

SPHERES OF POWER AND MIGHT

5TH EDITION CHARACTER SHEET

CHARACTER NAME

CLASS & LEVEL

BACKGROUND & TRADITION

PLAYER NAME

RACE

ALIGNMENT

EXPERIENCE POINTS

PROFICIENCY BONUS

UNTRAINED PROFICIENT EXPERTISE KAM

STRENGTH

SAVING THROW
ATHLETICS

DEXTERITY

SAVING THROW
ACROBATICS
SLEIGHT OF HAND
STEALTH
INITIATIVE

CONSTITUTION

SAVING THROW

INTELLIGENCE

SAVING THROW
ARCANA
HISTORY
INVESTIGATION
NATURE
RELIGION

WISDOM

SAVING THROW
ANIMAL HANDLING
INSIGHT
MEDICINE
PERCEPTION
SURVIVAL

CHARISMA

SAVING THROW
DECEPTION
INTIMIDATION
PERFORMANCE
PERSUASION

PASSIVE WISDOM (PERCEPTION)

PASSIVE INTELLIGENCE (INVESTIGATION)

TOOL AND KIT PROFICIENCIES

LANGUAGES AND OTHER PROFICIENCIES

AC

MARTIAL FOCUS

SPEED

CURRENT

MAX

HP

TEMPORARY

HIT POINTS

TOTAL HIT DICE

D

CURRENT HIT DICE

HIT POINTS

DEATH SAVES

SUCCESSSES

FAILURES

NAME ATK BONUS DAMAGE / TYPE

OTHER

OTHER

OTHER

OTHER

TOTAL

DICE

TOTAL

CURRENT

POOL

CURRENT

ATTACKS & RESOURCES

CURRENCY

CP

SP

GP

PP

EQUIPMENT

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

FEATURES & TRAITS

SPHERES OF POWER AND MIGHT
CHARACTER DETAILS SHEET

CHARACTER NAME

AGE	HEIGHT	WEIGHT
EYES	SKIN	HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME

SYMBOL

ADDITIONAL FEATURES & TRAITS

CHARACTER BACKSTORY

TREASURE

CHARACTER NAME

TRADITION
KEY ABILITY MODIFIER (KAM)

[illegible]

NOTES

[illegible]

NAME		Sphere
ACTION COST	RANGE	DURATION
TARGET	SAVE	COST
DESCRIPTION		

[illegible][illegible][illegible][illegible][illegible]

SPHERES OF POWER AND MIGHT

COMPANION SHEET

NAME			CREATURE TYPE			ALIGNMENT		
<input type="checkbox"/> COMPANION	<input type="checkbox"/> TROOP	<input type="checkbox"/> SIDEKICK	<input type="checkbox"/> TAMED CREATURE	<input type="checkbox"/> OTHER				

STR	DEX	CON	INT	WIS	CHA
◇ ____ SAVE	◇ ____ SAVE	◇ ____ SAVE	◇ ____ SAVE	◇ ____ SAVE	◇ ____ SAVE

MAX HP

CURRENT

HIT POINTS

AC

NAME	ATK BONUS	DAMAGE / TYPE
OTHER		
OTHER		
OTHER		

SPEED

ADDITIONAL SPEEDS

FT.

FT.

EQUIPMENT

RESISTANCES

SENSES

TRADITION & LANGUAGES

FEATURES & TRAITS

NAME

ACTION COST

RANGE

SAVE

DESCRIPTION

NAME

ACTION COST

RANGE

SAVE

DESCRIPTION

SKILLS

① ____	② ____
③ ____	④ ____
⑤ ____	⑥ ____
⑦ ____	⑧ ____
⑨ ____	⑩ ____

PROFICIENCY BONUS ____

SPHERES OF POWER AND MIGHT

COMPANION SHEET

NAME			CREATURE TYPE			ALIGNMENT		
<input type="checkbox"/> COMPANION	<input type="checkbox"/> TROOP	<input type="checkbox"/> SIDEKICK	<input type="checkbox"/> TAMED CREATURE	<input type="checkbox"/> OTHER				

STR	DEX	CON	INT	WIS	CHA
◇ ____ SAVE	◇ ____ SAVE	◇ ____ SAVE	◇ ____ SAVE	◇ ____ SAVE	◇ ____ SAVE

MAX HP

CURRENT

HIT POINTS

AC

NAME	ATK BONUS	DAMAGE / TYPE
OTHER		
OTHER		
OTHER		

SPEED

ADDITIONAL SPEEDS

FT.

FT.

EQUIPMENT

RESISTANCES

SENSES

TRADITION & LANGUAGES

FEATURES & TRAITS

NAME

ACTION COST

RANGE

SAVE

DESCRIPTION

NAME

ACTION COST

RANGE

SAVE

DESCRIPTION

SKILLS

① ____	② ____
③ ____	④ ____
⑤ ____	⑥ ____
⑦ ____	⑧ ____
⑨ ____	⑩ ____

PROFICIENCY BONUS ____