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Level	Class	Primary Abilities*		Subclass	
	Barbarian	Strength	OPath of the Berserker	OPath of the Totem Warrior	0
	Bard	Charisma	OCollege of Lore	College of Valor	0
	Cleric	Wisdom	 ◯Knowledge Domain ◯Nature Domain ◯War Domain 	 Life Domain Tempest Domain 	◯Light Domain ◯Trickery Domain
	Druid	Wisdom	Ocircle of the Land	Circle of the Moon	0
	Fighter	Strength - or - Dexterity	Champion	Battle Master	Eldritch Knight
	Monk	Dexterity - and Wisdom	OWay of the Open Hand	Way of the Shadow	OWay of the Four Elements
	Paladin	Strength - and - Charisma	Oath of Devotion	O Oath of the Ancients	Oath of Vengeance
S	Ranger	Dexterity - and - Wisdom	Hunter	O Beast Master	0
	Rogue	Dexterity	OThief OAssassin	OArcane Trickster	0
	Sorcerer	Charisma	ODraconic Bloodline	Wild Magic	0
	Warlock	Charisma	Patron: OArchfey OT	he Fiend OThe Great Old One	0
	Wizard	Intelligence	School of Abjuration School of Evocation School of Transmutation	School of Conjuration	School of Enchantment

HARACTER NAME

* 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.



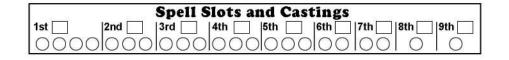
Spells Known and Prepared: You determine what spells you know and can prepare for each class individually, as if you were a single-classed member of that class.

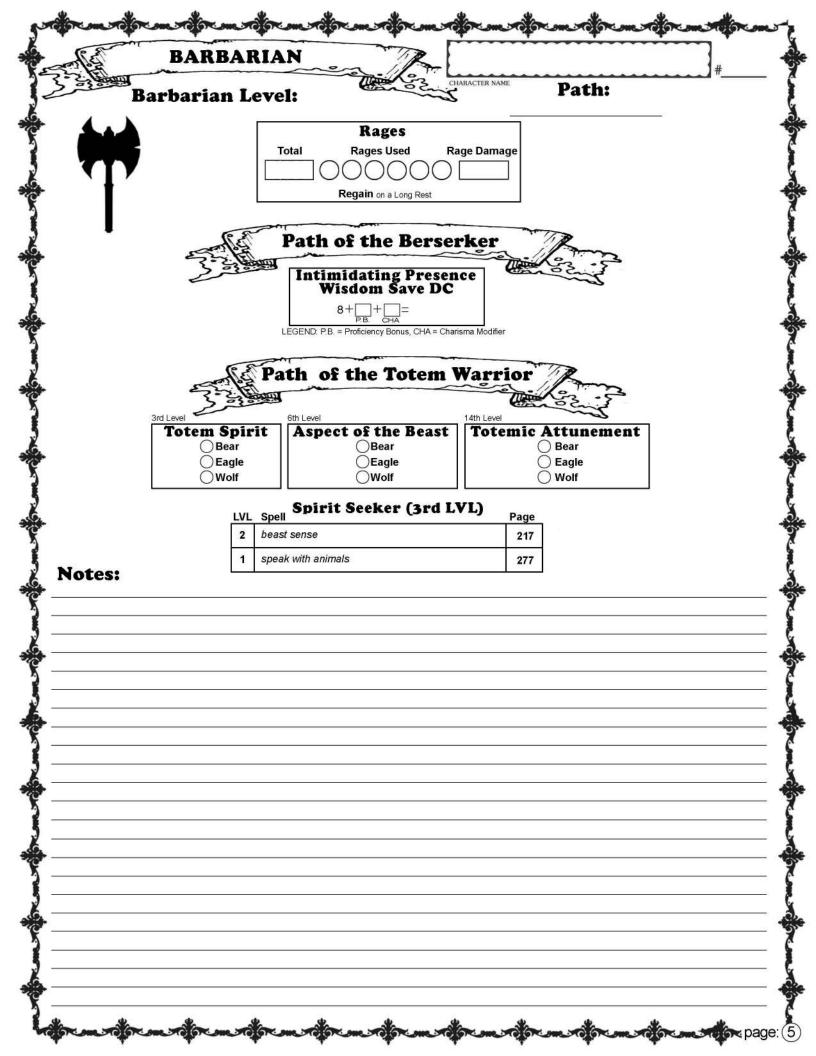
Spell Slots from the "Spellcasting" class feature:

- · 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 form any class using any spell slot of the appropriate level from this page or from the warlock page.

