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Character Background and Notes Overflow

CHARACTER NAME

#

MULTICLASS

CHARACTER NAME _____

Level	Class	Primary Abilities*	Subclass
	Artificer	Intelligence ☐	☐ Alchemist ☐ Artillerist ☐ Battle Smith ☐ _____
	Barbarian	Strength ☐	☐ Path of the Berserker ☐ Path of the Totem Warrior ☐ _____
	Bard	Charisma ☐	☐ College of Lore ☐ College of Valor ☐ _____
	Cleric	Wisdom ☐	☐ Knowledge Domain ☐ Life Domain ☐ Light Domain ☐ Nature Domain ☐ Tempest Domain ☐ Trickery Domain ☐ War Domain ☐ _____
	Druid	Wisdom ☐	☐ Circle of the Land ☐ Circle of the Moon ☐ _____
	Fighter	Strength ☐ - or - Dexterity ☐	☐ Champion ☐ Battle Master ☐ Eldritch Knight ☐ _____
	Monk	Dexterity ☐ - and - Wisdom ☐	☐ Way of the Open Hand ☐ Way of the Shadow ☐ Way of the Four Elements ☐ _____
	Paladin	Strength ☐ - and - Charisma ☐	☐ Oath of Devotion ☐ Oath of the Ancients ☐ Oath of Vengeance ☐ _____
	Ranger	Dexterity ☐ - and - Wisdom ☐	☐ Hunter ☐ Beast Master ☐ _____
	Rogue	Dexterity ☐	☐ Thief ☐ Assassin ☐ Arcane Trickster ☐ _____
	Sorcerer	Charisma ☐	☐ Draconic Bloodline ☐ _____ ☐ _____
	Warlock	Charisma ☐	Patron: ☐ Archfey ☐ The Fiend ☐ The Great Old One ☐ _____
	Wizard	Intelligence ☐	☐ School of Abjuration ☐ School of Conjuration ☐ School of Enchantment ☐ School of Evocation ☐ School of Illusion ☐ School of Necromancy ☐ School of Transmutation ☐ _____
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 these proficiencies listed for the new class on page 164 in the Player's Handbook, or page 54 in Eberron: Rising From the Last War for the artificer.

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 one or more levels in the **artificer** class, add half these levels (rounded up);
- + 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 ☐	2nd ☐	3rd ☐	4th ☐	5th ☐	6th ☐	7th ☐	8th ☐	9th ☐
☐	☐	☐	☐	☐	☐	☐	☐	☐

ARTIFICER

Level: _____

CHARACTER NAME _____ # _____

CHARACTER NAME



Infusions Known	

Infused Items

USES

USED

○○○○○○○○○○

$$8 + \boxed{}_{\text{P.B.}} + \boxed{}_{\text{INT.}} + \boxed{}_{\text{MISC.}} =$$
$$\boxed{} + \boxed{} + \boxed{} =$$

PB INT MISC

Cantrips Known

$$\boxed{} + \boxed{} = \text{(Min 1)}$$

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



SPELLS



Regain spell slots after a long rest. See page 56 in “Eberron: Rising From the Last War” for the Artificer’s Spell List.

Artificer's Specialist Spells

Artificer's Level	LVL	Spell	Page
3rd LVL			
5th LVL			
9th LVL			
13th LVL			
17th LVL			

LVL	Spell	Page

Known Cantrips

Cantrip	Page

Cantrip	Page

Artificer's Spell List

[illegible][illegible]

BARBARIAN

CHARACTER NAME

#

Barbarian Level:

Path:



