

CHARACTER NAME

RACE

BACKGROUND

ALIGNMENT

EXPERIENCE POINTS

SORCERER

SORCEROUS ORIGIN

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 SAVED

SUCCESSSES

FAILURES

NAME

ATK BONUS

DAMAGE/TYPE

SPELL ATTACK BONUS

SPELL SAVE DC

SORCERY POINTS

Used

Total

METAMAGIC OPTIONS

KNOWN

FAVOURITE SPELLS

NAME

RANGE

CASTING TIME

SAVE

SPELLS SLOTS

1st

2nd

3rd

4th

5th

6th

7th

8th

9th

Cantrips Known

SORCEROUS ORIGIN FEATURE

LEVEL 1

FONT OF MAGIC

LEVEL 2

Converting a Spell Slot to Sorcery Points. As a bonus action on your turn, you can expend one spell slot and gain a number of sorcery points equal to the slot's level.

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.

CANTRIPS & SPELLS KNOWN

Level (R)

Cantrips 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