



CHARACTER NAME / ALIAS		SPECIES		BACKGROUND	
SUBCLASS (CHOOSE AT SORCERER 3)	SORC. LV.	TOTAL LV.	PLAYER	XP / MILESTONE	

STR

SCORE	MOD
☐ SAVE	

DEX

SCORE	MOD
☐ SAVE	

CON

SCORE	MOD
☐ SAVE	

INT

SCORE	MOD
☐ SAVE	

WIS

SCORE	MOD
☐ SAVE	

CHA

SCORE	MOD
☐ SAVE	

Skills & presence

P	E	TOTAL	SKILL	
☐	☐		Acrobatics	DEX
☐	☐		Animal Handling	WIS
☐	☐		Arcana	INT
☐	☐		Athletics	STR
☐	☐		Deception	CHA
☐	☐		History	INT
☐	☐		Insight	WIS
☐	☐		Intimidation	CHA
☐	☐		Investigation	INT
☐	☐		Medicine	WIS
☐	☐		Nature	INT
☐	☐		Perception	WIS
☐	☐		Performance	CHA
☐	☐		Persuasion	CHA
☐	☐		Religion	INT
☐	☐		Sleight of Hand	DEX
☐	☐		Stealth	DEX
☐	☐		Survival	WIS

P = proficiency | E = Expertise (2 x PB)

☐ **PASSIVE PERCEPTION**

Armor, vitality & resolve

AC	INITIATIVE	SPEED	PROF. BONUS	
MAX HP	CURRENT HP	TEMP HP	D6 REMAIN	D6 TOTAL

DEATH SAVES PASS ☐ ☐ ☐ ☐ **HEROIC INSPIRATION**

FAIL ☐ ☐ ☐ Immediately after rolling a die, spend to reroll that die. You must use the new roll.

Weapons & arcane strikes

NAME	HIT / SAVE	DAMAGE / TYPE	RANGE / MASTERY

Spells begin on page 5. Metamagic options: page 4.

Languages & tools

The magic within

SORCERY POINTS LEFT	POINTS MAX / LV. 2+	INNATE USES / MAX 2	INNATE TIME LEFT
SPELL ATTACK	BASE SPELL SAVE DC	☐ INNATE SORCERY ACTIVE	
		☐ LV. 5 RESTORATION AVAILABLE	

Innate active: +1 DC and Advantage on attack rolls for your Sorcerer spells.

A WELLSPRING OF POWER

Use Sorcerer level for class features. SP = Sorcery Points; SR = Short Rest; LR = Long Rest.

Innate Sorcery / Lv. 1

As a **Bonus Action**, unleash your magic for **1 minute**. Your **Sorcerer** spell save DC increases by 1, and you have Advantage on attack rolls of Sorcerer spells you cast. **2 uses per LR**.

Lv. 7 / Sorcery Incarnate. If you have no Innate Sorcery uses left, spend **2 SP** when taking the Bonus Action to activate it. Also, while Innate Sorcery is active, you can apply **up to two Metamagic options** to each spell you cast.

Font of Magic / Lv. 2

SP maximum = Sorcerer level, starting at 2. Never exceed your maximum; regain all on a LR. **Slot to SP:** spend a slot, gain SP equal to its level (**no action**). **SP to slot:** Bonus Action; use the table below. Created slots vanish after a LR.

SLOT LEVEL	SP COST	MIN. SORC. LV.
1	2	2
2	3	3
3	5	5
4	6	7
5	7	9

/// No slots above level 5 can be created this way.

Shape the impossible

Lv. 2 / Metamagic. Learn 2 options; learn 2 more at Lv. 10 and 2 more at Lv. 17. On gaining a Sorcerer level, you may replace one option. Spend the listed SP cost when using it.

Normally, only **one Metamagic option** can affect a spell when cast, unless an option says otherwise. Sorcery Incarnate also changes this limit. Full options and learned checkboxes: **page 4**.

Spellcasting: CHA; Arcane Focus. Start with 4 cantrips and 2 prepared level 1 spells.

Power renewed & perfected

Lv. 5 / Sorcerous Restoration. After a SR, regain spent SP up to **half your Sorcerer level (round down)**. Once used, this recovery is unavailable until after a LR. It cannot exceed your SP maximum.

