

CHARACTER NAME

RACE

BACKGROUND

ALIGNMENT

EXPERIENCE POINTS

PROFICIENCY

PASSIVE PERCEPTION

INSPIRATION

PASSIVE INSIGHT

STRENGTH

SAVING THROWS

ATHLETICS

DEXTERITY

SAVING THROWS

ACROBATICS

SLEIGHT OF HAND

STEALTH

CONSTITUTION

SAVING THROWS

INTELLIGENCE

SAVING THROWS

ARCANA

HISTORY

INVESTIGATION

NATURE

RELIGION

WISDOM

SAVING THROWS

ANIMAL HANDLING

INSIGHT

MEDICINE

PERCEPTION

SURVIVAL

CHARISMA

SAVING THROWS

DECEPTION

INTIMIDATION

PERFORMANCE

PERSUASION

RACIAL TRAITS

PROFICIENCIES

LANGUAGES

TOOLS & OTHER PROFICIENCIES

AC

INITIATIVE

SPEED

Hit Point Maximum

Temporary Hit Points

HIT DICE

DEATH SAVED

NAME

ATK BONUS

DAMAGE/TYPE

SPELL ATTACK BONUS

SPELL SAVE DC

SPELLS SLOTS

Level (R)

SPELLS KNOWN

MANA SHAPER

BATTLE SCULPT FEATURE

FIGHTING STYLE

MANA SOURCE

SCULPTOR

BATTLE SCULPT

BATTLE READY

MASTER CRAFTSMAN

EXTRA ATTACK

BATTLE SCULPT FEATURE

MANA POTENCY

ARTIST'S INTUITION

MANA ARTIST

BATTLE SCULPT FEATURE

ARTIST'S EYE

BATTLE SCULPT FEATURE

MASTER SCULPTOR

MANA ARMORY

As a reaction when you roll initiative, or as a bonus action on your turn, you can sculpt your mana into your shape weapon.

Your proficiency bonus is doubled for any ability check you make that uses a set of artisan's tools into which your mana is sculpted.

You can attack twice, instead of once, whenever you take the Attack action on your turn.

Mana weapons now count as magical.

You add your proficiency bonus to Intelligence (Investigation) and Wisdom (Perception) checks you make, as well as to your Passive Perception and Investigation, even if you are already proficient in the skill.

When you sculpt your mana into a weapon, you can choose acid, cold, fire, lightning, necrotic, or radiant damage. If you do, the sculpted weapon deals that type of damage, instead of its normal damage type, until you dismiss it or you sculpt your mana into something else

As a bonus action on your turn, you can focus on a creature or object you can see within 30 feet of you. While you're focused on a target, you gain the following benefits:

- The target can't become hidden from you except by magical means.
- Any attack you make against the target is a critical hit on a roll of 19 or 20 on the d20.
- You have advantage on Intelligence (Investigation and Nature) and Wisdom (Insight) checks you make involving the target.

You lose focus on the target if it is ever farther than 60 feet from you, you lose line of sight to it, you use this feature to focus on a different target, or you lose concentration (as though concentrating on a spell).

You can cast the *spiritual weapon* spell as a 6th-level spell without expending a spell slot. When you do, it takes the form of your shape weapon, and you may choose for it to deal acid, cold, fire, lightning, necrotic, or radiant damage instead of force.

Once you cast *spiritual weapon* this way, you must finish a long rest before you can do so again.

As an action, choose any number of creatures within 30 feet of you. For 1 minute, each willing target gains a copy of your shape weapon and gains your Battle Sculpt's 1st-, 6th- and 11th-level features as long as they are wielding the shape weapon. For each shape weapon you create this way, you may choose to have that shape weapon deal acid, cold, fire, lightning, necrotic, or radiant damage instead of its normal damage type.

Once you use this feature, you must finish a long rest before you can do so again.

Level 3

Level 3

Level 5

Level 6

Level 6

Level 7

Level 10

Level 11

Level 14

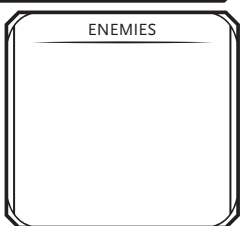
Level 15

Level 18

Level 20

Choose one of the following varieties of ambient mana as your source: Abyssal, Arcane, Divine, Elemental, or Natural. Your choice affects the spell list from which you are able to choose your spells. All spells from that spell list count as sculptor spells for you.

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BACKPACK/STORAGE

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