CHARACTER NAME

RACE | BACKGROUND

ALIGNMENT | EXPERIENCE POINTS

Fighter

MARTIAL ARCHETYPE

PROFICIENCY

PASSIVE PERCEPTION

INSPIRATION

PASSIVE INSIGHT

STRENGTH
- ___ SAVING THROWS
- ___ ATHLETICS

DEXTERITY
- ___ SAVING THROWS
- ___ ACROBATICS
- ___ SLEIGHT OF HAND
- ___ STEALTH

CONSTITUTION
- ___ SAVING THROWS

INTELLIGENCE
- ___ SAVING THROWS
- ___ ARCANA
- ___ HISTORY
- ___ INVESTIGATION
- ___ NATURE
- ___ RELIGION

WISDOM
- ___ SAVING THROWS
- ___ ANIMAL HANDLING
- ___ INSIGHT
- ___ MEDICINE
- ___ PERCEPTION
- ___ SURVIVAL

CHARISMA
- ___ SAVING THROWS
- ___ DECEPTION
- ___ INTIMIDATION
- ___ PERFORMANCE
- ___ PERSUASION

RACIAL TRAITS

PROFICIENCIES

LIGHT ARMOUR | SIMPLE WEAPONS

MEDIUM ARMOUR | MARTIAL WEAPONS

HEAVY ARMOUR | SHIELDS

LANGUAGES

TOOLS & OTHER PROFICIENCIES

AC

INITIATIVE

SPEED

Hit Point Maximum

Temporary Hit Points

HIT DICE

Used | Total

d10

DEATH SAVES

SUCCESSES

FAILURES

NAME	ATK BONUS	DAMAGE/TYPE

ACTION SURGE | EXTRA ATTACK | INDOMITABLE

ADDITIONAL COMBAT FEATURES

FIGHTING STYLE — LEVEL 1

SECOND WIND — LEVEL 1

On your turn, you can use a bonus action to regain hit points equal to 1d10 + your fighter level. Once you use this feature, you must finish a short or long rest before you can use it again.

ACTION SURGE — LEVEL 2

On your turn, you can take one additional action on top of your regular action and a possible bonus action. You must finish a short or long rest before you can use this feature again.

At 17th level, you can use it twice before a rest, but only once on the same turn.

MARTIAL ARCHETYPE FEATURE — LEVEL 3

EXTRA ATTACK — LEVEL 5

You can attack twice, instead of once, whenever you take the Attack action on your turn.

The number of attacks increases to three when you reach 11th level in this class and to four when you reach 20th level.

MARTIAL ARCHETYPE FEATURE — LEVEL 7

INDOMITABLE — LEVEL 9

You can reroll a saving throw that you fail. If you do so, you must use the new roll, and you can't use this feature again until you finish a long rest.

You can use this feature twice between long rests starting at 13th level and three times between long rests starting at 17th level.

MARTIAL ARCHETYPE FEATURE — LEVEL 10

MARTIAL ARCHETYPE FEATURE — LEVEL 15

MARTIAL ARCHETYPE FEATURE — LEVEL 18

CHARACTER NAME

RACE | BACKGROUND

ALIGNMENT | EXPERIENCE POINTS

Fighter

MARTIAL ARCHETYPE

PROFICIENCY

PASSIVE PERCEPTION

INSPIRATION

PASSIVE INSIGHT

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

SAVING THROWS

- ___ Strength
- ___ Dexterity
- ___ Constitution
- ___ Intelligence
- ___ Wisdom
- ___ Charisma

SKILLS

- ___ Acrobatics (Dex)
- ___ Animal Handling (Wis)
- ___ Arcana (Int)
- ___ Athletics (Str)
- ___ Deception (Cha)
- ___ History (Int)
- ___ Insight (Wis)
- ___ Intimidation (Cha)
- ___ Investigation (Int)
- ___ Medicine (Wis)
- ___ Nature (Int)
- ___ Perception (Wis)
- ___ Performance (Cha)
- ___ Persuasion (Cha)
- ___ Religion (Int)
- ___ Sleight of Hand (Dex)
- ___ Stealth (Dex)
- ___ Survival (Wis)

RACIAL TRAITS

PROFICIENCIES

LIGHT ARMOUR | SIMPLE WEAPONS

MEDIUM ARMOUR | MARTIAL WEAPONS

HEAVY ARMOUR | SHIELDS

LANGUAGES

TOOLS & OTHER PROFICIENCIES

AC

INITIATIVE

SPEED

Hit Point Maximum

Temporary Hit Points

HIT DICE

Used | Total

d10

DEATH SAVES

SUCCESSES

FAILURES

NAME	ATK BONUS	DAMAGE/TYPE

ACTION SURGE

EXTRA ATTACK

INDOMITABLE

ADDITIONAL COMBAT FEATURES

FIGHTING STYLE — LEVEL 1

SECOND WIND — LEVEL 1

On your turn, you can use a bonus action to regain hit points equal to 1d10 + your fighter level. Once you use this feature, you must finish a short or long rest before you can use it again.

