

NAME

RACE

BACKGROUND

<input type="text"/>	<input type="text"/>	<input type="text"/>
----------------------	----------------------	----------------------

CLASS

SUBCLASS

LVL

<input type="text"/>	<input type="text"/>	<input type="text"/>
----------------------	----------------------	----------------------

CLASS

SUBCLASS

LVL

<input type="text"/>	<input type="text"/>
----------------------	----------------------

CURRENT  
MILESTONES

REQUIRED  
MILESTONES

CHARACTER  
LEVEL

<u>STR</u>	<input type="radio"/> <input type="radio"/> ____ SAVE <input checked="" type="radio"/> <input checked="" type="radio"/> ____ ATHLETICS
------------	---

<u>HIT POINTS</u>	<u>MAX</u>

<u>DEX</u>	<input type="checkbox"/> <input checked="" type="checkbox"/> SAVE
	<input type="radio"/> <input checked="" type="radio"/> ACROBATICS
	<input type="radio"/> <input checked="" type="radio"/> SLEIGHT OF HAND
	<input type="radio"/> <input checked="" type="radio"/> STEALTH

DEATH      ✓    ○○○      X    ○○○

	<u>DIE</u>	<u>USED</u>	<u>TOTAL</u>
E			

<u>CON</u>	<input type="checkbox"/> <input checked="" type="checkbox"/> ____ SAVE
------------	--

HIT DIE			
DIE	USED	TOTAL	

<u>INT</u>	<input type="checkbox"/> <input checked="" type="checkbox"/> ____ SAVE <input type="checkbox"/> <input checked="" type="checkbox"/> ____ ARCANA <input type="checkbox"/> <input checked="" type="checkbox"/> ____ HISTORY <input type="checkbox"/> <input checked="" type="checkbox"/> ____ INVESTIGATION <input type="checkbox"/> <input checked="" type="checkbox"/> ____ NATURE <input type="checkbox"/> <input checked="" type="checkbox"/> ____ RELIGION
------------	--

SPEED	<u>BASE</u>	<u>CLIMB</u>	<u>LONG JUMP</u>	<u>HIGH JUMP</u>

<u>WIS</u>	<input type="checkbox"/> <input type="checkbox"/> ____ SAVE <input type="checkbox"/> <input type="checkbox"/> ____ ANIMAL HANDLING <input type="checkbox"/> <input type="checkbox"/> ____ INSIGHT <input type="checkbox"/> <input type="checkbox"/> ____ MEDICINE <input type="checkbox"/> <input type="checkbox"/> ____ PERCEPTION <input type="checkbox"/> <input type="checkbox"/> ____ SURVIVAL

INSPIRATION		PASSIVE PERCEPTION	
EXHAUSTION		PASSIVE INSIGHT	
PROFICIENCY BONUS		PASSIVE INVESTIGATION	

## RACIAL FEATURES

<u>CHA</u>	<input type="checkbox"/> <input checked="" type="checkbox"/> SAVE
	<input type="checkbox"/> <input checked="" type="checkbox"/> DECEPTION
	<input type="checkbox"/> <input checked="" type="checkbox"/> INTIMIDATION
	<input type="checkbox"/> <input checked="" type="checkbox"/> PERFORMANCE
	<input type="checkbox"/> <input checked="" type="checkbox"/> PERSUASION

## LONG REST BENEFITS

## SENSES

## TOOLS & OTHER

ARMOR	<u>UNARMORED</u>	<u>ARMORED</u>	<u>SHIELD</u>	<u>TEMP</u>	<u>WEAPONS &amp; ARMOR</u>	
	<input type="radio"/> LIGHT ARMOR	<input type="radio"/> SIMPLE WEAPONS	<input type="radio"/> MEDIUM ARMOR	<input type="radio"/> MARTIAL WEAPONS		

<u>INITIATIVE</u>	<u>SPELL HIT</u>	1    2    3    4    5	
	<u>SPELL DC</u>	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	<hr/> <hr/> <hr/>

## ADDITIONAL RESOURCE TRACKERS

USED	MAX	USED	MAX	USED	MAX

ACTION ECONOMY

<u>ACTION</u>	<u>BONUS</u>	<u>REACTION</u>

## ATTACKS & SPELLCASTING

## CLASS FEATURES

LEVEL

1

### MAGICAL TINKERING

With thieves' tools or artisans tools in hand you can, as an action, touch a Tiny nonmagical object and give it one of the following magical properties. The maximum number of objects you can affect at one time is equal to your Intelligence modifier.

