

Swords & Sorceries

CHARACTER NAME & CLASS

SPELLS PREPARED

CASTING ABILITY

SAVE DC/ ATK BONUS

SORCERY POINTS/ WARLOCK SLOTS

SPELL SLOTS	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
Total Slots									
Slots Available									

PREPARED

Spell Name _____ Class & Spell Level _____ Ability _____ Save DC/Atk Bonus _____ Range _____ Duration _____

V S M

Components, Requirements, Damage & Type, and Other Effects & Notes _____ School _____ Casting Time _____ Ritual Concentration

Other Effects & Notes _____

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Spell Name	Class & Spell Level	Ability	Save DC/Atk Bonus	Range	Duration
V S M					
Components, Requirements, Damage & Type, and Other Effects & Notes			School	Casting Time	Ritual <input type="radio"/> Concentration <input type="radio"/>
Other Effects & Notes					

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V S M					
Components, Requirements, Damage & Type, and Other Effects & Notes			School	Casting Time	Ritual <input type="radio"/> Concentration <input type="radio"/>
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Components, Requirements, Damage & Type, and Other Effects & Notes			School	Casting Time	Ritual <input type="radio"/> Concentration <input type="radio"/>
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V S M					
Components, Requirements, Damage & Type, and Other Effects & Notes			School	Casting Time	Ritual <input type="radio"/> Concentration <input type="radio"/>
Other Effects & Notes					

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Components, Requirements, Damage & Type, and Other Effects & Notes			School	Casting Time	Ritual <input type="radio"/> Concentration <input type="radio"/>
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Components, Requirements, Damage & Type, and Other Effects & Notes			School	Casting Time	Ritual <input type="radio"/> Concentration <input type="radio"/>
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