ACTION SURGE — LEVEL 2

On your turn, you can take one additional action on top of your regular action and a possible bonus action. You must finish a short or long rest before you can use this feature again.

At 17th level, you can use it twice before a rest, but only once on the same turn.

MARTIAL ARCHETYPE FEATURE — LEVEL 3

EXTRA ATTACK — LEVEL 5

You can attack twice, instead of once, whenever you take the Attack action on your turn.

The number of attacks increases to three when you reach 11th level in this class and to four when you reach 20th level.

MARTIAL ARCHETYPE FEATURE — LEVEL 7

INDOMITABLE — LEVEL 9

You can reroll a saving throw that you fail. If you do so, you must use the new roll, and you can't use this feature again until you finish a long rest.

You can use this feature twice between long rests starting at 13th level and three times between long rests starting at 17th level.

MARTIAL ARCHETYPE FEATURE — LEVEL 10

MARTIAL ARCHETYPE FEATURE — LEVEL 15

MARTIAL ARCHETYPE FEATURE — LEVEL 18

CHARACTER NAME

RACE | BACKGROUND

ALIGNMENT | EXPERIENCE POINTS

Fighter

Battle Master

MARTIAL ARCHETYPE

PROFICIENCY

PASSIVE PERCEPTION

INSPIRATION

PASSIVE INSIGHT

STRENGTH
- ___ SAVING THROWS
- ___ ATHLETICS

DEXTERITY
- ___ SAVING THROWS
- ___ ACROBATICS
- ___ SLEIGHT OF HAND
- ___ STEALTH

CONSTITUTION
- ___ SAVING THROWS

INTELLIGENCE
- ___ SAVING THROWS
- ___ ARCANA
- ___ HISTORY
- ___ INVESTIGATION
- ___ NATURE
- ___ RELIGION

WISDOM
- ___ SAVING THROWS
- ___ ANIMAL HANDLING
- ___ INSIGHT
- ___ MEDICINE
- ___ PERCEPTION
- ___ SURVIVAL

CHARISMA
- ___ SAVING THROWS
- ___ DECEPTION
- ___ INTIMIDATION
- ___ PERFORMANCE
- ___ PERSUASION

RACIAL TRAITS

PROFICIENCIES

LIGHT ARMOUR | SIMPLE WEAPONS

MEDIUM ARMOUR | MARTIAL WEAPONS

HEAVY ARMOUR | SHIELDS

LANGUAGES

TOOLS & OTHER PROFICIENCIES

AC

INITIATIVE

SPEED

Hit Point Maximum

Temporary Hit Points

HIT DICE

Used | Total

d10

DEATH SAVES

SUCCESSES

FAILURES

NAME	ATK BONUS	DAMAGE/TYPE

ACTION SURGE

EXTRA ATTACK

INDOMITABLE

SUPERIORITY DICE

Used | Total

Die

MANEUVER SAVE DC

ADDITIONAL COMBAT FEATURES

FIGHTING STYLE
LEVEL 1

SECOND WIND
LEVEL 1

On your turn, you can use a bonus action to regain hit points equal to 1d10 + your fighter level. Once you use this feature, you must finish a short or long rest before you can use it again.

ACTION SURGE
LEVEL 2

On your turn, you can take one additional action on top of your regular action and a possible bonus action. You must finish a short or long rest before you can use this feature again.

At 17th level, you can use it twice before a rest, but only once on the same turn.

BATTLEMASTER FEATURE
LEVEL 3

EXTRA ATTACK
LEVEL 5

You can attack twice, instead of once, whenever you take the Attack action on your turn.

The number of attacks increases to three when you reach 11th level in this class and to four when you reach 20th level.

BATTLEMASTER FEATURE
LEVEL 7

INDOMITABLE
LEVEL 9

You can reroll a saving throw that you fail. If you do so, you must use the new roll, and you can't use this feature again until you finish a long rest.