- The object sheds bright light in a 5-foot radius and dim light for an additional 5 feet.
- When tapped, the object emits a recorded message that can be heard up to 10 feet away. You utter the message when you bestow this property. The recording can be no more than 6 seconds long.

LEVEL

2

### INFUSE ITEM

- Whenever you finish a long rest, you can touch a nonmagical object and imbue it with one of your artificer infusions. An infusion only works on only certain kinds of objects, as specified in the infusion's description.
- If the item requires attunement, you can attune yourself to it the instant you infuse the item. If you decide to attune to the item later, you must do so using the normal process for attunement.

KNOWN	INFUSED

### MAGICAL INFUSIONS

LEVEL

3

### ARTIFICER SPECIALIST FEATURE

3

5

9

13

17

### SPECIALIST SPELLS

## CLASS FEATURES

LEVEL

3

### THE RIGHT TOOL FOR THE JOB

Using thieves' tools or artisan's tools, you can magically create one set of artisan's tools in an unoccupied space within 5 feet of you.

The creation requires 1 hour of uninterrupted work, which can coincide with a short or long rest. The tools are nonmagical, and they vanish when you use this feature again.

LEVEL

5

### ARTIFICER SPECIALIST FEATURE

LEVEL

6

### TOOL EXPERTISE

Your proficiency bonus is doubled for any ability you make that uses your proficiency with a tool

LEVEL

7

### FLASH OF GENIUS

When you or another creature you can see within 30 feet of you make an ability check or a saving throw, you can use your reaction to add your Intelligence modifier to the roll.

You can use this feature a number of times equal to your Intelligence modifier (minimum 1). You regain all expended uses when you finish a long rest.

LEVEL

9

### ARTIFICER SPECIALIST FEATURE

LEVEL

10

### MAGIC ITEM MASTER

ADEPT  
10th LEVEL

- You can attune to up to 4 magic items at once
- If you craft a magic item with a rarity of common or uncommon, it takes you a quarter of the normal time, and it costs you half as much of the usual gold

SAVANT  
14th LEVEL

- You can attune to up to 5 magic items at once
- You ignore all class, race, spell, and level requirements on attuning to or using a magic item

MASTER  
18th LEVEL

- You can attune to up to 6 magic items at once

## CLASS FEATURES &amp; MORE

LEVEL

11

## SPELL-STORING ITEM

Whenever you finish a long rest, you can touch one simple or martial weapon or one item that you can use as a spellcasting focus, and you can store a spell in it, choosing a 1st or 2nd-level spell from the artificer spell list that requires 1 action to cast (you needn't have it prepared). A creature that holds the object can take an action to produce the spell's effect from it, using your spellcasting ability modifier. If the spell requires concentration the creature must concentrate. The object has 2x your Intelligence modifier number of charges (minimum 2) or until you use this feature again to store a spell in an object.

CURRENT SPELL OBJECT

CHARGES

LEVEL

15

## ARTIFICER SPECIALIST FEATURE

LEVEL

20

## SOUL OF ARTIFICE

- You gain a +1 bonus to all saving throws per magic item you are currently attuned to
- If you're reduced to 0 hit points but not killed outright, you can use your reaction to end one of your artificer infusions, causing you to drop to 1 hit point instead of 0

LEVEL

LEVEL

LEVEL

## CLASS FEATURES &amp; MORE

LEVEL

LEVEL

LEVEL

LEVEL

LEVEL

LEVEL

## FEATURES

LEVEL

LEVEL

LEVEL

LEVEL

LEVEL

LEVEL

## FEATURES

LEVEL

LEVEL

LEVEL

LEVEL

LEVEL

LEVEL

## INVENTORY

INVENTORY NAME

### CURRENT CAPACITY

### MAX CAPACITY

## POTIONS

NAME      QTY      WEIGHT

## WALLET

**QTY**                    **WEIGHT**

## COPPER

SILVER

GOLD

ELECTRUM

PLATINUM

## WEAPONS

NAME      RANGE      ATK BONUS      DAMAGE      TYPE      WEIGHT

---

**NOTES**

NAME	RANGE	ATK BONUS	DAMAGE	TYPE	WEIGHT
------	-------	-----------	--------	------	--------

---

**NOTES**

NAME	RANGE	ATK BONUS	DAMAGE	TYPE	WEIGHT
------	-------	-----------	--------	------	--------

---

NOTES

NAME: \_\_\_\_\_ PAYMENT: \_\_\_\_\_ NEW PAYMENT: \_\_\_\_\_ PAYMENT: \_\_\_\_\_ TIME: \_\_\_\_\_ INTRATE: \_\_\_\_\_

---

---

---

---

---

---

---

Copyright © 2010 by Pearson Education, Inc., or its affiliates. All Rights Reserved.

