				
		DURA	ATION			DURATION				
			1							

SPELL BOOK/REPERTOIRE 4										
	NAME		EL OF SPELL		NAME	TYPE & LEVEL OF SPELL				
☐ PREP				☐ PREP						
		HEIGHTEN	FREQUENCY			HEIGHTEN FREQUENCY				
		ACTIONS	M S V			ACTIONS M S V				
		TRIC	GER			TRIGGER				
		RANGE/AREA	TARGETS			RANGE/AREA TARGETS				
		DURA	ATION			DURATION				
	NAME	TYPE & LEV	EL OF SPELL		NAME	TYPE & LEVEL OF SPELL				
☐ PREP				☐ PREP						
		HEIGHTEN	FREQUENCY			HEIGHTEN FREQUENCY				
		ACTIONS	M S V			ACTIONS M S V				
		TRIC	GER			TRIGGER				
		RANGE/AREA	TARGETS			RANGE/AREA TARGETS				
		DURA	ATION			DURATION				
	NAME	TYPE & LEV	EL OF SPELL		NAME	TYPE & LEVEL OF SPELL				
☐ PREP				☐ PREP						
		HEIGHTEN	FREQUENCY			HEIGHTEN FREQUENCY				
		ACTIONS	M S V			ACTIONS M S V				
		TRIC	GER			TRIGGER				
		RANGE/AREA	TARGETS			RANGE/AREA TARGETS				
		DURA	ATION			DURATION				
	NAME	TYPE & LEV	EL OF SPELL		NAME	TYPE & LEVEL OF SPELL				
☐ PREP				☐ PREP						
		HEIGHTEN	FREQUENCY			HEIGHTEN FREQUENCY				
		ACTIONS	M S V			ACTIONS M S V				
		TRIC	GGER			TRIGGER				
		RANGE/AREA	TARGETS			RANGE/AREA TARGETS				
		DURA	ATION			DURATION				

SPELL BOOK/REPERTOIRE 5										
	NAME		EL OF SPELL		NAME	TYPE & LEVEL OF SPELL				
☐ PREP				☐ PREP						
		HEIGHTEN	FREQUENCY			HEIGHTEN FREQUENCY				
		ACTIONS	M S V			ACTIONS M S V				
		TRIC	GER			TRIGGER				
		RANGE/AREA	TARGETS			RANGE/AREA TARGETS				
		DURA	ATION			DURATION				
	NAME	TYPE 6 LEV	EL OE SPELL		NAME	TYPE & LEVEL OF \$PELL				
☐ PREP	NAME	TIPE & LEV	EL OF SPELL	☐ PREP	NAME	TYPE & LEVEL OF SPELL				
		LEIGHTEN	FREQUENCY			HEIGHTEN FREQUENCY				
		III.SIIIEN	REGOLIACI			TREGUENCT				
		ACTIONS				ACTIONS				
		ACTIONS	M S V			M S V				
		TRIC	GER			TRIGGER				
		RANGE/AREA	TARGETS			RANGE/AREA TARGETS				
		DURA	ATION			DURATION				
	NAME	TYPE & LEV	EL OF SPELL		NAME	TYPE & LEVEL OF SPELL				
☐ PREP		]		☐ PREP						
		HEIGHTEN	FREQUENCY			HEIGHTEN FREQUENCY				
		ACTIONS				ACTIONS				
		ACTIONS	м s v			ACTIONS M S V				
		TDIC	GER			TRIGGER				
		IRIC	JOEK			IRIOGER				
		RANGE/AREA	TARGETS			RANGE/AREA TARGETS				
		DURA	ATION			DURATION				
	NAME	TYPE & LEV	EL OF SPELL		NAME	TYPE & LEVEL OF SPELL				
☐ PREP		]		☐ PREP						
		HEIGHTEN	FREQUENCY			HEIGHTEN FREQUENCY				
		ACTIONS				ACTIONS				
ACTIONS M S V  TRIGGER		ACTIONS				ACTIONS M S V				
					TRIGGER					
		IRIC	- CLIN			INIOGER				
		RANGE/AREA	TARGETS			RANGE/AREA TARGETS				
		DURA	ATION			DURATION				