You can use this feature twice between long rests starting at 13th level and three times between long rests starting at 17th level.

BATTLEMASTER FEATURE
LEVEL 10

BATTLEMASTER FEATURE
LEVEL 15

BATTLEMASTER FEATURE
LEVEL 18

CHARACTER NAME

RACE | BACKGROUND

ALIGNMENT | EXPERIENCE POINTS

Fighter

Battle Master

MARTIAL ARCHETYPE

PROFICIENCY

PASSIVE PERCEPTION

INSPIRATION

PASSIVE INSIGHT

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

SAVING THROWS

- ___ Strength
- ___ Dexterity
- ___ Constitution
- ___ Intelligence
- ___ Wisdom
- ___ Charisma

SKILLS

- ___ Acrobatics (Dex)
- ___ Animal Handling (Wis)
- ___ Arcana (Int)
- ___ Athletics (Str)
- ___ Deception (Cha)
- ___ History (Int)
- ___ Insight (Wis)
- ___ Intimidation (Cha)
- ___ Investigation (Int)
- ___ Medicine (Wis)
- ___ Nature (Int)
- ___ Perception (Wis)
- ___ Performance (Cha)
- ___ Persuasion (Cha)
- ___ Religion (Int)
- ___ Sleight of Hand (Dex)
- ___ Stealth (Dex)
- ___ Survival (Wis)

RACIAL TRAITS

PROFICIENCIES

LIGHT ARMOUR | SIMPLE WEAPONS

MEDIUM ARMOUR | MARTIAL WEAPONS

HEAVY ARMOUR | SHIELDS

LANGUAGES

TOOLS & OTHER PROFICIENCIES

AC

INITIATIVE

SPEED

Hit Point Maximum

Temporary Hit Points

HIT DICE

Used | Total

d10

DEATH SAVES

SUCCESSES

FAILURES

NAME	ATK BONUS	DAMAGE/TYPE

ACTION SURGE

EXTRA ATTACK

INDOMITABLE

SUPERIORITY DICE

Used | Total

Die

MANEUVER SAVE DC

ADDITIONAL COMBAT FEATURES

LEVEL 1

FIGHTING STYLE

LEVEL 1

SECOND WIND

On your turn, you can use a bonus action to regain hit points equal to 1d10 + your fighter level. Once you use this feature, you must finish a short or long rest before you can use it again.

LEVEL 2

ACTION SURGE

On your turn, you can take one additional action on top of your regular action and a possible bonus action. You must finish a short or long rest before you can use this feature again.

At 17th level, you can use it twice before a rest, but only once on the same turn.

LEVEL 3

BATTLEMASTER FEATURE

LEVEL 5

EXTRA ATTACK

You can attack twice, instead of once, whenever you take the Attack action on your turn.

The number of attacks increases to three when you reach 11th level in this class and to four when you reach 20th level.

LEVEL 7

BATTLEMASTER FEATURE

LEVEL 9

INDOMITABLE

You can reroll a saving throw that you fail. If you do so, you must use the new roll, and you can't use this feature again until you finish a long rest.

You can use this feature twice between long rests starting at 13th level and three times between long rests starting at 17th level.