## INVENTORY

QTY      WEIGHT

NAME

## TOOLS

NAME

## DESCRIPTION | COMPONENTS

NAME

<u>DESCRIPTION</u>	<u>COMPONENTS</u>
--------------------	-------------------

## TOOLS

NAME

## DESCRIPTION | COMPONENTS

NAME

<u>DESCRIPTION</u>	<u>COMPONENTS</u>
--------------------	-------------------

## QUESTLOG

QUESTNAME

LOCATION

OBJECTIVE

## NPCS

NAME LOCATION/OCCUPATIONNAME LOCATION/OCCUPATION

NOTES \_\_\_\_\_

NOTES \_\_\_\_\_

NAME LOCATION/OCCUPATIONNAME LOCATION/OCCUPATION

NOTES \_\_\_\_\_

NOTES \_\_\_\_\_

NAME LOCATION/OCCUPATIONNAME LOCATION/OCCUPATION

NOTES \_\_\_\_\_

NOTES \_\_\_\_\_

NOTESTASKS

NAME	DONE
_____	<input type="checkbox"/>

Succeeded  
 Failed

REWARD

## QUESTLOG

QUESTNAME

LOCATION

OBJECTIVE

## NPCS

NAME LOCATION/OCCUPATIONNAME LOCATION/OCCUPATION

NOTES \_\_\_\_\_

NOTES \_\_\_\_\_

NAME LOCATION/OCCUPATIONNAME LOCATION/OCCUPATION

NOTES \_\_\_\_\_

NOTES \_\_\_\_\_

NAME LOCATION/OCCUPATIONNAME LOCATION/OCCUPATION

NOTES \_\_\_\_\_

NOTES \_\_\_\_\_

NOTESTASKS

NAME	DONE
_____	<input type="checkbox"/>

Succeeded  
 Failed

REWARD

## QUESTLOG

QUESTNAME

LOCATION

OBJECTIVE

## NPCS

NAME LOCATION/OCCUPATIONNAME LOCATION/OCCUPATION

NOTES \_\_\_\_\_

NOTES \_\_\_\_\_

NAME LOCATION/OCCUPATIONNAME LOCATION/OCCUPATION

NOTES \_\_\_\_\_

NOTES \_\_\_\_\_

NAME LOCATION/OCCUPATIONNAME LOCATION/OCCUPATION

NOTES \_\_\_\_\_

NOTES \_\_\_\_\_

NOTESTASKS

NAME	DONE
_____	<input type="checkbox"/>

Succeeded  
 Failed

REWARD

## QUESTLOG

QUESTNAME

LOCATION

OBJECTIVE

## NPCS

NAME LOCATION/OCCUPATIONNAME LOCATION/OCCUPATION

NOTES \_\_\_\_\_

NOTES \_\_\_\_\_

NAME LOCATION/OCCUPATIONNAME LOCATION/OCCUPATION

NOTES \_\_\_\_\_

NOTES \_\_\_\_\_

NAME LOCATION/OCCUPATIONNAME LOCATION/OCCUPATION

NOTES \_\_\_\_\_

NOTES \_\_\_\_\_

NOTESTASKS

NAME	DONE
_____	<input type="checkbox"/>

Succeeded  
 Failed

REWARD

## QUESTLOG

<u>QUESTNAME</u>	<u>LOCATION</u>
------------------	-----------------

<u>OBJECTIVE</u>	<input type="checkbox"/> Succeeded	<u>REWARD</u>
	<input type="checkbox"/> Failed	

NPACS
-------

NOTES
-------

<u>QUESTNAME</u>	<u>LOCATION</u>
------------------	-----------------

<u>OBJECTIVE</u>	<input type="checkbox"/> Succeeded	<u>REWARD</u>
	<input type="checkbox"/> Failed	

