

# 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)**

**AC**

**MARTIAL FOCUS**

**SPEED**

**HP**

CURRENT MAX TEMPORARY

HIT POINTS  
TOTAL HIT DICE  
D  
CURRENT HIT DICE

HIT POINTS  
DEATH SAVES  
SUCSESSES  
FAILURES

NAME	ATK BONUS	DAMAGE / TYPE
OTHER		
OTHER		
OTHER		
OTHER		

**ATTACKS & RESOURCES**

TOTAL DICE TOTAL

CURRENT POOL CURRENT

**PERSONALITY TRAITS**

**IDEALS**

**BONDS**

**FLAWS**

**FEATURES & TRAITS**

**TOOL AND KIT PROFICIENCIES**

LANGUAGES AND OTHER PROFICIENCIES

**CURRENCY**

CP SP GP PP

**EQUIPMENT**

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)

## A blank sheet of white paper with horizontal blue or grey ruling lines, typical of notebook paper. The lines are evenly spaced and run across the width of the page. There is no handwriting or other markings on the paper.

## NOTES

NOTES	

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# 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
◇ <input type="text"/> SAVE	◇ <input type="text"/> SAVE	◇ <input type="text"/> SAVE	◇ <input type="text"/> SAVE	◇ <input type="text"/> SAVE	◇ <input type="text"/> SAVE

MAX HP

CURRENT

HIT POINTS

AC

NAME	ATK BONUS	DAMAGE / TYPE
OTHER		
OTHER		
OTHER		

SPEED

ADDITIONAL SPEEDS

FT.	FT.
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FEATURES & TRAITS

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EQUIPMENT

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NAME

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ACTION COST	RANGE	SAVE
<input type="text"/>	<input type="text"/>	<input type="text"/>

DESCRIPTION

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SKILLS

⓪ <input type="text"/>	⓪ <input type="text"/>
⓪ <input type="text"/>	⓪ <input type="text"/>
⓪ <input type="text"/>	⓪ <input type="text"/>
⓪ <input type="text"/>	⓪ <input type="text"/>
⓪ <input type="text"/>	⓪ <input type="text"/>

PROFICIENCY BONUS

RESISTANCES

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SENSES

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TRADITION & LANGUAGES

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NAME

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ACTION COST	RANGE	SAVE
<input type="text"/>	<input type="text"/>	<input type="text"/>

DESCRIPTION

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MAX HP

CURRENT

HIT POINTS

AC

NAME	ATK BONUS	DAMAGE / TYPE
OTHER		
OTHER		
OTHER		

SPEED

ADDITIONAL SPEEDS

FT.	FT.
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FEATURES & TRAITS

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EQUIPMENT

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NAME

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ACTION COST	RANGE	SAVE
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DESCRIPTION

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SKILLS

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PROFICIENCY BONUS

RESISTANCES

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SENSES

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TRADITION & LANGUAGES

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NAME

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ACTION COST	RANGE	SAVE
<input type="text"/>	<input type="text"/>	<input type="text"/>

DESCRIPTION

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