

# Gram-Gram

CHARACTER NAME

Mage of High Sorcery

BACKGROUND

Special

SPECIES

Barbarian

CLASS

Superb

SUBCLASS

1

LEVEL

0

XP

AC

18

SHIELD

★

HIT POINTS

23

CURRENT

23

TEMP

MAX

HIT DICE

0d8

SPENT

1d8

MAX

DEATH SAVED

☆☆☆

SUCCESS

☆☆☆

FAILURE

## DUNGEONS & DRAGONS®

PROFICIENCY BONUS

+2

INTELLIGENCE

-5

MODIFIER

1

SCORE

INITIATIVE

+5

SPEED

30

SIZE

Medium

PASSIVE PERCEPTION

9

### WEAPONS & DAMAGE CANTRIPS

NAME	ATK BONUS/DC	DAMAGE/TYPE	NOTES
Quarterstaff	+7	1d6 b	versatile (1d8)
Handaxe	+7	1d6 s	thrown, light
Light Crossbow	+7	1d8 p	
Magic Weapon	-3	divers	any Weapon can be the Magic Weapon
Unarmed Strike	+7	6 b	
Spell	5	2d8	Force and push 10 feet, CON save

STRENGTH

+5

MODIFIER

20

SCORE

+9 Saving Throw

+9 Athletics

-1 Saving Throw

-1 Arcana

-1 History

-1 Investigation

-1 Nature

-1 Religion

DEXTERITY

+5

MODIFIER

20

SCORE

+9 Saving Throw

+9 Acrobatics

+9 Sleight of Hand

+9 Stealth

WISDOM

-5

MODIFIER

1

SCORE

-1 Saving Throw

-1 Animal Handling

-1 Insight

-1 Medicine

-1 Perception

-1 Survival

CONSTITUTION

+5

MODIFIER

20

SCORE

+9 Saving Throw

CHARISMA

-5

MODIFIER

1

SCORE

-1 Saving Throw

-1 Deception

-1 Intimidation

-1 Performance

-1 Persuasion

### CLASS FEATURES

● Action ▲ Bonus Action ◆ Reaction ■ Limited Uses

- **Class Feature II**  
this and that
- ▲ **Class Feature III**  
this and that
- ◆ **Class Feature IV**  
this and that
- **Class Feature V**  
this and that
- **Class Feature VI**  
this and that
- **Class Feature VII**  
this and that
- ▲ **Class Feature VIII**  
this and that
- ◆ **Class Feature XI**  
this and that
- **Class Feature X**

- **Class Feature XI**  
this and that
- **Class Feature XII**  
this and that
- ▲ **Class Feature XIII**  
this and that
- ◆ **Class Feature XIV**  
this and that
- **Class Feature XV**  
this and that

### SPECIES TRAITS

- **Species Feature I**  
this and that

### FEATS

- **Feat I**  
this and that

### EQUIPMENT TRAINING & PROFICIENCIES

ARMOR TRAINING ★ Light ★ Medium ★ Heavy ★ Shields

WEAPONS

Clubs, Daggers, Darts, Javelins, Maces, Quarterstaves, Scimitars, Sickles, Slings, Spears

TOOLS

Alchemist's Supplies, Carpenter's Tools, Mason's Tools, Smith's Tools, Thieves' Tools, Tinker's Tools, Bagpipes





## Gram-Gram

CHARACTER NAME

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR



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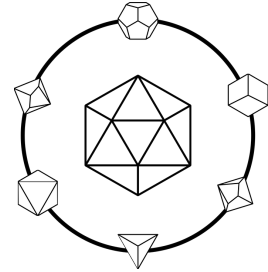
CHARACTER APPEARANCE

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ALLIES & ORGANIZATIONS

NAME

DnD Organization



SYMBOL

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ADDITIONAL FEATURES & TRAITS

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CHARACTER BACKGROUND

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TREASURE











### SPELLCASTING ABILITY

## SPELLCASTING MODIFIER

**SPELL SAVE DC**

## SPELL ATTACK BONUS

## CANTRIPS & PREPARED SPELLS

	<u>Total</u>	<u>Expended</u>		<u>Total</u>	<u>Expended</u>		<u>Total</u>	<u>Expended</u>
LEVEL 1	4		LEVEL 4	3		LEVEL 7	2	
LEVEL 2	3		LEVEL 5	3		LEVEL 8	1	
LEVEL 3	3		LEVEL 6	2		LEVEL 9	1	

## CANTRIPS & PREPARED SPELLS

▲ Bonus Action      ◆ Reaction

[illegible]

## PERSONALITY TRAITS

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Alignment *True Neutral*

## IDEALS

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## BONDS

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## FLAWS

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## LANGUAGES

Common, Elvish, Draconic, Deep Speech,  
Undercommon, Thieves' Cant

## EQUIPMENT

Alchemist's Tools, Mason's Tools,  
Carpenter's Tools, Thieves' Tools, Tinker's  
Tools

### Magic Item Attunement

✦ Magic Item 1

✦ Magic Item 11

✦ Magic Item III

## COINS

CP	SP	EP	GP	PP
10000	9	1	9000	100



Blank

SPELLCASTING  
CLASS

INT

SPELLCASTING  
ABILITY

5

SPELL SAVE DC

-3

SPELL ATTACK  
BONUS

0

CANTRIPS

*Conjure Minor Elemental (V, S, M)*

SLOTS TOTAL

SLOTS EXPENDED

1

4

● *Random Spell 1 (V, S)*

2

3

● *Random Spell 2 (S, M)*

3

3

4

3

5

3

6

2

7

2

8

1

9

1

SPELLS KNOWN



# FEATURES, MAGIC ITEMS AND SPELLS

## SECTION 1

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### SUBSECTION 1.1

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**Paragraph 1.1.1.** Dictumst quisque sagittis purus sit. Mattis nunc sed blandit libero volutpat sed cras ornare.

