

Character Background ^{and} or Notes Overflow

[Empty box for character name]

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CHARACTER NAME

Lined writing area for notes and background information.

MULTICLASS

CHARACTER NAME _____ # _____

Level	Class	Primary Abilities*	Subclass		
	Barbarian	Strength <input type="checkbox"/>	<input type="radio"/> Path of the Berserker	<input type="radio"/> Path of the Totem Warrior	<input type="radio"/> _____
	Bard	Charisma <input type="checkbox"/>	<input type="radio"/> College of Lore	<input type="radio"/> College of Valor	<input type="radio"/> _____
	Cleric	Wisdom <input type="checkbox"/>	<input type="radio"/> Knowledge Domain <input type="radio"/> Nature Domain <input type="radio"/> War Domain	<input type="radio"/> Life Domain <input type="radio"/> Tempest Domain <input type="radio"/> _____	<input type="radio"/> Light Domain <input type="radio"/> Trickery Domain
	Druid	Wisdom <input type="checkbox"/>	<input type="radio"/> Circle of the Land	<input type="radio"/> Circle of the Moon	<input type="radio"/> _____
	Fighter	Strength <input type="checkbox"/> - or - Dexterity <input type="checkbox"/>	<input type="radio"/> Champion <input type="radio"/> _____	<input type="radio"/> Battle Master	<input type="radio"/> Eldritch Knight
	Monk	Dexterity <input type="checkbox"/> - and - Wisdom <input type="checkbox"/>	<input type="radio"/> Way of the Open Hand <input type="radio"/> _____	<input type="radio"/> Way of the Shadow	<input type="radio"/> Way of the Four Elements
	Paladin	Strength <input type="checkbox"/> - and - Charisma <input type="checkbox"/>	<input type="radio"/> Oath of Devotion <input type="radio"/> _____	<input type="radio"/> Oath of the Ancients	<input type="radio"/> Oath of Vengeance
	Ranger	Dexterity <input type="checkbox"/> - and - Wisdom <input type="checkbox"/>	<input type="radio"/> Hunter	<input type="radio"/> Beast Master	<input type="radio"/> _____
	Rogue	Dexterity <input type="checkbox"/>	<input type="radio"/> Thief <input type="radio"/> Assassin	<input type="radio"/> Arcane Trickster	<input type="radio"/> _____
	Sorcerer	Charisma <input type="checkbox"/>	<input type="radio"/> Draconic Bloodline	<input type="radio"/> Wild Magic	<input type="radio"/> _____
	Warlock	Charisma <input type="checkbox"/>	Patron: <input type="radio"/> Archfey <input type="radio"/> The Fiend <input type="radio"/> The Great Old One	<input type="radio"/> _____	<input type="radio"/> _____
	Wizard	Intelligence <input type="checkbox"/>	<input type="radio"/> School of Abjuration <input type="radio"/> School of Evocation <input type="radio"/> School of Transmutation	<input type="radio"/> School of Conjuration <input type="radio"/> School of Illusion <input type="radio"/> _____	<input type="radio"/> School of Enchantment <input type="radio"/> School of Necromancy

Total Character Level

* You must have a minimum ability score of 13 in the indicated abilities for all of your classes including your current one.

Channel Divinity: If you already have "Channel Divinity", you can gain additional effects but you gain additional uses only when you reach a class level that explicitly grants them to you. You can choose from any of the effects available to you when you use this feature.

Proficiencies: When you gain a level in a class after your first, you gain only those proficiencies listed in the "Multiclassing Proficiencies" table (PHB p.164).

Other features: If you already have the "Extra Attack" or the "Unarmored Defense" feature, you can't gain it again from another class.

Multiclass Spellcasting

Spells Known and Prepared: You determine what spells you know and can prepare for each class individually, as if you were a single-classed member of that class.

Spell Slots from the "Spellcasting" class feature:

- Add together all your levels in the **bard**, **cleric**, **druid**, **sorcerer**, and **wizard** classes.
- + If you have two or more levels in the **paladin** class or in the **ranger** class, add half these levels (rounded down).
- + If you have three or more levels in the **fighter (eldritch knight)** class or in **rogue (arcane trickster)**, add one third these levels (rounded down).
- = Use this total to determine your spell slots by consulting the "Multiclass Spellcaster: Spell Slots Per Spell Level" table (PHB p.165).

Note regarding Warlocks: Warlocks do not have the "Spellcasting" class feature. Their spells come from the "Pact Magic" class feature.

Use the warlock page of this character sheet to list and track warlock spell slots separately from the spell slots on this page.

However, you can cast any spell that is available for you to cast from any class using any spell slot of the appropriate level from this page or from the warlock page.