Rages

Total

Rages Used

Rage Damage

☐ ☐ ☐ ☐ ☐ ☐

Regain on a Long Rest

Path of the Berserker

Intimidating Presence Wisdom Save DC

$$8 + \boxed{} + \boxed{} =$$

P.B. CHA

LEGEND: P.B. = Proficiency Bonus, CHA = Charisma Modifier

Path of the Totem Warrior

3rd Level

Totem Spirit

- ☐ Bear
☐ Eagle
☐ Wolf

6th Level

Aspect of the Beast

- ☐ Bear
☐ Eagle
☐ Wolf

14th Level

Totemic Attunement

- ☐ Bear
☐ Eagle
☐ Wolf

Spirit Seeker (3rd LVL)

LVL	Spell	Page
2	<i>beast sense</i>	217
1	<i>speak with animals</i>	277

Notes:

Cleric Level:

CHARACTER NAME

1

Channel Divinity

Total	Used	Reset
		Short or Long Rest

Turn Onload Destroys Undead of CR

5th LVL = 1/2, 8th=1, 11th=2, 14th=4

$$8 + \boxed{}_{\text{P.B.}} + \boxed{}_{\text{WIS}} + \boxed{}_{\text{MISC.}} =$$

☐ + ☐ + ☐ =
P.B. WIS MISC.

LEGEND: WIS = Wisdom Modifier, P.B. = Proficiency Bonus, MISC. = Miscellaneous or Magical Modifier, LVL = Bard Level

Spells Prepared
$$\boxed{} + \boxed{} = \quad (\text{min } 1)$$

Divine Domain

Domain Feature:

Total	Used	Reset on Long Rest

Light: Warding Flare, **War:** War Priest

SPELLS

Regain spell slots after a long rest. See page 207 in the Player's Handbook for the Cleric's Spell List. Your domain spells are always prepared and don't count against your number of prepared spells.

Domain Spells

LVL		Spell	Page	LVL		Spell	Page
1st LVL							
3rd LVL							
5th LVL							
7th LVL							
9th LVL							

Cantrip	Page	Cantrip	Page	Cantrip	Page

Cleric's Spell List

[illegible]

Druid Level:

CHARACTER NAME _____ # _____

Wild Shape			
Duration	Max CR	☐ Can Have a Flying Speed	Used Reset
Hr.		☐ Can Have a Swimming Speed	☐ ☐ Short or Long Rest
1/2 LVL	Not Auto-Filled		

$$8 + \boxed{}_{\text{P.B.}} + \boxed{}_{\text{WIS}} + \boxed{}_{\text{MISC.}} =$$
$$\boxed{} + \boxed{} + \boxed{} =$$

P.B. WIS MISC.

Cantrips Known

$$\square + \square =$$

BONUS

Spells Prepared

$$\boxed{} + \boxed{} =$$

Circle:



Regain spell slots after a long rest. See page 208 in the Player's Handbook for the Druid's Spell List. If you have druid circle spells, your druid circle spells are always prepared and don't count against your number of prepared spells.

Druid Circle Spells

	LVL	Spell	Page
3rd LVL			
5th LVL			
7th LVL			
9th LVL			

LVL	Spell	Page

Known Cantrips

Cantrip	Page

Cantrip	Page

Druid's Spell List

[illegible][illegible]

FIGHTER

Fighter Level:

CHARACTER NAME

Archetype:



Second Wind
Total HP $1d10 + \text{LVL} =$
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
 $8 + \text{P.B.} + \text{STR} \text{ OR } \text{DEX} =$

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
 $8 + \text{P.B.} + \text{INT} + \text{MISC.} =$

Spell Attack Modifier
 $\text{P.B.} + \text{INT} + \text{MISC.} =$

Cantrips Known

Spells Known

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

Weapon Bond

Weapon 1: _____ Weapon 2: _____



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

MONK

Monk Level:

CHARACTER NAME

#

Martial Arts:

Unarmored Movement:

Ki Save DC

$$8 + \boxed{} + \boxed{} + \boxed{} =$$

P.B. WIS MISC.

Tradition:

LEGEND: WIS = Wisdom Modifier,
P.B. = Proficiency Bonus,
MISC. = Miscellaneous or Magical Modifier

Ki Points

Ki points = Monk Level except no Ki points at 1st level.

