# Using the Spell Card Template

## 1: Spell Category

Reminder of how a spell is generally used (examples: Utility, Damage, Healing, Offense, Support, Social, Warding, Buff, Control, etc.).

## 2: Spell Name

Name of the spell (or nickname!)

#### 3: Time to Cast

How long it takes to cast the spell (Action, Bonus Action, Reaction, or number of minutes/hours). Also indicate here if it can be cast as a Ritual.

## 4: Components

Words, abbreviations, or our symbols for:

- Verbal (speech or mouth sounds)
- Somatic (hand gestures)
- Material (physical objects)

Also include name and value in gp if consumed.

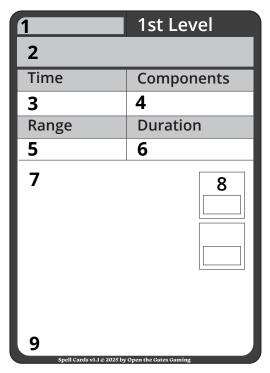
#### 5: Range

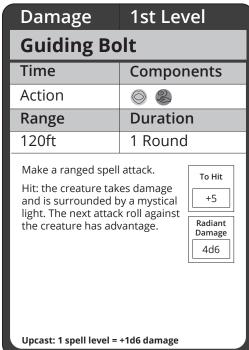
How far away can you place the spell's effect (distance in feet or "self").

#### 6: Duration

How long the spell lasts once you cast it (minutes, hours, rounds, "instantaneous").
Also indicate if the spell requires Concentration.







## 7: Spell Effect

What the spell does, prioritizing the essential mechanics you need while playing. We put exceptions or rare use cases at the end.

#### 8: Boxes

Indicate Damage, Healing, Spell Save DCs, and modifiers To Hit for melee or ranged spell attacks.

## 9: Upcast

Anything that changes when you cast the spell at a higher level. For Cantrips, you can indicate changes to damage based on character level.

# Using the Ability Card Template

#### 1: Source

The Class, Subclass, Background, Species/Race, Feat, or other source of the feature or trait.

#### 2: Levels Valid

The character levels for which the card is applicable (so you remember when to upgrade to a new one!).

# 3: Ability Name

Name of the feature or trait (or a nickname!)

# 4: Description

The essential information you need to know about the feature/trait. Typically we order it as:

- What you are doing (from a roleplay or big-picture perspective)
- Core mechanics you need to know. Typically we put key information like dice, modifiers, and Save DCs in bold.
- Exceptions or special rules (if any)
- How the feature or trait ends (if applicable)

#### 5: Tracker

Indicates your resource pool with boxes (or something like / 35) and when you regain uses of the ability (often Short or Long Rest).

### **6: Special Requirement**

Uses an asterisk to indicate if there is another requirement for the card to work as written (often an ability score range).