LEVEL 10

BATTLEMASTER FEATURE

LEVEL 15

BATTLEMASTER FEATURE

LEVEL 18

BATTLEMASTER FEATURE

CHARACTER NAME

RACE | BACKGROUND

ALIGNMENT | EXPERIENCE POINTS

Fighter

Eldritch Knight

MARTIAL ARCHETYPE

PROFICIENCY

PASSIVE PERCEPTION

INSPIRATION

PASSIVE INSIGHT

AC

INITIATIVE

SPEED

Hit Point Maximum

Temporary Hit Points

HIT DICE

Used | Total

d10

DEATH SAVES

SUCCESSES

FAILURES

NAME	ATK BONUS	DAMAGE/TYPE

ACTION SURGE

EXTRA ATTACK

INDOMITABLE

SPELL ATTACK BONUS

SPELL SAVE DC

SPELL SLOTS

1st	2nd	3rd	4th

FAVOURITE SPELLS

NAME	RANGE	CASTING TIME	SAVE
		C	
		C	
		C	

CANTRIPS & SPELLS KNOWN

Level P

STRENGTH

- SAVING THROWS
- ATHLETICS

DEXTERITY

- SAVING THROWS
- ACROBATICS
- SLEIGHT OF HAND
- STEALTH

CONSTITUTION

- SAVING THROWS

INTELLIGENCE

- SAVING THROWS
- ARCANA
- HISTORY
- INVESTIGATION
- NATURE
- RELIGION

WISDOM

- SAVING THROWS
- ANIMAL HANDLING
- INSIGHT
- MEDICINE
- PERCEPTION
- SURVIVAL

CHARISMA

- SAVING THROWS
- DECEPTION
- INTIMIDATION
- PERFORMANCE
- PERSUASION

RACIAL TRAITS

PROFICIENCIES

LIGHT ARMOUR

SIMPLE WEAPONS

MEDIUM ARMOUR

MARTIAL WEAPONS

HEAVY ARMOUR

SHIELDS

LANGUAGES

TOOLS & OTHER PROFICIENCIES

FIGHTING STYLE

LEVEL 1

SECOND WIND

LEVEL 1

On your turn, you can use a bonus action to regain hit points equal to 1d10 + your fighter level. Once you use this feature, you must finish a short or long rest before you can use it again.

ACTION SURGE

LEVEL 2

On your turn, you can take one additional action on top of your regular action and a possible bonus action. You must finish a short or long rest before you can use this feature again.

At 17th level, you can use it twice before a rest, but only once on the same turn.

ELDRITCH KNIGHT FEATURE

LEVEL 3

EXTRA ATTACK

LEVEL 5

You can attack twice, instead of once, whenever you take the Attack action on your turn.

The number of attacks increases to three when you reach 11th level in this class and to four when you reach 20th level.

ELDRITCH KNIGHT FEATURE

LEVEL 7

INDOMITABLE

LEVEL 9

You can reroll a saving throw that you fail. If you do so, you must use the new roll, and you can't use this feature again until you finish a long rest.

You can use this feature twice between long rests starting at 13th level and three times between long rests starting at 17th level.

ELDRITCH KNIGHT FEATURE

LEVEL 10

ELDRITCH KNIGHT FEATURE

LEVEL 15

ELDRITCH KNIGHT FEATURE

LEVEL 18

CHARACTER NAME

RACE | BACKGROUND

ALIGNMENT | EXPERIENCE POINTS

Fighter

Eldritch Knight

MARTIAL ARCHETYPE

PROFICIENCY

PASSIVE PERCEPTION

INSPIRATION

PASSIVE INSIGHT

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

SAVING THROWS

- ___ Strength
- ___ Dexterity
- ___ Constitution
- ___ Intelligence
- ___ Wisdom
- ___ Charisma

SKILLS

- ___ Acrobatics (Dex)
- ___ Animal Handling (Wis)
- ___ Arcana (Int)
- ___ Athletics (Str)
- ___ Deception (Cha)
- ___ History (Int)
- ___ Insight (Wis)
- ___ Intimidation (Cha)
- ___ Investigation (Int)
- ___ Medicine (Wis)
- ___ Nature (Int)
- ___ Perception (Wis)
- ___ Performance (Cha)
- ___ Persuasion (Cha)
- ___ Religion (Int)
- ___ Sleight of Hand (Dex)
- ___ Stealth (Dex)
- ___ Survival (Wis)

RACIAL TRAITS

PROFICIENCIES

LIGHT ARMOUR | SIMPLE WEAPONS

MEDIUM ARMOUR | MARTIAL WEAPONS

HEAVY ARMOUR | SHIELDS

LANGUAGES

TOOLS & OTHER PROFICIENCIES

AC

INITIATIVE

SPEED

Hit Point Maximum

Temporary Hit Points

HIT DICE

Used | Total

d10

DEATH SAVES

SUCCESSES

FAILURES

NAME	ATK BONUS	DAMAGE/TYPE

ACTION SURGE

EXTRA ATTACK

INDOMITABLE

SPELL ATTACK BONUS

SPELL SAVE DC

SPELL SLOTS

1st	2nd	3rd	4th

FAVOURITE SPELLS

NAME	RANGE	CASTING TIME	SAVE
		C	
		C	
		C	

CANTRIPS & SPELLS KNOWN

Level P

FIGHTING STYLE — LEVEL 1

SECOND WIND — LEVEL 1

On your turn, you can use a bonus action to regain hit points equal to 1d10 + your fighter level. Once you use this feature, you must finish a short or long rest before you can use it again.

ACTION SURGE — LEVEL 2

On your turn, you can take one additional action on top of your regular action and a possible bonus action. You must finish a short or long rest before you can use this feature again.