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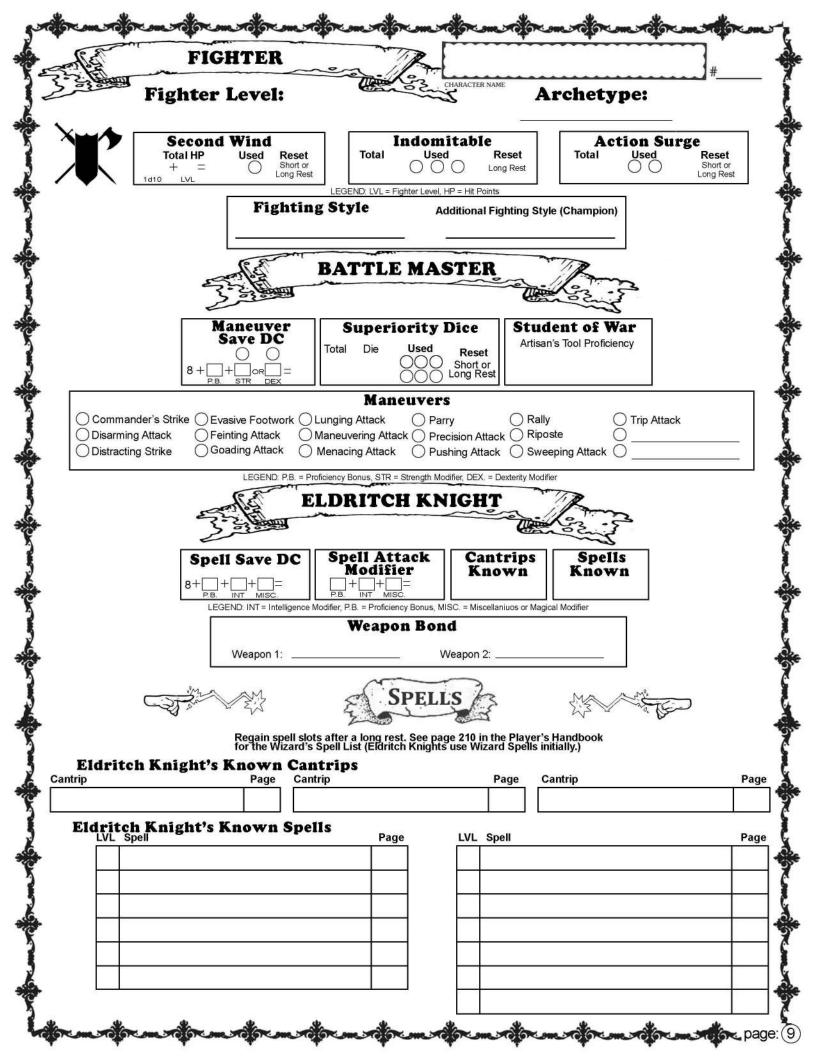




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Know	vn Spells Spell		Page		Spell	Pa
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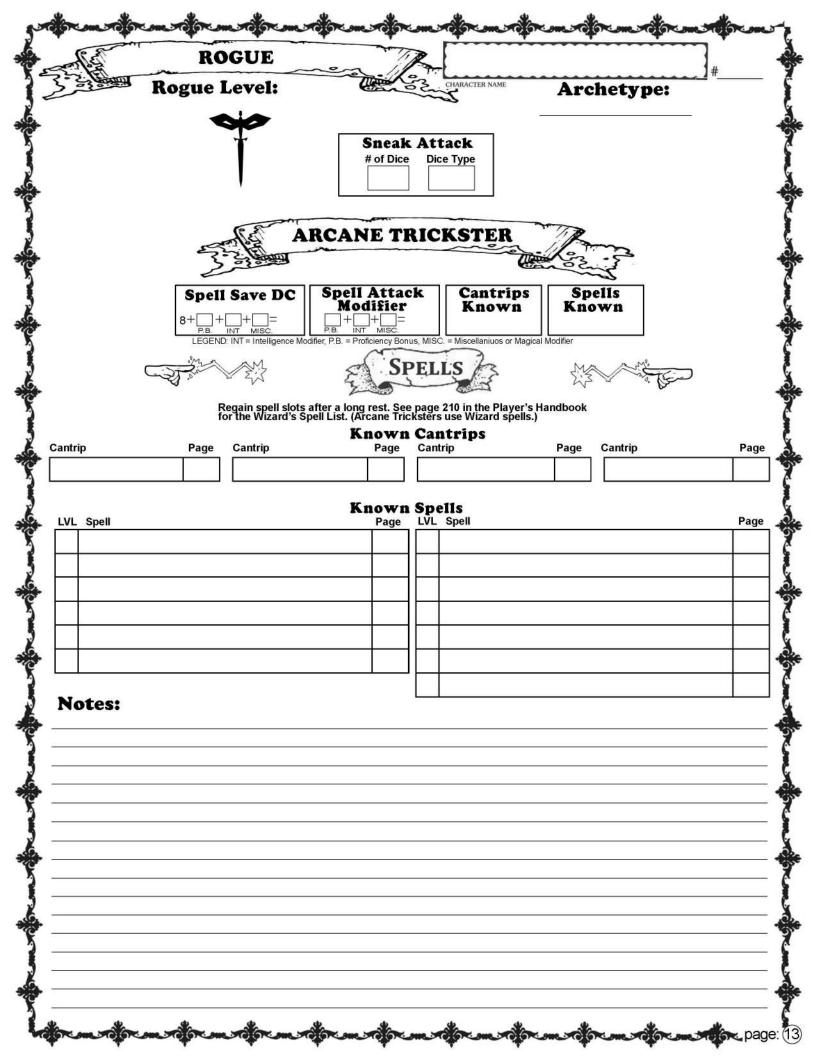
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LVL Spe			Í	Fage	LVL Spe	11		Page
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3rd				=	3rd			<u> </u>
4th				=	4th			
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(nown	Spells See page	210 in the Player's	Handbook for	r the Warlo	10000	List.		
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lystic A	rcanum Can c	ast once without sp	ending a spel	l slot. (Reg	ain on a lo	ng rest)		175
LVL Spe	11			Page	LVL Spe 8th			Page
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	Invocations	i	-	Deres				Deer
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LVL 9					LVL 12			
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