	NAME		
	RACE		
	BACKGROUND		
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CLASS	SUBCLASS		LVL
CURRENT MILESTONES	REQUIRED MILESTONES	CHARA LEV	

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<u>STR</u>	OO SAVE	HIT POINTS MAX	UNARMORED AF	RMORED SHIELD	<u>TEMP</u>	WEAPONS & ARMOR
	OO ATHLETICS		ARMOR			LIGHT ARMOR O SIMPLE WEAPONS MEDIUM ARMOR O MARTIAL WEAPON
		TEMP			1 11 1	MEDIUM ARMOR O MARTIAL WEAPON HEAVY ARMOR O SHIELDS
			SPELL HIT 1	2 3 4 5 6	7 8 9	
DEX	OO SAVE	DEATH / OCC / VOCC		0 0 0 0 0		
	OO ACROBATICS	DEATH SAVES VOO XOO	SPELL DC	0 0 0 0		
	SLEIGHT OF HAND  STEALTH	DIE USED TOTAL				
	OO STEALTH					
CON	OO SAVE	TOTAL I		ADDITIONA	AL RESOURCE TRACKE	RS
			INITIATIVE			
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	ARCANA HISTORY	g l		1	ION ECONOMY	DEACTION
	OO INVESTIGATION		A	CTION	<u>BONUS</u>	REACTION
	OO NATURE OO RELIGION	INSPIRATION PASSIVE I				
WIS		PERCEPTION				
VVIS	SAVE ANIMAL HANDLING	EXHAUSTION PASSIVE INSIGHT I PROFICIENCY PASSIVE				
	OO INSIGHT OO MEDICINE	BONUS INVESTIGATION				
	PERCEPTION SURVIVAL	RACIAL FEATURES				
				ATTACK	KS & SPELLCASTING	
<u>CHA</u>	SAVE DECEPTION		<u>NAME</u>	<u>RANGE</u> <u>ATI</u>	K BONUS/SAVE DAM	AGE/EFFECT TYPE
	OO INTIMIDATION					
	PERFORMANCE PERSUSASION					
	SHORT REST BENEFITS	LONG REST BENEFITS				
	<u>SENSES</u>	TOOLS & OTHER				
	RESISTANCES/IMMUNITIES	LANGUAGES I				
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EATURES	CLASS FEATU		LEVEL	
OTHERWORLDY PATRON				
NVOCATIONS	ELDRITCH INVO		LEVEL	
INVOCATIONS	CLASS		2	
KNOWN	LEVEL			
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3	5th			
4	7th			
5	9th			
6	12th			
7	15th			
8	17th			
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	CLASS FEATURES	
LEVEL —	PACT BOON	
LEVEL -		
6	OTHERWORLDLY PATRON FEATURE	
LEVEL 10	OTHERWORLDLY PATRON FEATURE	
LEVEL —	MYSTIC ARCANUM	
CLASS LEVEL	SPELL SPELL	
11th	6th	
13th	7th	
15th	8th	
17th	9th	
LEVEL —	OTHERWORDLY PATRON FEATURE	
LEVEL)—		
20 _	ELDRITCH MASTER	
	You can spend 1 minute to regain all of your expended spell slots from your Parce you regain spell slots with this feature, you must finish a long rest before	act Magic feature. you can do so again

FEATURES	
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		INVEN	IORY		
		INVENTOF	RY NAME		
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	POTIONS			WALLET	
NAME	QTY	WEIGHT		QTY	WEIGHT
			COPPER		
			SILVER		
			GOLD		
			ELECTRUM		
			PLATINUM		
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		WEA	PONS		
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NAME	RANGE	ATK BONL	JS DAMAGE	TYPE	WEIGHT
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NAME	RANGE	ATK BONL	JS DAMAGE	TYPE	WEIGHT
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NAME	RANGE	ATK BONL	JS DAMAGE	TYPE	WEIGHT
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INVENTORY		
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	NA	ME				
DESCRIPTION			<u>COMPONENTS</u>			DESCRIPTION
		<u>SKILL</u>	DESCRIPTION			
ACTIVITY	<u>DC</u>	SKILL	<u>DESCRIPTION</u>		<u>ACTIVITY</u>	
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	<u>NAME</u>						
DESCRIPTION		COMPONENTS					
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DESCRIPTION			COMPONENTS				
ACTIVITY	<u>DC</u>	SKILL	<u>DESCRIPTION</u>				
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TOOLS

QUES	STLOG			QUESTLOG	
<u>QUES:</u>	TNAME			QUESTNAME	
LOCATION OBJECTIVE			LOCATION  OBJECT		<u>OBJECTIVE</u>
N	PCS			NPCS	
NAME LOCATION/OCCUPATION	NAME LOCATION/OCCUPATION	I NA	AME LOCATION/OCC	UPATION NAME	LOCATION/OCCUPATION
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QUES	STLOG			QUESTLOG	
<u>QUES:</u>	TNAME			QUESTNAME	
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QUESTLOG				
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	9	SPELLS		
CLASS	ABILITY	BONUS	HIT	RITUAL CASTER
CLASS	<u>ABILITY</u>	BONUS	HIT	RITUAL CASTER
MAX SLOTS SLOT LEVEL	SPELLS PREPARED	SPELLS KNOWN		
-	ОТН	IER SPELLS		
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