At 17th level, you can use it twice before a rest, but only once on the same turn.

ELDRITCH KNIGHT FEATURE — LEVEL 3

EXTRA ATTACK — LEVEL 5

You can attack twice, instead of once, whenever you take the Attack action on your turn.

The number of attacks increases to three when you reach 11th level in this class and to four when you reach 20th level.

ELDRITCH KNIGHT FEATURE — LEVEL 7

INDOMITABLE — LEVEL 9

You can reroll a saving throw that you fail. If you do so, you must use the new roll, and you can't use this feature again until you finish a long rest.

You can use this feature twice between long rests starting at 13th level and three times between long rests starting at 17th level.

ELDRITCH KNIGHT FEATURE — LEVEL 10

ELDRITCH KNIGHT FEATURE — LEVEL 15

ELDRITCH KNIGHT FEATURE — LEVEL 18

CHARACTER NAME

AGE	HEIGHT	WEIGHT	DISTINGUISHING FEATURES
EYES	SKIN	HAIR	SCARS

CHARACTER APPEARANCE

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

BACKGROUND

ALLIES

ENEMIES

ADDITIONAL FEATURES & TRAITS

EQUIPMENT

		Attuned
HEAD		○
AMULET		○
CLOAK		○
ARMOUR		○
HANDS/ARMS		○
RING		○
RING		○
BELT		○
BOOTS		○

CP	SP	EP	GP	PP

MAGIC ITEMS

Name	Attuned
	○
	○
	○
	○
	○

BACKPACK/STORAGE

CHARACTER NAME

AGE	HEIGHT	WEIGHT	DISTINGUISHING FEATURES
EYES	SKIN	HAIR	SCARS

CHARACTER APPEARANCE

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

BACKGROUND

ALLIES

ENEMIES

SIDEKICK NAME

Hit Points | AC | Initiative | Speed

STR | DEX | CON | INT | WIS | CHA

Skills

Senses

NAME	ATK BONUS	DAMAGE/TYPE

ADDITIONAL FEATURES & TRAITS

EQUIPMENT

		Attuned
HEAD		
AMULET		
CLOAK		
ARMOUR		
HANDS/ARMS		
RING		
RING		
BELT		
BOOTS		

CP SP EP GP PP

MAGIC ITEMS

Name _____ Attuned

Name _____ Attuned

Name _____ Attuned

Name _____ Attuned

Name _____ Attuned

BACKPACK/STORAGE

ADDITIONAL FEATURES

LEVEL

Class

RANGE | ACTION | SAVE

DURATION | USES (Used / Total) | VALUE

RECOVERS

EFFECT

LEVEL

Class

RANGE | ACTION | SAVE

DURATION | USES (Used / Total) | VALUE

RECOVERS

EFFECT

LEVEL

Class

RANGE | ACTION | SAVE

DURATION | USES (Used / Total) | VALUE

RECOVERS

EFFECT

LEVEL

Class

RANGE | ACTION | SAVE

DURATION | USES (Used / Total) | VALUE

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RANGE | ACTION | SAVE

DURATION | USES (Used / Total) | VALUE

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RANGE | ACTION | SAVE

DURATION | USES (Used / Total) | VALUE

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RANGE | ACTION | SAVE

DURATION | USES (Used / Total) | VALUE

RECOVERS

EFFECT

LEVEL

Class

RANGE | ACTION | SAVE

DURATION | USES (Used / Total) | VALUE

RECOVERS

EFFECT

LEVEL

Class

RANGE | ACTION | SAVE

DURATION | USES (Used / Total) | VALUE

RECOVERS

EFFECT

MAGIC ITEMS

TYPE | RARITY | REQUIREMENTS
ATTUNEMENT | USES (Used / Total) | DURATION
RECOVERS
EFFECT

TYPE | RARITY | REQUIREMENTS
ATTUNEMENT | USES (Used / Total) | DURATION
RECOVERS
EFFECT

TYPE | RARITY | REQUIREMENTS
ATTUNEMENT | USES (Used / Total) | DURATION
RECOVERS
EFFECT