NPACS
-------

NOTES
-------

## QUESTLOG

<u>QUESTNAME</u>	<u>LOCATION</u>
------------------	-----------------

<u>OBJECTIVE</u>	<input type="checkbox"/> Succeeded	<u>REWARD</u>
	<input type="checkbox"/> Failed	

NPACS
-------

NOTES
-------

<u>QUESTNAME</u>	<u>LOCATION</u>
------------------	-----------------

<u>OBJECTIVE</u>	<input type="checkbox"/> Succeeded	<u>REWARD</u>
	<input type="checkbox"/> Failed	

NPACS
-------

NOTES
-------

## QUESTLOG

<u>QUESTNAME</u>	<u>LOCATION</u>
------------------	-----------------

<u>OBJECTIVE</u>	<input type="checkbox"/> Succeeded	<u>REWARD</u>
	<input type="checkbox"/> Failed	

NPACS
-------

NOTES
-------

<u>QUESTNAME</u>	<u>LOCATION</u>
------------------	-----------------

<u>OBJECTIVE</u>	<input type="checkbox"/> Succeeded	<u>REWARD</u>
	<input type="checkbox"/> Failed	

NPACS
-------

NOTES
-------

## QUESTLOG

<u>QUESTNAME</u>	<u>LOCATION</u>
------------------	-----------------

<u>OBJECTIVE</u>	<input type="checkbox"/> Succeeded	<u>REWARD</u>
	<input type="checkbox"/> Failed	

NPACS
-------

NOTES
-------

<u>QUESTNAME</u>	<u>LOCATION</u>
------------------	-----------------

<u>OBJECTIVE</u>	<input type="checkbox"/> Succeeded	<u>REWARD</u>
	<input type="checkbox"/> Failed	

NPACS
-------

NOTES
-------

## QUESTLOG

<u>QUESTNAME</u>	<u>LOCATION</u>
------------------	-----------------

<u>OBJECTIVE</u>	<input type="checkbox"/> Succeeded	<u>REWARD</u>
	<input type="checkbox"/> Failed	

NPACS
-------

NOTES
-------

<u>QUESTNAME</u>	<u>LOCATION</u>
------------------	-----------------

<u>OBJECTIVE</u>	<input type="checkbox"/> Succeeded	<u>REWARD</u>
	<input type="checkbox"/> Failed	

NPACS
-------

NOTES
-------

## QUESTLOG

<u>QUESTNAME</u>	<u>LOCATION</u>
------------------	-----------------

<u>OBJECTIVE</u>	<input type="checkbox"/> Succeeded	<u>REWARD</u>
	<input type="checkbox"/> Failed	

NPACS
-------

NOTES
-------

<u>QUESTNAME</u>	<u>LOCATION</u>
------------------	-----------------

<u>OBJECTIVE</u>	<input type="checkbox"/> Succeeded	<u>REWARD</u>
	<input type="checkbox"/> Failed	

NPACS
-------

NOTES
-------

## QUESTLOG

<u>QUESTNAME</u>	<u>LOCATION</u>
------------------	-----------------

<u>OBJECTIVE</u>	<input type="checkbox"/> Succeeded	<u>REWARD</u>
	<input type="checkbox"/> Failed	

NPACS
-------

NOTES
-------

<u>QUESTNAME</u>	<u>LOCATION</u>
------------------	-----------------

<u>OBJECTIVE</u>	<input type="checkbox"/> Succeeded	<u>REWARD</u>
	<input type="checkbox"/> Failed	

NPACS
-------

NOTES
-------

## QUESTLOG

<u>QUESTNAME</u>	<u>LOCATION</u>
------------------	-----------------

<u>OBJECTIVE</u>	<input type="checkbox"/> Succeeded	<u>REWARD</u>
	<input type="checkbox"/> Failed	

NPACS
-------

NOTES
-------

<u>QUESTNAME</u>	<u>LOCATION</u>
------------------	-----------------

<u>OBJECTIVE</u>	<input type="checkbox"/> Succeeded	<u>REWARD</u>
	<input type="checkbox"/> Failed	

