

FAMILIAR / WILD SHAPE

NUMBER OF USES

available max

PROFICIENCY

INITIATIVE

SPEED

PASS.INSIGHT

PASS.INVEST.

PASS.PERC.

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

AC

HP

SPELL SAVE DC

mod.

score

proficiency

saving throw

mod.

score

proficiency

saving throw

mod.

score

proficiency

saving throw

mod.

score

proficiency

saving throw

AC

current

max.

DC

Design by DHFTN (2022 - CC BY-NC-SA 4.0) - ColorSquare
 Icons by DHFTN and game-icons.net (CC-BY 3.0)
 Inspiration : Graphic Color by GhorGhor Blue et Dark DinDoN

The diagram illustrates the six pillars of the game, each with a distinct color and a set of icons representing its associated skills and attributes:

- STRENGTH** (Red): Includes icons for *mod.*, *score*, *proficiency*, and *saving throw*.
- DEXTERITY** (Orange): Includes icons for *mod.*, *score*, *proficiency*, and *saving throw*.
- CONSTITUTION** (Green): Includes icons for *mod.*, *score*, *proficiency*, and *saving throw*.
- INTELLIGENCE** (Blue): Includes icons for *mod.*, *score*, *proficiency*, *spellcasting*, and *saving throw*.
- WISDOM** (Purple): Includes icons for *mod.*, *score*, *proficiency*, *spellcasting*, and *saving throw*.
- CHARISMA** (Pink): Includes icons for *mod.*, *score*, *proficiency*, *spellcasting*, and *saving throw*.

PROF. EXP.		SKILLS		
STR DEX TERI TIVITY	<input type="checkbox"/> <input type="checkbox"/> ATHLETICS	<input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> ANIMAL HANDLING	<input type="checkbox"/>
	<input type="checkbox"/> <input type="checkbox"/> ACROBATICS	<input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> INSIGHT	<input type="checkbox"/>
	<input type="checkbox"/> <input type="checkbox"/> SLEIGHT OF HAND	<input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> MEDICINE	<input type="checkbox"/>
	<input type="checkbox"/> <input type="checkbox"/> STEALTH	<input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> PERCEPTION	<input type="checkbox"/>
INT TEL LIGENCE	<input type="checkbox"/> <input type="checkbox"/> ARCANA	<input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> SURVIVAL	<input type="checkbox"/>
	<input type="checkbox"/> <input type="checkbox"/> HISTORY	<input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> DECEPTION	<input type="checkbox"/>
	<input type="checkbox"/> <input type="checkbox"/> INVESTIGATION	<input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> INTIMIDATION	<input type="checkbox"/>
	<input type="checkbox"/> <input type="checkbox"/> NATURE	<input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> PERFORMANCE	<input type="checkbox"/>
	<input type="checkbox"/> <input type="checkbox"/> RELIGION	<input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> PERSUASION	<input type="checkbox"/>

FEATURES & ATTACKS

FAMILIAR / WILD SHAPE

Basic Information:

- Name
- Type
- Size/Height
- Time

Proficiency

Initiative

Speed

Constitution

Intelligence

Wisdom

Charisma

Pass. Insight

Pass. Invest.

Pass. Perc.

AC

HP

Spell Save DC


Number of Uses

available max

mod. score proficiency spellcasting proficiency spellcasting proficiency spellcasting proficiency

current max

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The diagram illustrates the six pillars of the game, each represented by a colored box with a corresponding icon. The pillars are:

- STRENGTH** (Red box, icon of a muscular arm)
- DEXTERITY** (Orange box, icon of a hand holding a dagger)
- CONSTITUTION** (Green box, icon of a heart)
- INTELLIGENCE** (Blue box, icon of a head with a gear)
- WISDOM** (Purple box, icon of an eye)
- CHARISMA** (Maroon box, icon of a mouth)

Each pillar has a corresponding set of three boxes for 'mod.', 'score', and 'proficiency'. The 'mod.' box is connected to the 'score' box, which is connected to the 'proficiency' box. The 'mod.' box is also connected to the 'spellcasting' box, which is connected to the 'saving throw' box. The 'spellcasting' box is connected to the 'saving throw' box.

PROF. EXP.		SKILLS		
STR DEX TER I T Y	<input type="checkbox"/> <input type="checkbox"/> ATHLETICS	<input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> ANIMAL HANDLING	<input type="checkbox"/>
	<input type="checkbox"/> <input type="checkbox"/> ACROBATICS	<input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> INSIGHT	<input type="checkbox"/>
	<input type="checkbox"/> <input type="checkbox"/> SLEIGHT OF HAND	<input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> MEDICINE	<input type="checkbox"/>
	<input type="checkbox"/> <input type="checkbox"/> STEALTH	<input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> PERCEPTION	<input type="checkbox"/>
I N T E L L I G E N C E	<input type="checkbox"/> <input type="checkbox"/> ARCANA	<input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> SURVIVAL	<input type="checkbox"/>
	<input type="checkbox"/> <input type="checkbox"/> HISTORY	<input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> DECEPTION	<input type="checkbox"/>
	<input type="checkbox"/> <input type="checkbox"/> INVESTIGATION	<input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> INTIMIDATION	<input type="checkbox"/>
	<input type="checkbox"/> <input type="checkbox"/> NATURE	<input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> PERFORMANCE	<input type="checkbox"/>
	<input type="checkbox"/> <input type="checkbox"/> RELIGION	<input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> PERSUASION	<input type="checkbox"/>

[illegible]