Lv. 20 / Arcane Apotheosis. While Innate Sorcery is active, use **one Metamagic option on each of your turns** without spending SP on it. Other options still cost SP; normal eligibility and combination limits apply.

From first spark to arcane apotheosis

LV.	PB	SP	CAN.	PREP.	FEATURE / CHOICE	SPELL SLOTS								
						1	2	3	4	5	6	7	8	9
1	+2	-	4	2	Spellcasting; Innate Sorcery	2	-	-	-	-	-	-	-	-
2	+2	2	4	4	Font of Magic; Metamagic (2)	3	-	-	-	-	-	-	-	-
3	+2	3	4	6	Subclass	4	2	-	-	-	-	-	-	-
4	+2	4	5	7	ASI / eligible feat	4	3	-	-	-	-	-	-	-
5	+3	5	5	9	Sorcerous Restoration	4	3	2	-	-	-	-	-	-
6	+3	6	5	10	Subclass feature	4	3	3	-	-	-	-	-	-
7	+3	7	5	11	Sorcery Incarnate	4	3	3	1	-	-	-	-	-
8	+3	8	5	12	ASI / eligible feat	4	3	3	2	-	-	-	-	-
9	+4	9	5	14	-	4	3	3	3	1	-	-	-	-
10	+4	10	6	15	Metamagic (4 options)	4	3	3	3	2	-	-	-	-
11	+4	11	6	16	-	4	3	3	3	2	1	-	-	-
12	+4	12	6	16	ASI / eligible feat	4	3	3	3	2	1	-	-	-
13	+5	13	6	17	-	4	3	3	3	2	1	1	-	-
14	+5	14	6	17	Subclass feature	4	3	3	3	2	1	1	-	-
15	+5	15	6	18	-	4	3	3	3	2	1	1	1	-
16	+5	16	6	18	ASI / eligible feat	4	3	3	3	2	1	1	1	-
17	+6	17	6	19	Metamagic (6 options)	4	3	3	3	2	1	1	1	1
18	+6	18	6	20	Subclass feature	4	3	3	3	3	1	1	1	1
19	+6	19	6	21	Epic Boon / eligible feat	4	3	3	3	3	2	1	1	1
20	+6	20	6	22	Arcane Apotheosis	4	3	3	3	3	2	2	1	1

SP = maximum Sorcery Points; CAN. = Sorcerer cantrips; PREP. excludes spells always prepared by other Sorcerer features. Slots are for a single-class Sorcerer. PB uses total character level.

THE AWAKENED DOSSIER

Your awakening, your allies, your story. Fill the fields that apply to your character.

Portrait

CHARACTER PORTRAIT

The soul behind the power

APPEARANCE / DISTINGUISHING MARKS

PERSONALITY / AMBITION / IDEAL

BOND / FLAW / SECRET

Origins, allies & unexplained signs

Subclass & chosen talents

Subclass features arrive at Sorcerer 3, 6, 14 and 18.

LEVEL 3 / FEATURE / USES

LEVEL 6 / FEATURE / USES

LEVEL 14 / FEATURE / USES

LEVEL 18 / FEATURE / USES

Feats, origins & resources

Awakening & arcane focus

SOURCE / FIRST MANIFESTATION

ARCANE FOCUS / APPEARANCE

MAGICAL SIGNATURE / VISIBLE SIGNS

Record your learned Metamagic options on page 4.

Gear, coin & spoils

CP

SP

EP

GP

PP

ATTUNED MAGIC ITEMS (DEFAULT LIMIT: 3)

Conditions & ongoing effects

METAMAGIC / MAGIC ON YOUR TERMS

Check only the options you have learned. Costs are paid in Sorcery Points (SP).

Choose your expression of power

Learn **2 options at Sorcerer 2, 4 total at 10, and 6 total at 17**. Replace one when gaining a Sorcerer level. Normally one option per spell; Empowered and Seeking have exceptions. At Lv. 7+, Innate Sorcery allows up to two options per spell. At Lv. 20, while Innate Sorcery is active, one option on each of your turns costs no SP.

Careful Spell

1 SP. When casting a spell that forces other creatures to save, protect up to your CHA modifier of them (minimum 1). They automatically succeed on the save and take **no damage** if success would normally deal half damage.

Distant Spell

1 SP. When casting a spell with a range of at least 5 ft., double its range. If its range is Touch, make the range 30 ft. instead.

