

Multiclass1

CHARACTER NAME

Sorcerer 8 / Fighter 4

CLASS & LEVEL

Charlatan

BACKGROUND

Ben

PLAYER NAME

Wood Elf

RACE

Chaotic good

ALIGNMENT

0

EXPERIENCE POINTS

STRENGTH

+1

12

DEXTERITY

+1

12

CONSTITUTION

-1

8

INTELLIGENCE

+2

14

WISDOM

+2

14

CHARISMA

+2

15

0

INSPIRATION

+4

PROFICIENCY BONUS

- ☐ +1 Strength
- ☐ +1 Dexterity
- ☒ +3 Constitution
- ☐ +2 Intelligence
- ☐ +2 Wisdom
- ☒ +6 Charisma

SAVING THROWS

- ☐ +1 Acrobatics (Dex)
- ☐ +2 Animal Handling (Wis)
- ☒ +6 Arcana (Int)
- ☐ +1 Athletics (Str)
- ☒ +6 Deception (Cha)
- ☐ +2 History (Int)
- ☐ +2 Insight (Wis)
- ☒ +6 Intimidation (Cha)
- ☐ +2 Investigation (Int)
- ☐ +2 Medicine (Wis)
- ☐ +2 Nature (Int)
- ☒ +6 Perception (Wis)
- ☐ +2 Performance (Cha)
- ☐ +2 Persuasion (Cha)
- ☐ +2 Religion (Int)
- ☒ +5 Sleight of Hand (Dex)
- ☐ +1 Stealth (Dex)
- ☐ +2 Survival (Wis)

SKILLS

13

ARMOR CLASS

+1

INITIATIVE

35

SPEED

Hit Point Maximum 34

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 8d6 + 4d10

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

TODO: How does your character behave? See the PHB for examples of all the sections below

PERSONALITY TRAITS

TODO: What does your character believe in?

IDEALS

TODO: Describe what debts your character has to pay, and other commitments or ongoing quests they have.

BONDS

TODO: Describe your characters interesting flaws.

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Shortsword

+5

1d6+3/p

Dagger

+5

1d4+3/p

Armor: Studded Leather

Armor

Shield: None

TODO: Describe how your character usually attacks or uses spells.

ATTACKS & SPELLCASTING

16

PASSIVE WISDOM (PERCEPTION)

Proficiencies:

Daggers, darts, slings, quarterstaves, light crossbows, light armor, medium armor, shields, simple weapons, martial weapons, longswords, shortwords, shortbows, longbows.

Languages:

Common, Elvish

OTHER PROFICIENCIES & LANGUAGES

CP

0

SP

0

EP

0

GP

0

PP

0

TODO: list the equipment and magic items your character carries

EQUIPMENT

(See Features Page)

--Action Surge
--Darkvision (60')
--Divine Magic
--Empowered Healing
--False Identity
--Favored by the Gods
--Fey Ancestry
--Fighting Style (Dueling)
--Font of Magic
--Improved Critical
--Mask of the Wild
--Metamagic
--Second Wind
--Trance

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TODO: Describe other features and abilities your character has.

FEATURES & TRAITS



Sorcerer 8

SPELLCASTING
CLASS

CHA

SPELLCASTING
ABILITY

14

SPELL SAVE DC

+6

SPELL ATTACK
BONUS

0

CANTRIPS

Friends (S,M) (C)

Light (V,M)

3

3

Fireball (V,S,M)

6

0

SPELL
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

4

PREPARED

SPELL NAME

Magic Missile (V,S)

4

2

7

0

8

0

2

3

Invisibility (V,S,M) (C)

5

0

9

0

SPELLS KNOWN

Features and Magic Items

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Subclasses

Subclass: Divine Soul

Sometimes the spark of magic that fuels a sorcerer comes from a divine source that glimmers within the soul. Having such a blessed soul is a sign that your innate magic might come from a distant but powerful familial connection to a divine being. Perhaps your ancestor was an angel, transformed into a mortal and sent to fight in a god's name. Or your birth might align with an ancient prophecy, marking you as a servant of the gods or a chosen vessel of divine magic.

A Divine Soul, with a natural magnetism, is seen as a threat by some religious hierarchies. As an outsider who commands sacred power, a Divine Soul can undermine an existing order by claiming a direct tie to the divine.

In some cultures, only those who can claim the power of a Divine Soul may command religious power. In these lands, ecclesiastical positions are dominated by a few bloodlines and preserved over generations

Subclass: Champion

The archetypal Champion focuses on the development of raw physical power honed to deadly perfection. Those who model themselves on this archetype combine rigorous training with physical excellence to deal devastating blows.

Features

Action Surge

Source: Fighter

Starting at 2nd level, you can push yourself beyond your normal limits for a moment. On your turn, you can take one additional action on top of your regular action and a possible bonus action.

Once you use this feature, you must finish a short or long rest before you can use it again. Starting at 17th level, you can use it twice before a rest, but only once on the same turn.

Darkvision (60')

Source: Race

Accustomed to life underground, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if

it were dim light. You can't discern color in darkness, only shades of gray.

Divine Magic

Source: Sorcerer (Divine Soul)

Your link to the divine allows you to learn spells from the cleric class. When your Spellcasting feature lets you learn or replace a sorcerer cantrip or a sorcerer spell of 1st level or higher, you can choose the new spell from the cleric spell list or the sorcerer spell list. You must otherwise obey all the restrictions for selecting the spell, and it becomes a sorcerer spell for you.

