Character name | Level | XP

Player name | Race | Alignment

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 Perception

Armor, Weapon & Tool Proficiencies

Known Languages

Features & Other

Currency	Amount
Currency	Amount
Currency	Amount
Currency	Amount
Currency	Amount

AC | CONDITIONS

INITIATIVE | Maximum | Temporary

SPEED | HIT POINTS

HIT DICE

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.

Die size | Max. dice | Dice left

DEATH SAVING THROWS

If you start your turn wtih 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.

Successes ○○○ | Failures ○○○

Weapon	Range	To hit	Damage

Ammunition | Count

Ammunition | Count

Number of attacks per attack action ○○○○○

Currently Equipped

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 **long rest**.

Spell attack | Spell DC

Cantrips known | Spells known

SP used ○○○○○○○○○○○○○○○○○○○○

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.

◯ Careful spell

When casting a spell that requires targets to make a save, spend 1 SP to protect a number of creatures equal to your CHA modifier (min. of 1). A protected creature automatically succeeds on its saving throw.

◯ Distant spell

When casting a spell with range of 5 ft. or more, spend 1 SP to double the range of the spell. For spells with range of touch, spend 1 SP to make the range of the spell 30 ft.

◯ Empowered spell

When rolling damage for a spell, spend 1 SP to reroll a number of damage dice equal to your CHA modifier (min. of 1). You must use the new rolls. You can use Empowered Spell even if you have used a different metamagic option during the casting of the spell.

◯ Extended spell

When casting a spell with duration of 1 min. or longer, spend 1 SP to double the duration, to a max. duration of 24 hours.

◯ Heightened spell

When casting a spell that forces a creature to make a save to resist effects, spend 3 SP to give one target of the spell disadv. on its first saving throw made against the spell.

◯ Quickened spell

When casting a spell with casting time of 1 action, spend 2 SP to change the casting time to 1 bonus action for this casting.

◯ Subtle spell

When casting a spell, spend 1 SP to cast it without any somatic or verbal components.

◯ Twinned spell

When casting a spell that targets only one creature and does not have a range of self, spend a number of SP equal to the spell's level to target a second creature in range with the same spell. Cantrips can be twinned for 1 SP.

SORCEROUS RESTORATION @ Level 20

Regain 4 expended SP after a short rest.

Notes

SORCERER