Total

Used

Reset

Short or Long Rest

Way of the Shadows

Shadow Arts (3rd LVL)

Ki	LVL	Spell	Page
0	0	minor illusion	260
2	2	darkness	230
2	2	darkvision	230
2	2	pass without trace	264
2	2	silence	275

Empty Body (18th LVL)

Ki	LVL	Spell	Page
8	9	astral projection	215

Way of the Open Hand

Tranquility (11th LVL)

LVL	Spell	Page
1	sanctuary	272

Way of the Four Elements

Maximum Ki Points for a Spell

Rush of the Gale Spirits

Ki	LVL	Spell	Page
2	2	gust of wind	248

Sweeping Cinder Strike

Ki	LVL	Spell	Page
2	1	burning hands	220

Gong of the Summit (6th LVL)

Ki	LVL	Spell	Page
3	2	Shatter	275

Flames of the Phoenix (11th LVL)

Ki	LVL	Spell	Page
4	3	Fireball	241

Ride the Wind (11th LVL)

Ki	LVL	Spell	Page
4	3	fly	243

Wave of Rolling Earth (17th LVL)

Ki	LVL	Spell	Page
6	5	wall of stone	287

Notes:

RANGER

Ranger Level:

CHARACTER NAME

#



1st LVL _____ Language _____
6th LVL _____ Language _____
14th LVL _____ Language _____

1st LVL _____
6th LVL _____

- ☐ Archery
- ☐ Defense
- ☐ Dueling
- ☐ Two-weapon Fighting

$$8 + \boxed{}_{\text{P.B.}} + \boxed{}_{\text{WIS}} + \boxed{}_{\text{MISC.}} =$$

☐ + ☐ + ☐ =

P.B. WIS MISC

Spells Known

LEGEND: WIS = Wisdom Modifier, P.B. = Proficiency Bonus, MISC. = Miscellaneous or Magical Modifier, LVL = Ranger's Level



SPELLS



Regain spell slots after a long rest. See page 209 in the Player's Handbook for the Ranger's Spell List.

Page	LVL	Spell
------	-----	-------

LVL	Spell	Page	LVL	Spell	Page

Notes:

ROGUE

Rogue Level: **Archetype:** #

CHARACTER NAME

CHARACTER NAME



ARCANE TRICKSTER

Spells Known

$$8 + \boxed{}_{\text{P.B.}} + \boxed{}_{\text{INT.}} + \boxed{}_{\text{MISC.}} =$$

$$\boxed{} + \boxed{} + \boxed{} =$$

P.B. INT MISC.

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



SPELLS



Regain spell slots after a long rest. See page 210 in the Player's Handbook for the Wizard's Spell List. (Arcane Tricksters use Wizard spells.)

Cantrip	Page	Cantrip	Page	Cantrip	Page	Cantrip	Page

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Sorcerer Level:

CHARACTER NAME

#

Total

Reset

Long Rest
(+ Regain 5
after Short Rest
at 20th LVL)

☐ Careful ☐ Distant ☐ Empowered ☐ Extended
☐ Heightened ☐ Quickened ☐ Subtle ☐ Twinned

Spells Known

Spell Save

$$8 + \boxed{}_{\text{P.B.}} + \boxed{}_{\text{CHA}} + \boxed{}_{\text{MISC.}} =$$

Spell Attack Modifier

$$\boxed{}_{\text{P.B.}} + \boxed{}_{\text{CHA}} + \boxed{}_{\text{MISC.}} =$$

Origins:



Known Cantrips

Cantrip

Page

Cantrip

Page

Cantrip

Page

LVL	Spell
-----	-------

Page

LVL Spell

Page

Notes:

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: _____

SPELLS

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	

Pact of the Tome

Book of Shadows

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

Cantrip	Page	Cantrip	Page	Cantrip	Page

