

CLASSLESS D&D

Prof.

LV.

Name:

Alignment:

Background:

Species:

★ Inspiration

XP

ADDITIONAL RESOURCES

NODES PURCHASED

Hit Dice

AC

STAMINA

MANA

SPEEDS

SCORE	ABILITY	SAVE	MOD	SKILLS	ACTIONS	Attack Modifiers
	STR			Athletics		Spell ATK
	DEX			Acrobatics Sleight of Hand Stealth Arcana History Investigation Nature Religion Animal Handling Insight Medicine Perception Survival Deception Intimidation Performance Persuasion		
	CON					
	INT					
	WIS					
	CHA					

BONUS ACTIONS

Save DCs

Spell DC

OTHER ABILITIES

Proficiencies

Inventory

PP

GP

SP

CP



CLASSLESS D&D ADDITIONAL ABILITIES

Prof.

LV.

Name:

Alignment:

Species:

Movement:

XP

ADDITIONAL RESOURCES

NODES PURCHASED

Hit Dice

AC

STAMINA

MANA

Active Features & Abilities

● Action ▲ Bonus Action ◆ Reaction

DC/ Uses

		● ▲ ◆			● ▲ ◆
		● ▲ ◆			● ▲ ◆
		● ▲ ◆			● ▲ ◆
		● ▲ ◆			● ▲ ◆
		● ▲ ◆			● ▲ ◆
		● ▲ ◆			● ▲ ◆

Passive Abilities

Purchases

Feats & Traits

CLASSLESS D&D MAGIC

Prof. 

Name:

Arcane Bond:

Spell Casting Ability:

Spell DC:

Spell Attack:

LV.



NODES PURCHASED



Hit Dice



AC



STAMINA



MANA

ADDITIONAL RESOURCES



Spell Level	SPELLS		 = Mana Cost
			
			
			
			
			
			
			
			
			
			
			
			

Summons	Summon Buffs

CLASSLESS D&D ROLEPLAY SKILL TREE

Prof.

LV.

Name:

Age:

Height:

Origin Features:

UNSPENT RP

ADDITIONAL RESOURCES

INSPIRE DIE

uses

FLASH OF GENIUS

Bonus:

uses

ARTFUL GULE

USES:

• Deception

• Intimidation

• Investigation

• Sleight of Hand

• Stealth

SNEAK ATTACK DICE

Active Features & Abilities

● Action ▲ Bonus Action ◆ Reaction

DC/ Uses

Passive Abilities

Purchases

Radius

Aura Features

CLASSLESS D&D CRAFTING SKILL TREE

Prof.

LV.

Name:

PP

GP

SP

CP

Tool Proficiencies:

CREATURES STUDIED



Aberrations

Beasts

Celestials

Constructs

Dragons

Elementals

Fey

Fiends

Giants

Monstrosities

Oozes

Plants

Undead

RUNES KNOWN

Rune

Cost

Effect

Materials

Salvage Material:
Survival DC: 5 + Monster's CR
Fail: Flawed Material
(CR lowered by 2)
Succeed (by 5 or more):
Flawless Material
(CR Increased by 1)

Ingredients

Preserve Ingredient:
DC 10 Survival/Medicine
Non-Preserved Ingredients last 7 days

+ = Flawless P = Preserved
- = Flawed # = Days Left

ABILITIES

Ability

Times Purchased

Effect

CLASSLESS D&D INVENTORY

Prof.

LV.

Name:

Tool & Kits:

General:

Misc. Magic Items:

Gadegts:

WEAPONS

Weapon ATK Mod Damage & Effects

PROTECTIVE GEAR

Gear AC / Bonus Effects

CONSUMABLES

Consumables Lasts for Effects



Refined Materials

Refined Materials per item
crafted = Prof Mod

Creature Type / CR of Material

CRAFTED ITEMS

Item / Name Components Used: Effect