SPELL BOOK/REPERTOIRE 6										
	NAME		EL OF SPELL		NAME	TYPE & LEVEL OF SPELL				
☐ PREP				☐ PREP						
		HEIGHTEN	FREQUENCY			HEIGHTEN FREQUENCY				
		ACTIONS	M S V			ACTIONS M S V				
		TRIC	GER			TRIGGER				
		RANGE/AREA	TARGETS			RANGE/AREA TARGETS				
		DURA	ATION			DURATION				
	NAME	TYPE & LEV	EL OF SPELL		NAME	TYPE & LEVEL OF SPELL				
☐ PREP				☐ PREP						
		HEIGHTEN	FREQUENCY			HEIGHTEN FREQUENCY				
		ACTIONS	M S V			ACTIONS M S V				
		TRIC	GER			TRIGGER				
		RANGE/AREA	TARGETS			RANGE/AREA TARGETS				
		DURA	ATION			DURATION				
	NAME	TYPE & LEV	EL OF SPELL		NAME	TYPE & LEVEL OF SPELL				
☐ PREP				☐ PREP						
		HEIGHTEN	FREQUENCY			HEIGHTEN FREQUENCY				
		ACTIONS	M S V			ACTIONS M S V				
		TRIC	GER			TRIGGER				
		RANGE/AREA	TARGETS			RANGE/AREA TARGETS				
		DURA	ATION			DURATION				
	NAME	TYPE & LEV	EL OF SPELL		NAME	TYPE & LEVEL OF SPELL				
☐ PREP				☐ PREP						
		HEIGHTEN	FREQUENCY			HEIGHTEN FREQUENCY				
		ACTIONS	M S V			ACTIONS M S V				
		TRIC	GGER			TRIGGER				
		RANGE/AREA	TARGETS			RANGE/AREA TARGETS				
		DURA	ATION			DURATION				

SPELL BOOK/REPERTOIRE 7										
	NAME		EL OF SPELL		NAME	TYPE & LEVEL OF SPELL				
☐ PREP				☐ PREP						
		HEIGHTEN	FREQUENCY			HEIGHTEN FREQUENCY				
		ACTIONS	M S V			ACTIONS M S V				
		TRIC	GER			TRIGGER				
		RANGE/AREA	TARGETS			RANGE/AREA TARGETS				
		DURA	ATION			DURATION				
	NAME	TYPE & LEV	EL OF SPELL		NAME	TYPE & LEVEL OF SPELL				
☐ PREP				☐ PREP						
		HEIGHTEN	FREQUENCY			HEIGHTEN FREQUENCY				
		ACTIONS	M S V			ACTIONS M S V				
		TRIC	GER			TRIGGER				
		RANGE/AREA	TARGETS			RANGE/AREA TARGETS				
		DURA	ATION			DURATION				
	NAME	TYPE & LEV	EL OF SPELL		NAME	TYPE & LEVEL OF SPELL				
☐ PREP	NAME	]	22 01 01 222	☐ PREP	NAME .	111 2 4 22 7 22 61 61 222				
		HEIGHTEN	FREQUENCY			HEIGHTEN FREQUENCY				
		ACTIONS	M S V			ACTIONS M S V				
		TRIC	GER			TRIGGER				
		RANGE/AREA	TARGETS			RANGE/AREA TARGETS				
		DURA	ATION			DURATION				
	NAME	TYPE & LEV	EL OF SPELL		NAME	TYPE & LEVEL OF SPELL				
☐ PREP				☐ PREP						
		HEIGHTEN	FREQUENCY			HEIGHTEN FREQUENCY				
		ACTIONS	M S V			ACTIONS M S V				
		TRIC	GER			TRIGGER				
		RANGE/AREA	TARGETS			RANGE/AREA TARGETS				
		DURA	ATION			DURATION				

SPELL BOOK/REPERTOIRE 8										
	NAME		EL OF SPELL		NAME	TYPE & LEVEL OF SPELL				
☐ PREP				☐ PREP						
		HEIGHTEN	FREQUENCY			HEIGHTEN FREQUENCY				
		ACTIONS	M S V			ACTIONS M S V				
		TRIC	GER			TRIGGER				
		RANGE/AREA	TARGETS			RANGE/AREA TARGETS				
		DURA	ATION			DURATION				
	NAME	TYPE & LEV	EL OF SPELL		NAME	TYPE & LEVEL OF SPELL				
☐ PREP				☐ PREP						
		HEIGHTEN	FREQUENCY			HEIGHTEN FREQUENCY				
		ACTIONS	M S V			ACTIONS M S V				
		TRIC	GER			TRIGGER				
		RANGE/AREA	TARGETS			RANGE/AREA TARGETS				
		DURA	ATION			DURATION				
	NAME	TYPE & LEV	EL OF SPELL		NAME	TYPE & LEVEL OF SPELL				
☐ PREP				☐ PREP						
		HEIGHTEN	FREQUENCY			HEIGHTEN FREQUENCY				
		ACTIONS	M S V			ACTIONS M S V				
		TRIC	GER			TRIGGER				
		RANGE/AREA	TARGETS			RANGE/AREA TARGETS				
		DURA	ATION			DURATION				
	NAME	TYPE & LEV	EL OF SPELL		NAME	TYPE & LEVEL OF SPELL				
☐ PREP				☐ PREP						
		HEIGHTEN	FREQUENCY			HEIGHTEN FREQUENCY				
		ACTIONS	M S V			ACTIONS M S V				
		TRIC	GGER			TRIGGER				
		RANGE/AREA	TARGETS			RANGE/AREA TARGETS				
		DURA	ATION			DURATION				