yer Character F	Record		CHA	RACTER NAME	"	
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Campaign:	Character Creation	n Date:	Alignment	Size	Level	
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Wis	Passive Perce	otion	4 3		4 HP maximum halv	ved
WEAPON	REACI	or RANGE DAMAGE	1 INITIATIVE	INSPIRATION PRO	☐6 Death	
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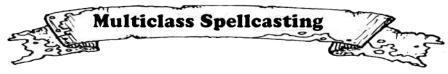
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Level	Class	Primary Abilities*		Subclass	
	Artificer	Intelligence	Alchemist Artillerist	Battle Smith	O
	Barbarian	Strength	Path of the Berserker	Path of the Totem Warrior	0
	Bard	Charisma	OCollege of Lore	College of Valor	0
	Cleric	Wisdom	OKnowledge Domain Nature Domain OWar Domain	Life Domain Tempest Domain	OLight Domain OTrickery Domain
	Druid	Wisdom	Circle of the Land	Oircle of the Moon	0
	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	0
	Rogue	Dexterity	OThief O Assassin	Arcane Trickster	0
	Sorcerer	Charisma	ODraconic Bloodline	0	0
1	Warlock	Charisma	Patron: Archfey The	Fiend The Great Old One	0
	Wizard	Intelligence	School of Abjuration School of Evocation School of Transmutation	School of Conjuration School of Illusion	School of Enchantment School of Necromancy
1	Total Char	acter Level	•		
* Your	must have a minin	num ability score of 1	13 in the indicated abilities for all of y	our 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.



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

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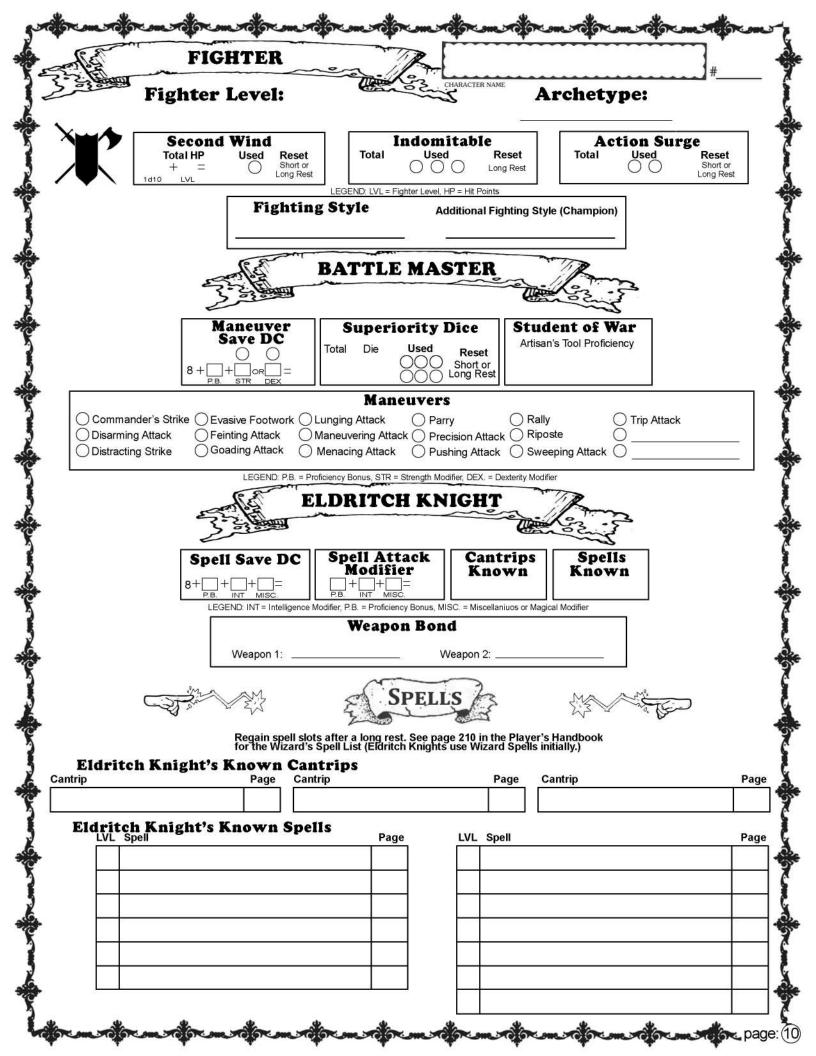
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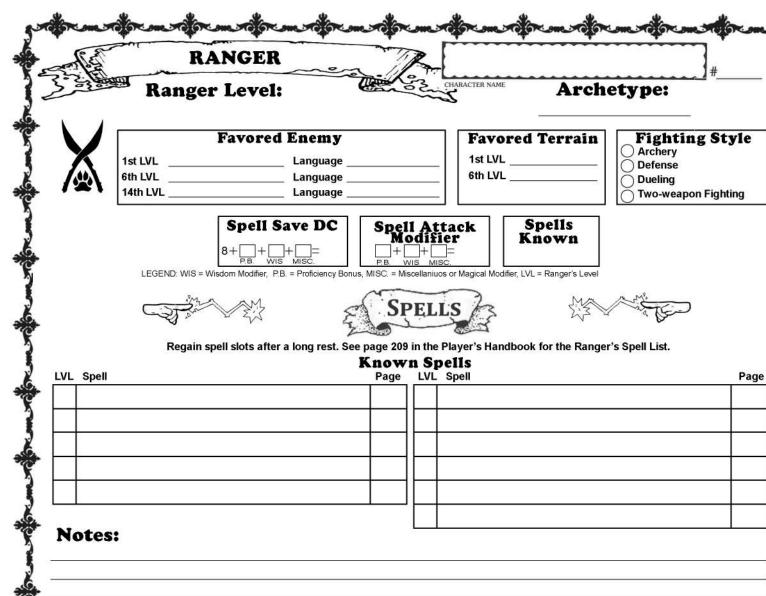
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		SPEL	615		
	Regain spell slots after a lor If you have druid circle spell your number of prepared sp	g rest. See page 208 in th s, your druid circle spells ells.	e Player are alwa	's Handbook for the Druid's Sp ys prepared and don't count a	oell List. gainst
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G		of t	he Summit (6t	h LVL)	Page			of the Phoeni Spell	ix (11th LVL)	Page
	3		hatter		275	4	3	Fireball		241
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3,5	Wizard Le	vel:	Q.		3 CH	ARACTER	NAME	••••		#
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5 4	1/2 LVL Rounded UP	() al	e per Day fter a ort Rest		8	+ P.B.	++ +		P.B. IN	T MISC.
		telligence Modifier, P.B	. = Proficiend	cy Bonus, M	ISC. = Mis	cellaniuc	s or Magical	Modifier, LV	L = Wizard Level	
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	Regain all spe	ll slots after a lo						dbook fo	r the Wizard's Spe	ill List.
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