**Subparagraph 1.1.1.1.** Blandit cursus risus at ultrices mi tempus imperdiet. Et netus et malesuada fames ac turpis egestas maecenas.

## SPELLS

### CANTRIP

#### SPELL NAME

*Spell Type*

**Casting Time:** Bonus Action

**Range:** Target

**Components:** V, S, M

**Duration:** Duration

Varius vel pharetra vel turpis nunc eget lorem dolor. Tellus orci ac auctor augue.

**Cantrip Upgrade.** Nulla aliquet enim tortor at auctor urna nunc id cursus. A condimentum vitae sapien pellentesque habitant morbi tristique.

### LEVEL X

#### SPELL NAME

*Spell Type*

**Casting Time:** Bonus Action

**Range:** Target

**Components:** V, S, M

**Duration:** Duration

Varius vel pharetra vel turpis nunc eget lorem dolor. Tellus orci ac auctor augue.

**Using a Higher-Level Spell Slot.** Nulla aliquet enim tortor at auctor urna nunc id cursus. A condimentum vitae sapien pellentesque habitant morbi tristique.

## MISCELLANEOUS

### ATTACK AND DAMAGE ROLLS

#### MELEE WEAPONS

##### **Attack Roll.**

Mace:

1d20 + STR-Modifier + Proficiency Modifier

Current Max: 27

Rapier (Finesse):

1d20 + DEX-Modifier + Proficiency Modifier

Current Max: 27

Handaxe (Throwable):

1d20 + STR-Modifier + Proficiency Modifier

Current Max (melee): 27

Current Max (thrown): 27

Quarterstaff (Versatile):

1d20 + STR-Modifier + Proficiency Modifier

Current Max: 27

##### **Damage Roll.**

Mace:

1d6 + STR-Modifier

Current Max: 11

Rapier (Finesse):

1d8 + DEX-Modifier

Current Max: 13

Handaxe (Throwable):

1d6 + STR-Modifier

Current Max (melee): 11

Current Max (thrown): 11

Quarterstaff (Versatile):

1d6 (1d8) + STR-Modifier

Current Max (one-handed): 11

Current Max (two-handed): 13

#### RANGED WEAPONS

##### **Attack Roll.**

Shortbow:

1d20 + DEX-Modifier + Proficiency Modifier

Current Max: 27

##### **Damage Roll.**

Shortbow:

1d6 + DEX-Modifier

Current Max: 11

#### SPECIAL ATTACKS

##### **Attack Roll.**

Unarmed Strike:

1d20 + STR-Modifier + Proficiency Modifier

Current Max: 27

##### **Damage Roll.**

Unarmed Strike:

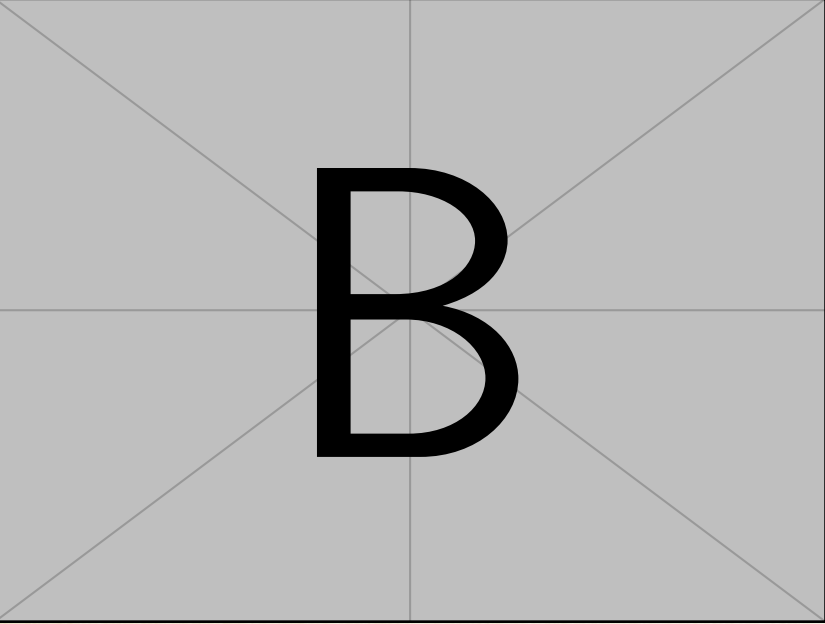
1 + STR-Modifier

Current Max: 6



# BLANK MAGIC ITEM

*Wondrous item, rare (requires attunement)*



B

APPEARANCE  
HISTORY  
MAGIC