

CHARACTER NAME

CLASS & LEVEL

BACKGROUND

PLAYER NAME

RACE

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

INSPIRATION

PROFICIENCY BONUS

- ☐ Strength
- ☐ Dexterity
- ☐ Constitution
- ☐ Intelligence
- ☐ Wisdom
- ☐ Charisma

SAVING THROWS

- ☐ Acrobatics (Dex)
- ☐ Animal Handling (Wis)
- ☐ Arcana (Int)
- ☐ Athletics (Str)
- ☐ Deception (Cha)
- ☐ History (Int)
- ☐ Insight (Wis)
- ☐ Intimidation (Cha)
- ☐ Investigation (Int)
- ☐ Medicine (Wis)
- ☐ Nature (Int)
- ☐ Perception (Wis)
- ☐ Performance (Cha)
- ☐ Persuasion (Cha)
- ☐ Religion (Int)
- ☐ Sleight of Hand (Dex)
- ☐ Stealth (Dex)
- ☐ Survival (Wis)

SKILLS

ARMOR CLASS

INITIATIVE

SPEED

Hit Point Maximum

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

ATTACKS & SPELLCASTING

PASSIVE WISDOM (PERCEPTION)

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP

PP

EQUIPMENT

FEATURES & TRAITS



CHARACTER NAME

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME

SYMBOL

ADDITIONAL FEATURES & TRAITS

CHARACTER BACKSTORY

TREASURE



SPELLCASTING
CLASS

SPELLCASTING
ABILITY

SPELL SAVE DC

SPELL ATTACK
BONUS

0

CANTRIPS

3

6

SPELL
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

PREPARED

SPELL NAME

4

7








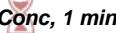
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SPELLS KNOWN

<div>Level-1 necromancy</div> <div>CORCPUB</div> <div>False Life</div> <div>1 act. Self V,S,M 1 hr</div> <div>Bolstering yourself with a necromantic facsimile of life, you gain 1d4 + 4 temporary hit points for the duration. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you gain 5 additional temporary hit points for each slot level above 1st.</div> <div>Sorcerer DC 14 Mod +6</div>	<div>Evocation cantrip</div> <div>CORCPUB</div> <div>Fire Bolt</div> <div>1 act. 120 ft V,S Inst</div> <div>You hurl a mote of fire at a creature or object within range. Make a ranged spell attack against the target. On a hit, the target takes 1d10 fire damage. A flammable object hit by this spell ignites if it isn't being worn or carried. This spell's damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).</div> <div>Sorcerer DC 14 Mod +6</div>	<div>Transmutation cantrip</div> <div>CORCPUB</div> <div>Message</div> <div>1 act. 120 ft V,S,M 1 rnd</div> <div>You point your finger toward a creature within range and whisper a message. The target (and only the target) hears the message and can reply in a whisper that only you can hear. You can cast this spell through solid objects if you are familiar with the target and know it is beyond the barrier. Magical silence, 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood blocks the spell. The spell doesn't have to follow a straight line and can travel freely around corners or through openings.</div> <div>Sorcerer DC 14 Mod +6</div>
<div>Illusion cantrip</div> <div>CORCPUB</div> <div>Minor Illusion</div> <div>1 act. 30 ft S,M 1 min</div> <div>You create a sound or an image of an object within range that lasts for the duration. The illusion also ends if you dismiss it as an action or cast this spell again. If you create a sound, its volume can range from a whisper to a scream. It can be your voice, someone else's voice, a lion's roar, a beating of drums, or any other sound you choose. The sound continues unabated throughout the duration, or you can make discrete sounds at different times before the spell ends. If you create an image of an object—such as a chair, muddy footprints, or a small chest—it must be no larger than a 5-foot cube. The image can't create sound, light, smell, or any other sensory effect. Physical interaction with the image reveals it to be an illusion, because things can pass through it. If a creature uses its action to examine the sound or image, the creature can determine that it is an illusion with a successful Intelligence (Investigation)</div> <div>Sorcerer DC 14 Mod +6</div>	<div>Divination cantrip</div> <div>CORCPUB</div> <div>True Strike</div> <div>1 act. 30 ft S Conc, 1 rnd</div> <div>You extend your hand and point a finger at a target in range. Your magic grants you a brief insight into the target's defenses. On your next turn, you gain advantage on your first attack roll against the target, provided that this spell hasn't ended.</div> <div>Sorcerer DC 14 Mod +6</div>	<div>Level-1 evocation</div> <div>CORCPUB</div> <div>Witch Bolt</div> <div>1 act. 30 ft V,S,M Conc, 1 min</div> <div>Make a ranged spell attack against a creature, on hit the target takes 1d12 lightning damage. On each of your subsequent turns for the duration, you can use your action to deal an automatic 1d12 lightning damage to the target. The spell ends if the target is out of range, has total cover, or you use your action for something else. (see PHB 289 for more details)</div> <div>Sorcerer DC 14 Mod +6</div>

		<div>Minor Illusion (reverse)</div> <div>check against your spell save DC. If a creature discerns the illusion for what it is, the illusion becomes faint to the creature.</div>