Player:	ecord		Race		Class	Sorcerer
Campaign:	Character Creation	Date:	Alignment	Size	Deity	Level
Current XP:	Next Level Goal:	Date.		Base Speed	1	fiusted Initiative
Ability	Ability Saving	ARMOR	HIT POINT			D
STR Score	Modifier Throws	CLASS	maximum	Current Hit	Points	Temporary Hit Points
DEX			HIT DICE			
CON		\ /	total	Available H	it Dice	Death Saves
INT		\vee	<u> </u>	Add CON modifer	to each HD.	Pass
wis		Adv:				Exhaustion
CHA -		Disad:				☐1 DA on ability checks
	Dessive Desse	L ian		Q P	XX	□ 2 Speed halved □ 3 DA on attacks and sa □ 4 HP maximum halved
Wis _	Passive Percep			PL S		☐5 Speed reduced to 0 ☐6 Death
WEAPON	REACH	or RANGE DAMAGE	INITIATIVE	INSPIRATION I	PROFICIEN CIENCII	
PROFICIENCY	MAGIC MISC.	ATTACK BONUS	SKILLS			SAVES:
DAMAGE DICE	+	DAMAGE	Dex □	Acrobatic	S ×2 ½	
	++=[Wis	Animal Hr	-	
аммо 🔲	<u> </u>		Int	Arcana 🗵 Athletics [TOOLS:
WEAPON	REACH	or RANGE DAMAGE	Cha	Deception		
PROFICIENCY	MAGIC MISC.	ATTACK BONUS	Int 🗆	History ×2		WEAPONS:
ー 一 一	+	DAMAGE	Wis	Insight ⊠ Intimidati		
	++=[Int 🗆	Investigat		
аммо 🔲			-	Medicine		
WEAPON	REACH	or RANGE DAMAGE	Int □ Wis□	Nature 🗵 Perceptio		ARMOR:
PROFICIENCY	MAGIC MISC.	ATTACK BONUS	Cha□	Performa		
ー 一 一	$\exists \downarrow \qquad \downarrow \qquad misc.$	DAMAGE	Cha□	Persuasio		OTHER:
	++=[Int	Religion Sleight of		
аммо 🔲	<u> </u>		Dex	Stealth ×2		
WEAPON	REACH	or RANGE DAMAGE	Wis	Survival	2 1/2	
Description PROFICIENCY	MAGIC MISC.	ATTACK BONUS	,			
十 DAMAGE DICE		DAMAGE				
	++=[
аммо 🔲	<u> </u>		-			
WEAPON	REACH	or RANGE DAMAGE				
Description	MAGIC MISC.	ATTACK BONUS	<u> </u>			
一 十	$\parallel + \parallel \parallel + \parallel \parallel = \parallel$	DAMAGE	<u> </u>			
	++=[]			

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ARMOR CLASS (AC) Calculations DEX MAGIC MISC. AC ARMOR			SC. AC	CHARACTER NAME				
LIC	DEX A	ARMOR MAGIC MIS	SC. AC	Age	Gender			
Weight .	DEX A	ARMOR MAGIC MIS	SC. AC	Height	Weight			
HIELD	EDIUM H2 MAX	+ +		Eyes	Hair			
	EAVY ARMOR	ARMOR MAGIC MIS	SC. AC	Skin	Handedness			
Weight □ ○sh	IIELD (add to AC)	SHIELD MAGIC MIS	SC. +AC	Physical Description	Hanacaness			
rotective I	tems		AC Weight					
						CHARACTER SKETCH		
ther Equip	pment			Languages				
ITEM	WT.	ITEM	WT.	Dani				
	P		Н	Race				
	X =		X =	Ability Adj. Traits	4			
	X =		X =	- = 44244				
	X =		X =	Proficiencies				
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O	X =	Fib.	X =	Background				
Miss	X =	The state of the s	X =					
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		250		Equipment				
BANK			X =	Bkgnd Lang's				
11/1/20	X =		X =	Personality	7			
	X =		X =	2 02 00 22 00 22 00 3	6			
	X =		X =					
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	X =	Coin Purse		Bonds				
	CARRYING ×2	PUSH, DRAG, T or LIFT	OTAL WEIGHT CARRIED					
festyle		Expenses/Day		Flaws				
reasure CP	SP	EPGP	PP					
				Feature				
				Magic Item:	_	Attuned		
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agic Item:								

Employ	kground or Not			#
3 434		CHARACTE	R NAME	

327/2		RCERER vel:				D NAME			#
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		ell Save	Spell Mad	Attack ifier		0	rigins:		
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	LEGEND: C	CHA = Charasma Modifie	r, P.B. = Proficiency		7	or Magical Mi	odifier, LVL = Sorcerer	Level	
		on E	E	SPEL	LS	\$			
	Regain sp	oell slots after a lo					k for the Sorcere	er's Spell List.	
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LVL Spell				own Si	L Spell				Page
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