Spell Slots and Castings

1st <input type="checkbox"/>	2nd <input type="checkbox"/>	3rd <input type="checkbox"/>	4th <input type="checkbox"/>	5th <input type="checkbox"/>	6th <input type="checkbox"/>	7th <input type="checkbox"/>	8th <input type="checkbox"/>	9th <input type="checkbox"/>
○ ○ ○ ○	○ ○ ○ ○	○ ○ ○ ○	○ ○ ○ ○	○ ○ ○ ○	○ ○ ○ ○	○ ○ ○ ○	○ ○ ○ ○	○ ○ ○ ○

FIGHTER

CHARACTER NAME

#

Fighter Level:

Archetype:



Second Wind
 Total HP $1d10 + \square = \square$ LVL
 Used Reset Short or Long Rest

Indomitable
 Total Used Reset Long Rest

Action Surge
 Total Used Reset Short or Long Rest

LEGEND: LVL = Fighter Level, HP = Hit Points

Fighting Style _____
 Additional Fighting Style (Champion) _____

BATTLE MASTER

Maneuver Save DC
 $8 + \square + \square \text{ OR } \square = \square$
 P.B. STR DEX

Superiority Dice
 Total Die Used Reset Short or Long Rest

Student of War
 Artisan's Tool Proficiency

Maneuvers

Commander's Strike
 Evasive Footwork
 Lunging Attack
 Parry
 Rally
 Trip Attack
 Disarming Attack
 Feinting Attack
 Maneuvering Attack
 Precision Attack
 Riposte

 Distracting Strike
 Goading Attack
 Menacing Attack
 Pushing Attack
 Sweeping Attack

LEGEND: P.B. = Proficiency Bonus, STR = Strength Modifier, DEX = Dexterity Modifier

ELDRITCH KNIGHT

Spell Save DC
 $8 + \square + \square + \square = \square$
 P.B. INT MISC.

Spell Attack Modifier
 $\square + \square + \square = \square$
 P.B. INT MISC.

Cantrips Known

Spells Known

LEGEND: INT = Intelligence Modifier, P.B. = Proficiency Bonus, MISC. = Miscellaneous or Magical Modifier

Weapon Bond

Weapon 1: _____ Weapon 2: _____



SPELLS



Regain spell slots after a long rest. See page 210 in the Player's Handbook for the Wizard's Spell List (Eldritch Knights use Wizard Spells initially.)

Eldritch Knight's Known Cantrips

Cantrip	Page	Cantrip	Page	Cantrip	Page

Eldritch Knight's Known Spells

LVL	Spell	Page

LVL	Spell	Page

WARLOCK

Warlock Level: _____

CHARACTER NAME _____ # _____



Cantrips Known

Spells Known

Eldritch Invocations

Spell Save DC
8 + + + =
P.B. CHA MISC.

Spell Attack Modifier
 + + =
P.B. CHA MISC.

LEGEND: CHA = Charisma Modifier, P.B. = Proficiency Bonus, MISC. = Miscellaneous or Magical Modifier, LVL = Warlock Level

Patron: _____



Spell Slots and Castings
Level | Slots | Cast | Regain on a Short or Long Rest
○ ○ ○ ○

Known Cantrips

Cantrip	Page	Cantrip	Page	Cantrip	Page	Cantrip	Page

Expanded Spell List

Add these spells to the spells you can learn (your Warlock's spell list.)

LVL	Spell	Page	LVL	Spell	Page
1st			1st		
2nd			2nd		
3rd			3rd		
4th			4th		
5th			5th		

Known Spells

See page 210 in the Player's Handbook for the Warlock's Spell List.

LVL	Spell	Page	LVL	Spell	Page

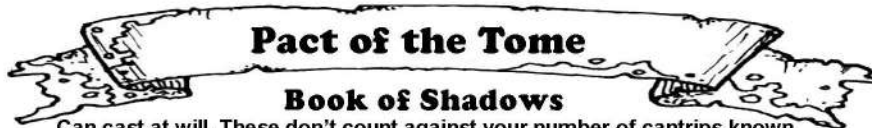
Mystic Arcanum

Can cast once without spending a spell slot. (Regain on a long rest)

LVL	Spell	Page	LVL	Spell	Page
6th			8th		
7th			9th		

Eldritch Invocations

Invocation	Page	Invocation	Page
LVL 2		LVL 2	
LVL 5		LVL 7	
LVL 9		LVL 12	
LVL 15		LVL 18	



Can cast at will. These don't count against your number of cantrips known.

Cantrip	Page	Cantrip	Page	Cantrip	Page

