

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

AC

INITIATIVE

SPEED

Hit Point

Maximum

Temporary

Hit Points

HIT DICE

Used

Total

d6

DEATH SAVES

SUCCESSES

FAILURES

NAME

ATK BONUS

DAMAGE/TYPE

SPELL ATTACK BONUS

SPELL SAVE DC

SORCERY POINTS

Used

Total

METAMAGIC OPTIONS

KNOWN

NAME

RANGE

CASTING TIME

SAVE

1st

2nd

3rd

4th

5th

6th

7th

8th

9th

Cantrips

Known

SORCERER

SORCEROUS ORIGIN

SORCEROUS ORIGIN FEATURE

LEVEL 1

FONT OF MAGIC

LEVEL 2

Converting a Spell Slot to Sorcery Points.

You can transform unexpended sorcery points into one spell slot as a bonus action on your turn.

Creating Spell Slots.

You can transform unexpended sorcery points into one spell slot as a bonus action on your turn.

Spell Slot Level	Sorcery Point Cost
1st	2
2nd	3
3rd	5
4th	6
5th	7

METAMAGIC

LEVEL 3

You gain the ability to twist your spells to suit your needs.

You gain two Metamagic options of your choice. You gain another one at 10th and 17th level.

You can use only one Metamagic option on a spell when you cast it, unless otherwise noted.

SORCEROUS ORIGIN FEATURE

LEVEL 6

SORCEROUS ORIGIN FEATURE

LEVEL 14

SORCEROUS ORIGIN FEATURE

LEVEL 18

SORCEROUS RESTORATION

LEVEL 20

You regain 4 expended sorcery points whenever you finish a short rest.

Level (R)

CANTRIPS & SPELLS KNOWN

RACIAL TRAITS

PROFICIENCIES

LIGHT ARMOUR

MEDIUM ARMOUR

HEAVY ARMOUR


SIMPLE WEAPONS

MARTIAL WEAPONS

SHIELDS

LANGUAGES

TOOLS & OTHER PROFICIENCIES



CHARACTER NAME

AGE

HEIGHT

WEIGHT

DISTINGUISHING MARKS

EYES

SKIN

HAIR

SCARS

CHARACTER APPEARANCE

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

BACKGROUND

ALLIES

ENEMIES

ADDITIONAL FEATURES & TRAITS

EQUIPMENT

Attuned

HEAD

AMULET

CLOAK

ARMOUR

HANDS/ARMS

RING

RING

BELT

BOOTS

CP

SP

EP

GP

PP

MAGIC ITEMS

Attuned

Name

Attuned

Name

Attuned

Name

Attuned

Name

Attuned

Name

BACKPACK/STORAGE

SPELL
ATTACK BONUS

SPELL
SAVE DC

COMPONENT POUCH

SPELL SLOTS

1st	2nd	3rd	4th	5th	6th	7th	8th	9th
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SPELLCASTING FOCUS

LEVEL

School

RANGE

CASTING TIME

SAVE

DURATION

COMPONENTS

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PREPARED

SPELL EFFECT

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