SORCERER

CHARACTER NAME

RACE | BACKGROUND

ALIGNMENT | EXPERIENCE POINTS

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

RACIAL TRAITS

PROFICIENCIES

LIGHT ARMOUR | SIMPLE WEAPONS

MEDIUM ARMOUR | MARTIAL WEAPONS

HEAVY ARMOUR | SHIELDS

LANGUAGES

TOOLS & OTHER PROFICIENCIES

AC | INITIATIVE | SPEED

Hit Point Maximum

Temporary Hit Points

HIT DICE

Used | Total

d6

DEATH SAVES

SUCCESSES

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
		C	
		C	
		C	
		C	

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 o f 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)