Empowered Spell

1 SP. When rolling spell damage, reroll up to your CHA modifier in damage dice (minimum 1). You must use the new rolls. You can use this even if another Metamagic option was already used during the casting.

Extended Spell

1 SP. When casting a spell lasting at least 1 minute, double its duration, up to 24 hours. If it requires Concentration, you have Advantage on saves to maintain that Concentration.

Heightened Spell

2 SP. When casting a spell that forces a creature to save, give **one target** Disadvantage on its saving throws against that spell.

Quickened Spell

2 SP. Change a spell's casting time from an action to a Bonus Action for this casting. You cannot do this if you already cast a level 1+ spell this turn, and you cannot cast another level 1+ spell this turn afterward. This restriction also covers slot-free spells.

Seeking Spell

1 SP. When you miss with a spell attack roll, reroll its d20; you must use the new roll. You can use this even if another Metamagic option was already used during the casting.

Subtle Spell

1 SP. When casting a spell, omit its Verbal, Somatic and Material components, except Material components that are consumed or have a specified cost.

Transmuted Spell

1 SP. When casting a spell dealing Acid, Cold, Fire, Lightning, Poison or Thunder damage, change that damage type to another type from this list.

Twinned Spell

1 SP. When casting a spell that can use a higher-level slot to target an additional creature, increase the spell's effective level by 1. Example: Charm Person. The spell must have this upcasting option.

SPELLS FROM THE SOUL

Record spell sources and casting restrictions. Continue your spell record on page 6.

Spell slots / remaining and maximum

1	/	2	/	3	/	4	/	5	/	6	/	7	/	8	/	9	/
---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---

Regain normal slots after a LR; Font of Magic slots vanish. Record created slots in notes.

Shape your spell repertoire

Choose eligible Sorcerer spells of levels you can cast. Add spells as the page 2 limit rises. On gaining a **Sorcerer level**, replace **one** prepared spell and/or **one** Sorcerer cantrip. Always-prepared spells from other Sorcerer features are extra to the limit.

CHA casting: attack = CHA mod + PB; base save DC = 8 + CHA mod + PB. Innate Sorcery adds +1 DC while active. **One slot per turn:** expend only one spell slot to cast a spell on a turn. A prepared Ritual adds 10 minutes and uses no slot.

PREPARED / LIMIT

CONCENTRATION / SPELL / TIME LEFT

CON SAVE / BONUS

Cantrips / no spell slots required

[illegible]

☑ *Sorcerer cantrips: 4 at level 1, 5 at level 4, 6 at level 10. Add rows for other sources if needed.*

Prepared & always-prepared spells / level 1+

☑ *P* = prepared; *A* = always prepared. Add *R* in Time for Ritual; *C* in Duration for Concentration.

THE CONTINUING SPELL RECORD

Print extra copies of this page for additional spells, subclass magic and other sources.

Prepared & always-prepared spells / continued

P = prepared | A = always prepared | R = Ritual in Time | C = Concentration in Duration

Created slots & material notes

A focus replaces only Material components with no listed cost that are not consumed. Track costly materials and slots created with Font of Magic below.

Keep the magic alive

Concentration: ends when you **begin casting another Concentration spell** or activate another Concentration effect; also if Incapacitated or dead. End it freely (no action). Damage: CON save, DC 10 or half damage (round down), whichever is higher; maximum DC 30. Rituals and other spells taking 1 minute or longer require Concentration during casting.

Begin your awakening

First class: Sorcerer. CHA is your primary ability. D6 Hit Point Die; CON and CHA save proficiency. Simple weapons; no armor training. Choose 2 skills: Arcana, Deception, Insight, Intimidation, Persuasion or Religion.

Starting gear: Spear, 2 Daggers, Arcane Focus (crystal), Dungeoneer's Pack and 28 GP; or 50 GP. Background gear is separate. Character level 1 HP: 6 + CON mod; later Sorcerer levels: 1d6 (or 4) + CON mod, minimum 1.

Multiclass entry: CHA 13+, plus your other classes' prerequisites. Gain the Sorcerer Hit Point Die and level 1 features; no automatic starting proficiencies or gear. Count all Sorcerer levels when combining Spellcasting classes for slots. Prepare spells for each class separately.

///Manual fields; add chosen subclass features. Rules: SRD 5.2.1, Sorcerer pp. 64-67; Concentration p. 179.