NPACS
-------

NOTES
-------

## NPCS

<u>NAME</u>	<u>LOCATION/OCCUPATION</u>
-------------	----------------------------

<u>DESCRIPTION</u>	
--------------------	--

<u>NOTES</u>	
--------------	--

<u>NAME</u>	<u>LOCATION/OCCUPATION</u>
-------------	----------------------------

<u>DESCRIPTION</u>	
--------------------	--

<u>NOTES</u>	
--------------	--

<u>NAME</u>	<u>LOCATION/OCCUPATION</u>
-------------	----------------------------

<u>DESCRIPTION</u>	
--------------------	--

<u>NOTES</u>	
--------------	--

<u>NAME</u>	<u>LOCATION/OCCUPATION</u>
-------------	----------------------------

<u>DESCRIPTION</u>	
--------------------	--

<u>NOTES</u>	
--------------	--

## NPCS

<u>NAME</u>	<u>LOCATION/OCCUPATION</u>
-------------	----------------------------

<u>DESCRIPTION</u>	
--------------------	--

<u>NOTES</u>	
--------------	--

<u>NAME</u>	<u>LOCATION/OCCUPATION</u>
-------------	----------------------------

<u>DESCRIPTION</u>	
--------------------	--

<u>NOTES</u>	
--------------	--

<u>NAME</u>	<u>LOCATION/OCCUPATION</u>
-------------	----------------------------

<u>DESCRIPTION</u>	
--------------------	--

<u>NOTES</u>	
--------------	--

<u>NAME</u>	<u>LOCATION/OCCUPATION</u>
-------------	----------------------------

<u>DESCRIPTION</u>	
--------------------	--

<u>NOTES</u>	
--------------	--

## NPCS

<u>NAME</u>	<u>LOCATION/OCCUPATION</u>
-------------	----------------------------

<u>DESCRIPTION</u>	
--------------------	--

<u>NOTES</u>	
--------------	--

<u>NAME</u>	<u>LOCATION/OCCUPATION</u>
-------------	----------------------------

<u>DESCRIPTION</u>	
--------------------	--

<u>NOTES</u>	
--------------	--

<u>NAME</u>	<u>LOCATION/OCCUPATION</u>
-------------	----------------------------

<u>DESCRIPTION</u>	
--------------------	--

<u>NOTES</u>	
--------------	--

<u>NAME</u>	<u>LOCATION/OCCUPATION</u>
-------------	----------------------------

<u>DESCRIPTION</u>	
--------------------	--

<u>NOTES</u>	
--------------	--

## NPCS

<u>NAME</u>	<u>LOCATION/OCCUPATION</u>
-------------	----------------------------

<u>DESCRIPTION</u>	
--------------------	--

<u>NOTES</u>	
--------------	--

<u>NAME</u>	<u>LOCATION/OCCUPATION</u>
-------------	----------------------------

<u>DESCRIPTION</u>	
--------------------	--

<u>NOTES</u>	
--------------	--

<u>NAME</u>	<u>LOCATION/OCCUPATION</u>
-------------	----------------------------

<u>DESCRIPTION</u>	
--------------------	--

<u>NOTES</u>	
--------------	--

<u>NAME</u>	<u>LOCATION/OCCUPATION</u>
-------------	----------------------------

<u>DESCRIPTION</u>	
--------------------	--

<u>NOTES</u>	
--------------	--

## NPCS

<u>NAME</u>	<u>LOCATION/OCCUPATION</u>
-------------	----------------------------

<u>DESCRIPTION</u>	
--------------------	--

<u>NOTES</u>	
--------------	--

<u>NAME</u>	<u>LOCATION/OCCUPATION</u>
-------------	----------------------------

<u>DESCRIPTION</u>	
--------------------	--

<u>NOTES</u>	
--------------	--

<u>NAME</u>	<u>LOCATION/OCCUPATION</u>
-------------	----------------------------

<u>DESCRIPTION</u>	
--------------------	--

<u>NOTES</u>	
--------------	--

<u>NAME</u>	<u>LOCATION/OCCUPATION</u>
-------------	----------------------------

<u>DESCRIPTION</u>	
--------------------	--

<u>NOTES</u>	
--------------	--

## NPCS

<u>NAME</u>	<u>LOCATION/OCCUPATION</u>
-------------	----------------------------

<u>DESCRIPTION</u>	
--------------------	--

<u>NOTES</u>	
--------------	--

