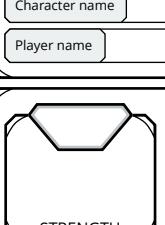
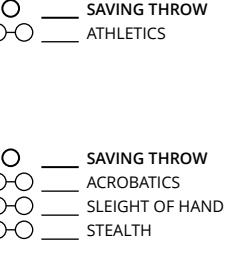
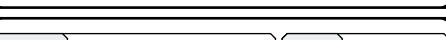
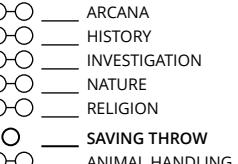
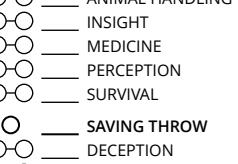
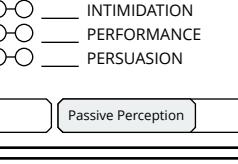
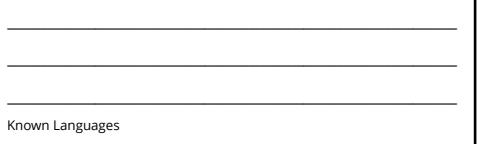
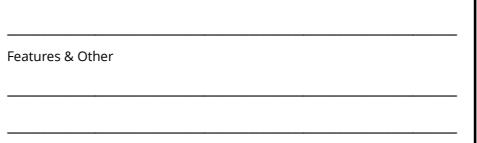
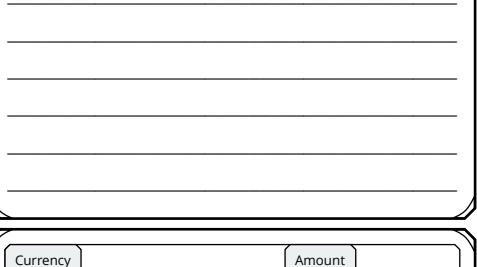
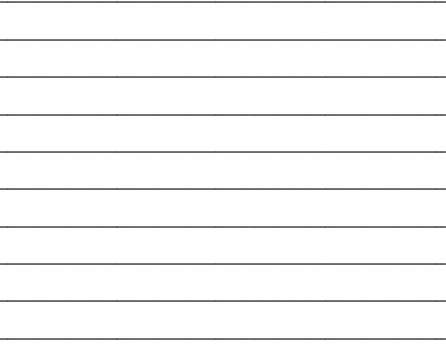
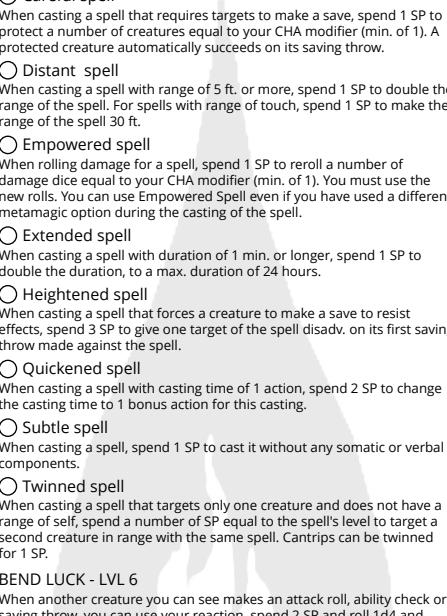




Character name	Level	XP
Player name	Race	Alignment
		
SAVING THROW 		
STRENGTH	AC	CONDITIONS
DEXTERITY	INITIATIVE	Maximum Temporary
CONSTITUTION	SPEED	HIT POINTS
INTELLIGENCE	HIT DICE	
WISDOM	You can spend one or more hit dice at the end of a short rest. Roll each die and add your CON modifier. You regain HP equal to the total. Regain hit dice up to half your max. hit dice (min. of 1) after a long rest. 	
CHARISMA	DEATH SAVING THROWS	
If you start your turn with 0 HP, roll a d20. If the roll is 10 or higher, mark off 1 success, otherwise, mark off 1 failure. 3 success and you become stable, 3 failures and you die. Rolling a 1 counts as 2 failures. If you roll a 20, you regain 1 HP and regain consciousness. If you take damage while at 0 HP, mark off 1 failure. If you suffer a critical hit, mark off 2 failures. If the damage exceeds your max. HP, you suffer instant death. 		
		
		
		
Proficiency Bonus	Passive Perception	
Armor, Weapon & Tool Proficiencies		
		
Known Languages		
		
Features & Other		
		
Currency	Amount	
		
Item	Count	
Item	Count	
Item	Count	
		
SPELLCASTING @ Level 1		
Sorcery points are abbreviated SP. You have a SP equal to your sorcerer level. Regain all expended spell slots and SP after a <b>long rest</b> .		
Spell attack	Spell DC	
Cantrips known		Spells known
SP used		
WILD MAGIC SOURCE - LVL 1		
Immediately after you cast a spell of 1st level or higher, the DM can have you roll a d20. If you roll a 1, roll on the Wild Magic Surge table.		
TIDES OF CHAOS - LVL 1		
You can gain adv. on an attack roll, ability check, or saving throw. Regain after long rest. Any time before you regain this feature, the DM can have you roll on the Wild Magic Surge table immediately after you cast a sorcerer spell of 1st level or higher. You then regain the use of this feature.		
FONT OF MAGIC @ Level 2		
As a bonus action, transform a spell slot to SP or SP to a spell slot.		
Spell slot level	SP	
1st	<=>	2
2nd	<=>	3
3rd	<=>	5
4th	<=>	6
5th	<=>	7
METAMAGIC @ Level 3, 10 and 17		
You know two metamagic options at level 3. You learn an additional metamagic option at levels 10 and 17. You can use only one Metamagic per spell unless otherwise noted.		
		
BEND LUCK - LVL 6		
When another creature you can see makes an attack roll, ability check or saving throw, you can use your reaction, spend 2 SP and roll 1d4 and apply the number as a bonus or penalty to the roll. You can do so after the creature rolls, but before outcome is announced.		
CONTROLLED CHAOS - LVL 14		
Whenever you roll on the Wild Magic Surge table, you can roll twice and use either number.		
SPELL BOMBARDMENT - LVL 18		
When you roll damage for a spell and roll the highest number possible on any of the dice, choose one of those dice, roll it again and add that roll to the damage. You can use this feature only once per turn.		
SORCEROUS RESTORATION @ Level 20		
Regain 4 expended SP after a short rest.		
Notes		
		
SORCERER - WILD MAGIC		