In addition, choose an affinity for the source of your divine power: good, evil, law, chaos, or neutrality. You learn an additional spell based on that affinity, as shown below. It is a sorcerer spell for you, but it doesn't count against your number of sorcerer spells known. If you later replace this spell, you must replace it with a Spell from the cleric spell list

Good : Cure Wounds

Evil : Inflict Wounds

Law : Bless

Chaos : Bane

Neutrality : Protection from Evil and Good

Empowered Healing

Source: Sorcerer (Divine Soul)

Starting at 6th level, the divine energy coursing through you can empower healing spells. Whenever you or an ally within 5 feet of you rolls dice to determine the number of hit points a spell restores, you can spend 1 sorcery point to reroll any number of those dice once, provided you aren't incapacitated. You can use this feature only once per turn.

False Identity

Source: Background (Charlatan)

You have created a second identity that includes documentation, established acquaintances, and disguises that allow you to assume that persona. Additionally, you can forge documents including official papers and personal letters, as long as you have seen an example of the kind of document or the handwriting you are trying to copy.

Favored by the Gods

Source: Sorcerer (Divine Soul)

Starting at 1st level, divine power guards your destiny. If you fail a saving throw or miss with an attack roll, you can roll 2d4 and add it to the total, possibly changing

Fey Ancestry

Source: Race (Elf)

You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Fighting Style (Dueling)

Source: Fighter

When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

Font of Magic

Source: Sorcerer

At 2nd level, you tap into a deep wellspring of magic within yourself. This wellspring is represented by sorcery points, which allow you to create a variety of magical effects.

Sorcery Points: You have sorcery points equal to your Sorcerer Level. You can never have more sorcery points than shown on the table for your level. You regain all spent sorcery points when you finish a long rest.

Flexible Casting: You can use your sorcery points to gain additional spell slots, or sacrifice spell slots to gain additional sorcery points. You learn other ways to use your sorcery points as you reach higher levels. You can transform unexpended sorcery points into one spell slot as a bonus action on your turn. The Creating Spell Slots table shows the cost of creating a spell slot of a given level. You can create spell slots no higher in level than 5th. 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.

- 1st Level Slot $\frac{1}{2}$ 2 sorcery points
- 2nd Level Slot $\frac{1}{2}$ 3 sorcery points
- 3rd Level Slot $\frac{1}{2}$ 5 sorcery points
- 4th Level Slot $\frac{1}{2}$ 6 sorcery points
- 5th Level Slot $\frac{1}{2}$ 7 sorcery points

Improved Critical

Source: Fighter (Champion)

Beginning when you choose this archetype at 3rd level, your weapon attacks score a critical hit on a roll of 19 or 20.

Mask of the Wild

Source: Race (Wood Elf)

You can attempt to hide even when you are only lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena.

Metamagic

Source: Sorcerer (Metamagic)

At 3rd level, you gain the ability to twist your spells to suit your needs. You gain two of the following 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

Second Wind

Source: Fighter

You have a limited well of stamina that you can draw on to protect yourself from harm. On your turn, you can use a bonus action to regain hit points equal to 1d10 + your fighter level. Once you use this feature, you must finish a short or long rest before you can use it again

Trance

Source: Race (Elf)

Elves don't need to sleep. Instead, they meditate deeply, remaining semiconscious, for 4 hours a day. (The Common word for such meditation is "trance.") While meditating, you can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

Magic Items

Spell Descriptions

Multiclass1

Fireball

Evocation Level 3

Casting Time: 1 action

Duration: Instantaneous

Range: 150 feet

Components: V, S, M (A tiny ball of bat guano and sulfur)

A bright streak flashes from your pointing finger to a point you choose within range then blossoms with a low roar into an explosion of flame. Each creature in a 20-foot radius must make a Dexterity saving throw. A target takes 8d6 fire damage on a failed save, or half as much damage on a successful one. The fire spreads around corners. It ignites flammable objects in the area that aren't being worn or carried.

At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for each slot level above 3rd.

Friends

Enchantment Cantrip (concentration)

Casting Time: 1 action

Duration: Concentration, up to 1 minute

Range: Self

Components: S, M (A small amount of makeup applied to the face as this spell is cast)

For the duration, you have advantage on all Charisma checks directed at one creature of your choice that isn't hostile toward you. When the spell ends, the creature realizes that you used magic to influence its mood and becomes hostile toward you. A creature prone to violence might attack you. Another creature might seek retribution in other ways (at the DM's discretion), depending on the nature of your interaction with it.

Invisibility

Illusion Level 2 (concentration)

Casting Time: 1 action

Duration: Concentration, up to 1 hour

Range: Touch

Components: V, S, M (An eyelash encased in gum arabic)

A creature you touch becomes invisible until the spell ends. Anything the target is wearing or carrying is invisible as long as it is on the target's person. The spell ends for a target that attacks or casts a spell.

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, you can target one additional creature for each slot level above 2nd.

Light

Evocation Cantrip

Casting Time: 1 action

Duration: 1 hour

Range: Touch

Components: V, M (A firefly or phosphorescent moss)

You touch one object that is no larger than 10 feet in any dimension. Until the spell ends, the object sheds bright light in a 20-foot radius and dim light for an additional 20 feet. The light can be colored as you like. Completely covering the object with something opaque blocks the light. The spell ends if you cast it again or dismiss it as an action.

If you target an object held or worn by a hostile creature, that creature must succeed on a Dexterity saving throw to avoid the spell.

Magic Missile

Evocation Level 1

Casting Time: 1 action

Duration: Instantaneous

Range: 120 feet

Components: V, S

You create three glowing darts of magical force. Each dart hits a creature of your choice that you can see within range. A dart deals 1d4 + 1 force damage to its target. The darts all strike simultaneously and you can direct them to hit one creature or several.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the spell creates one more dart for each slot level above 1st.