<u>NAME</u>	<u>LOCATION/OCCUPATION</u>
-------------	----------------------------

<u>DESCRIPTION</u>	
--------------------	--

<u>NOTES</u>	
--------------	--

<u>NAME</u>	<u>LOCATION/OCCUPATION</u>
-------------	----------------------------

<u>DESCRIPTION</u>	
--------------------	--

<u>NOTES</u>	
--------------	--

<u>NAME</u>	<u>LOCATION/OCCUPATION</u>
-------------	----------------------------

<u>DESCRIPTION</u>	
--------------------	--

<u>NOTES</u>	
--------------	--

## NPCS

<u>NAME</u>	<u>LOCATION/OCCUPATION</u>
-------------	----------------------------

<u>DESCRIPTION</u>	
--------------------	--

<u>NOTES</u>	
--------------	--

<u>NAME</u>	<u>LOCATION/OCCUPATION</u>
-------------	----------------------------

<u>DESCRIPTION</u>	
--------------------	--

<u>NOTES</u>	
--------------	--

<u>NAME</u>	<u>LOCATION/OCCUPATION</u>
-------------	----------------------------

<u>DESCRIPTION</u>	
--------------------	--

<u>NOTES</u>	
--------------	--

<u>NAME</u>	<u>LOCATION/OCCUPATION</u>
-------------	----------------------------

<u>DESCRIPTION</u>	
--------------------	--

<u>NOTES</u>	
--------------	--

## NPCS

<u>NAME</u>	<u>LOCATION/OCCUPATION</u>
-------------	----------------------------

<u>DESCRIPTION</u>	
--------------------	--

<u>NOTES</u>	
--------------	--

<u>NAME</u>	<u>LOCATION/OCCUPATION</u>
-------------	----------------------------

<u>DESCRIPTION</u>	
--------------------	--

<u>NOTES</u>	
--------------	--

<u>NAME</u>	<u>LOCATION/OCCUPATION</u>
-------------	----------------------------

<u>DESCRIPTION</u>	
--------------------	--

<u>NOTES</u>	
--------------	--

<u>NAME</u>	<u>LOCATION/OCCUPATION</u>
-------------	----------------------------

<u>DESCRIPTION</u>	
--------------------	--

<u>NOTES</u>	
--------------	--

## NPCS

<u>NAME</u>	<u>LOCATION/OCCUPATION</u>
-------------	----------------------------

<u>DESCRIPTION</u>
--------------------

<u>NOTES</u>
--------------

<u>NAME</u>	<u>LOCATION/OCCUPATION</u>
-------------	----------------------------

<u>DESCRIPTION</u>
--------------------

<u>NOTES</u>
--------------

<u>NAME</u>	<u>LOCATION/OCCUPATION</u>
-------------	----------------------------

<u>DESCRIPTION</u>
--------------------

<u>NOTES</u>
--------------

<u>NAME</u>	<u>LOCATION/OCCUPATION</u>
-------------	----------------------------

<u>DESCRIPTION</u>
--------------------

<u>NOTES</u>
--------------

## NPCS

<u>NAME</u>	<u>LOCATION/OCCUPATION</u>
-------------	----------------------------

<u>DESCRIPTION</u>
--------------------

<u>NOTES</u>
--------------

<u>NAME</u>	<u>LOCATION/OCCUPATION</u>
-------------	----------------------------

<u>DESCRIPTION</u>
--------------------

<u>NOTES</u>
--------------

<u>NAME</u>	<u>LOCATION/OCCUPATION</u>
-------------	----------------------------

<u>DESCRIPTION</u>
--------------------

<u>NOTES</u>
--------------

<u>NAME</u>	<u>LOCATION/OCCUPATION</u>
-------------	----------------------------

<u>DESCRIPTION</u>
--------------------

<u>NOTES</u>
--------------

## SPELLS

<u>CLASS</u>	<u>ABILITY</u>	<u>BONUS</u>	<u>HIT</u>	<u>RITUAL CASTER</u>
--------------	----------------	--------------	------------	----------------------

<u>CLASS</u>	<u>ABILITY</u>	<u>BONUS</u>	<u>HIT</u>	<u>RITUAL CASTER</u>
--------------	----------------	--------------	------------	----------------------

<u>MAX SLOTS</u>	<u>SLOT LEVEL</u>	<u>SPELLS PREPARED</u>	<u>SPELLS KNOWN</u>

## OTHER SPELLS

CANTRIPS

## SPELLS























