

CLASS & LEVEL

PLAYER NAME

RACE

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

○

○

○

○

○

○

SAVING THROW

ATHLETICS

DEXTERITY

○

○

○

○

○

○

SAVING THROW

ACROBATICS

SLEIGHT OF HAND

STEALTH

CONSTITUTION

○

SAVING THROW

INTELLIGENCE

○

○

○

○

○

○

SAVING THROW

ARCANA

HISTORY

INVESTIGATION

NATURE

RELIGION

WISDOM

○

○

○

○

○

○

SAVING THROW

ANIMAL HANDLING

INSIGHT

MEDICINE

PERCEPTION

SURVIVAL

CHARISMA

○

○

○

○

○

○

SAVING THROW

DECEPTION

INTIMIDATION

PERFORMANCE

PERSUASION

PROFICIENCY BONUS

PASSIVE WISDOM (PERCEPTION)

BOONS

AC

CONDITIONS

INITIATIVE

MAX.

TEMP.

TYPE

HIT DICE

SPEED

HIT POINTS

SUCCESSES

FAILURES

DEATH

ATTACKS PER ACTION

WEAPON

RANGE

TO HIT

DAMAGE

TYPE

AMMUNITION

COUNT

EQUIPMENT

KEY ITEMS

COUNT

CURRENCY TYPE

AMOUNT

SPELLCASTING

Spell Attack Modifier

Spell Save DC

Cantrips Known

Spells Known

Sorcery Points - Regain after long rest.

SORCEROUS ORIGIN

LVL 1 Ability

LVL 6 Ability

LVL 14 Ability

LVL 18 Ability

FONT OF MAGIC - LVL 2

Bonus action to transform spell slot to sorcery points or sorcery points to spell slot. Spell slots converted to sorcery points equal to level. Refer to table for creating spell slots.

Spell Slot Level

Sorcery Point Cost

METAMAGIC - LVL 3 / 10 / 17

Can use only one metamagic per spell unless otherwise noted.

SORCEROUS RESTORATION

Regain 4 expended sorcery points after short rest.

SORCERER