

## 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

=====

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