

## Multiclass

CHARACTER NAME

Fighter 4 / Wizard 2

CLASS & LEVEL

Inheritor

BACKGROUND

Ben

PLAYER NAME

Tabaxi

RACE

Lawful neutral

ALIGNMENT

0

EXPERIENCE POINTS

STRENGTH

+2

15

DEXTERITY

+3

17

CONSTITUTION

+2

15

INTELLIGENCE

+2

15

WISDOM

0

11

CHARISMA

0

10

INSPIRATION

+3

PROFICIENCY BONUS

- ☒ +5 Strength
- ☐ +3 Dexterity
- ☒ +5 Constitution
- ☐ +2 Intelligence
- ☐ 0 Wisdom
- ☐ 0 Charisma

SAVING THROWS

- ☐ +3 Acrobatics (Dex)
- ☐ 0 Animal Handling (Wis)
- ☐ +2 Arcana (Int)
- ☐ +2 Athletics (Str)
- ☐ 0 Deception (Cha)
- ☒ +5 History (Int)
- ☐ 0 Insight (Wis)
- ☒ +3 Intimidation (Cha)
- ☐ +2 Investigation (Int)
- ☐ 0 Medicine (Wis)
- ☐ +2 Nature (Int)
- ☒ +3 Perception (Wis)
- ☐ 0 Performance (Cha)
- ☐ 0 Persuasion (Cha)
- ☐ +2 Religion (Int)
- ☐ +3 Sleight of Hand (Dex)
- ☒ +6 Stealth (Dex)
- ☒ +3 Survival (Wis)

SKILLS

13

ARMOR CLASS

+3

INITIATIVE

30 (20 climb)

SPEED

Hit Point Maximum 10

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 4d10 + 2d6

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Armor: None  
Shield: None

ATTACKS & SPELLCASTING

(See Features and Traits Page)

--Darkvision (60')

--Feline Agility

--Inheritance

13

PASSIVE WISDOM (PERCEPTION)

Proficiencies:

All armor, shields, simple weapons, martial weapons.

Languages:

[choose one], Common,  
[Choose One]

OTHER PROFICIENCIES & LANGUAGES

CP

0

SP

0

EP

0

GP

0

PP

0

EQUIPMENT

FEATURES & TRAITS



# Wizard 2

SPELLCASTING  
CLASS

INT

SPELLCASTING  
ABILITY

13

SPELL SAVE DC

+5

SPELL ATTACK  
BONUS

0

CANTRIPS

3

0

6

0

SPELL  
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

3

PREPARED

SPELL NAME

4

0

7

0

4

0

8

0

2

0

5

0

9

0

SPILLS KNOWN

# Features and Subclass

## Multiclass

### Darkvision (60')

**Source:** Race

Accustomed to life underground, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

### Feline Agility

**Source:** Race (Tabaxi)

Your reflexes and agility allow you to move with a burst of speed. When you move on your turn in combat, you can double your speed until the end of the turn. Once you use this trait, you can't use it again until you move 0 feet on one of your turns.

### Inheritance

**Source:** Background (Inheritor)

Choose or randomly determine your inheritance from among the possibilities in the table in SCAG. Work with your Dungeon Master to come up with details: Why is your inheritance so important, and what is its full story? You might prefer for the DM to invent these details as part of the game, allowing you to learn more about your inheritance as your character does.

The Dungeon Master is free to use your inheritance as a story hook, sending you on quests to learn more about its history or true nature, or confronting you with foes who want to claim it for themselves or prevent you from learning what you seek. The DM also determines the properties of your inheritance and how they figure into the item's history and importance. For instance, the object might be a minor magic item, or one that begins with a modest ability and increases in potency with the passage of time. Or, the true nature of your inheritance might not be apparent at first and is revealed only when certain conditions are met.

When you begin your adventuring career, you can decide whether to tell your companions about your inheritance right away. Rather than attracting attention to yourself, you might want to keep your inheritance a secret until you learn more about what it means to you and what it can do for you.

# Spell Descriptions

Multiclass