

# 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

CURRENT MAX HP TEMPORARY

HIT POINTS TOTAL HIT DICE DEATH SAVES

— D —

CURRENT HIT DICE

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

EQUIPMENT

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

FEATURES & TRAITS

TOOL AND KIT PROFICIENCIES

LANGUAGES AND OTHER PROFICIENCIES





# SPHERES OF POWER AND MIGHT

## COMPANION SHEET

NAME \_\_\_\_\_ CREATURE TYPE \_\_\_\_\_ ALIGNMENT \_\_\_\_\_

COMPANION  TROOP  SIDEKICK  TAMED CREATURE  OTHER

STR DEX CON INT WIS CHA

◇ \_\_\_\_ SAVE ◇ \_\_\_\_ SAVE ◇ \_\_\_\_ SAVE ◇ \_\_\_\_ SAVE ◇ \_\_\_\_ SAVE ◇ \_\_\_\_ SAVE

MAX HP CURRENT AC

HIT POINTS

NAME ATK BONUS DAMAGE / TYPE

OTHER

OTHER

OTHER

ADDITIONAL SPEEDS

SPEED FT. FT.

FEATURES & TRAITS

EQUIPMENT

NAME

ACTION COST RANGE SAVE

DESCRIPTION

SKILLS

PROFICIENCY BONUS

RESISTANCES

SENSES

TRADITION & LANGUAGES

NAME

ACTION COST RANGE SAVE

DESCRIPTION

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MAX HP CURRENT AC

HIT POINTS

NAME ATK BONUS DAMAGE / TYPE

OTHER

OTHER

OTHER

ADDITIONAL SPEEDS

SPEED FT. FT.

FEATURES & TRAITS

EQUIPMENT

NAME

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