TYPE | RARITY | REQUIREMENTS
ATTUNEMENT | USES (Used / Total) | DURATION
RECOVERS
EFFECT

TYPE | RARITY | REQUIREMENTS
ATTUNEMENT | USES (Used / Total) | DURATION
RECOVERS
EFFECT

TYPE | RARITY | REQUIREMENTS
ATTUNEMENT | USES (Used / Total) | DURATION
RECOVERS
EFFECT

TYPE | RARITY | REQUIREMENTS
ATTUNEMENT | USES (Used / Total) | DURATION
RECOVERS
EFFECT

TYPE | RARITY | REQUIREMENTS
ATTUNEMENT | USES (Used / Total) | DURATION
RECOVERS
EFFECT

TYPE | RARITY | REQUIREMENTS
ATTUNEMENT | USES (Used / Total) | DURATION
RECOVERS
EFFECT

TYPE | RARITY | REQUIREMENTS
ATTUNEMENT | USES (Used / Total) | DURATION
RECOVERS
EFFECT

TYPE | RARITY | REQUIREMENTS
ATTUNEMENT | USES (Used / Total) | DURATION
RECOVERS
EFFECT

TYPE | RARITY | REQUIREMENTS
ATTUNEMENT | USES (Used / Total) | DURATION
RECOVERS
EFFECT

SPELL ATTACK BONUS

SPELL SAVE DC

CANTRIPS KNOWN

SPELLS PREPARED

COMPONENT POUCH

SPELL SLOTS

1st	2nd	3rd	4th	5th	6th	7th	8th	9th

SPELLCASTING FOCUS

LEVEL

School

RANGE | CASTING TIME | SAVE

DURATION | COMPONENTS

R C V S M

SPELL EFFECT

PREPARED

LEVEL

School

RANGE | CASTING TIME | SAVE

DURATION | COMPONENTS

R C V S M

SPELL EFFECT

PREPARED

LEVEL

School

RANGE | CASTING TIME | SAVE

DURATION | COMPONENTS

R C V S M

SPELL EFFECT

PREPARED

LEVEL

School

RANGE | CASTING TIME | SAVE

DURATION | COMPONENTS

R C V S M

SPELL EFFECT

PREPARED

LEVEL

School

RANGE | CASTING TIME | SAVE

DURATION | COMPONENTS

R C V S M

SPELL EFFECT

PREPARED

LEVEL

School

RANGE | CASTING TIME | SAVE

DURATION | COMPONENTS

R C V S M

SPELL EFFECT

PREPARED

LEVEL

School

RANGE | CASTING TIME | SAVE

DURATION | COMPONENTS

R C V S M

SPELL EFFECT

PREPARED

LEVEL

School

RANGE | CASTING TIME | SAVE

DURATION | COMPONENTS

R C V S M

SPELL EFFECT

PREPARED

LEVEL

School

RANGE | CASTING TIME | SAVE

DURATION | COMPONENTS

R C V S M

SPELL EFFECT

PREPARED

SPELLS

LEVEL
School
RANGE | CASTING TIME | SAVE
R
DURATION | COMPONENTS
V S M
C
SPELL EFFECT
PREPARED

LEVEL
School
RANGE | CASTING TIME | SAVE
R
DURATION | COMPONENTS
V S M
C
SPELL EFFECT
PREPARED

LEVEL
School
RANGE | CASTING TIME | SAVE
R
DURATION | COMPONENTS
V S M
C
SPELL EFFECT
PREPARED

LEVEL
School
RANGE | CASTING TIME | SAVE
R
DURATION | COMPONENTS
V S M
C
SPELL EFFECT
PREPARED

LEVEL
School
RANGE | CASTING TIME | SAVE
R
DURATION | COMPONENTS
V S M
C
SPELL EFFECT
PREPARED

LEVEL
School
RANGE | CASTING TIME | SAVE
R
DURATION | COMPONENTS
V S M
C
SPELL EFFECT
PREPARED

LEVEL
School
RANGE | CASTING TIME | SAVE
R
DURATION | COMPONENTS
V S M
C
SPELL EFFECT
PREPARED

LEVEL
School
RANGE | CASTING TIME | SAVE
R
DURATION | COMPONENTS
V S M
C
SPELL EFFECT
PREPARED

LEVEL
School
RANGE | CASTING TIME | SAVE
R
DURATION | COMPONENTS
V S M
C
SPELL EFFECT
PREPARED

LEVEL
School
RANGE | CASTING TIME | SAVE
R
DURATION | COMPONENTS
V S M
C
SPELL EFFECT
PREPARED

LEVEL
School
RANGE | CASTING TIME | SAVE
R
DURATION | COMPONENTS
V S M
C
SPELL EFFECT
PREPARED

LEVEL
School
RANGE | CASTING TIME | SAVE
R
DURATION | COMPONENTS
V S M
C
SPELL EFFECT
PREPARED