

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.



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1	1st Level
2	
Time	Components
3	4
Range	Duration
5	6
7	
8	
9	

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Damage	1st Level
Guiding Bolt	
Time	Components
Action	 
Range	Duration
120ft	1 Round
Make a ranged spell attack. Hit: the creature takes damage and is surrounded by a mystical light. The next attack roll against the creature has advantage.	
To Hit +5	
Radiant Damage 4d6	
Upcast: 1 spell level = +1d6 damage	

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).



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1	LEVEL	2
3		
4		
5	6	

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BARD	LEVELS 5–9
BARDIC INSPIRATION*	
<p>As a bonus action, you may inspire another creature within 60 ft. that can hear you.</p> <p>For the next ten minutes, the creature can roll a bardic inspiration die (d8) to improve a check, attack, or save. They decide whether to add the die after seeing the result of their roll but before the DM says whether they succeeded or failed.</p> <p>Characters may only have one bardic inspiration die at a time.</p>	
*Charisma 18–19	Short Rest <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

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