

CHARACTER NAME

BACKGROUND

CLASS

SPECIES

SUBCLASS



AGE

EYES

HEIGHT

HAIR

WEIGHT

SKIN

PROFICIENCY BONUS**STRENGTH****DEXTERITY****CONSTITUTION****WISDOM****INTELLIGENCE****CHARISMA****EQUIPMENT TRAINING & PROFICIENCIES**

ARMOR TRAINING ◊ Light ◊ Medium ◊ Heavy ◊ Shields

WEAPONS

TOOLS

HEROIC INSPIRATION**INITIATIVE****ARMOR CLASS****SPEED****CLASS FEATURES****DEATH SAVES**◊◊◊
SUCCESSES**DEATH SAVES**◊◊◊
FAILURES**HIT POINTS****HIT DICE**

TEMP

SPENT

CURRENT

MAX

WEAPON & SPELL ATTACKS

Name Atk Bonus/DC Damage & Type

Notes

SPELLCASTING**SORCERY POINTS**

SPENT

SPELL ATTACK BONUS

MAX

SPELL SAVE DC**SPELL SLOTS**

1ST 2ND 3RD 4TH 5TH 6TH 7TH 8TH 9TH



EXPENDED

SUBCLASS SPELLSSorcerer
Level Spells

3RD _____

5TH _____

7TH _____

9TH _____

APPEARANCE

Description

BACKSTORY & PERSONALITY**LANGUAGES**

Alignment

EQUIPMENT

Magic Item Attunement

**NOTES****COINS**

CP	SP	EP	GP	PP
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APPEARANCE

Description

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LANGUAGES

COINS

The diagram consists of five rectangular boxes arranged horizontally. Above each box is a small triangle pointing upwards, and below each box is a small triangle pointing downwards. The boxes are labeled as follows:

- CP
- SP
- EP
- GP
- PP

CANTRIPS & PREPARED SPELLS

KNOWN SPELLS