

CHARACTER NAME

Sorcerer (Red Draconic) 11 Criminal - Hired Killer

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Half Elf

CN

RACE

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

-1

8

DEXTERITY

+3

16

CONSTITUTION

+2

14

INTELLIGENCE

0

10

WISDOM

+1

12

CHARISMA

+5

20

INSPIRATION

+4

PROFICIENCY BONUS

- ☐ -1 Strength
- ☐ +3 Dexterity
- ☒ +6 Constitution
- ☐ 0 Intelligence
- ☐ +1 Wisdom
- ☒ +9 Charisma

SAVING THROWS

- ☐ +3 Acrobatics (Dex)
- ☐ +1 Animal Handling (Wis)
- ☐ 0 Arcana (Int)
- ☐ -1 Athletics (Str)
- ☒ +9 Deception (Cha)
- ☐ 0 History (Int)
- ☐ +1 Insight (Wis)
- ☒ +9 Intimidation (Cha)
- ☒ +4 Investigation (Int)
- ☐ +1 Medicine (Wis)
- ☐ 0 Nature (Int)
- ☒ +5 Perception (Wis)
- ☐ +5 Performance (Cha)
- ☒ +9 Persuasion (Cha)
- ☐ 0 Religion (Int)
- ☐ +3 Sleight of Hand (Dex)
- ☒ +7 Stealth (Dex)
- ☐ +1 Survival (Wis)

SKILLS

16

ARMOR CLASS

+3

INITIATIVE

30

SPEED

Hit Point Maximum 79

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 11d6

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

Specialty - Hired Killer

Trait - I am always calm, no matter what the situation. I never raise my voice or let my emotions control me.

PERSONALITY TRAITS

I will do whatever it takes to become wealthy.

IDEALS

Something important was taken from me and i aim to steal it back.

BONDS

An innocent person is in prison for a crime that I committed. I'm okay with that.

FLAWS

NAME ATK BONUS DAMAGE/TYPE

S.Sword +7 1d6+3

FireBolt +9 3d10+5

RoF +9 3d8

Shortsword - Piercing, 2lb, Finesse, Light

FireBolt - You hurl a mote of fire at a creature or object within 120 feet. On hit it does 3d10+5 Fire damage.

Ray of Frost - A frigid beam streaks toward a creature within 60 feet. On it, it takes 3d8 Cold damage and its speed is reduced by 10 feet until the start of your next turn.

Sorcery Points - 11

ATTACKS & SPELLCASTING

Half Elf Traits
+2 Charisma, +1 Dexterity, +1 Intelligence
Darkvision: 60 feet
Fey Ancestry: You have advantage on saving throw against being charmed and magic can't put you to sleep.
Skill Versatility: You gain proficiency in two skills.

Sorcerer
Font of Magic
- You gain Sorcery Points(SP) equal to your sorcerer level which you can use in various ways.

Flexible Casting
- You can convert Sorcery Points into spell slots up to 5th level (1st = 2SP, 2nd = 3SP, 3rd = 5SP, 4th = 6SP and 5th = 7SP), or you may convert a spell slot of any level into Sorcery Points equal to the slot level (eg. 9th level slot = 9 Sorcery Points). Each of these are a Bonus Action.

Metamagic
- Quickened Spell: When you cast a spell that has a casting time of 1 action, you can spend 2 sorcery points to change the casting time to 1 bonus action for this casting.
- Twinned Spell: When you cast a spell that targets only one creature and doesn't have range self, you can spend a number of sorcery points equal to the spell's level to target a second creature in range with the same spell.
- Heightened Spell: When you cast a spell that forces a creature to make a saving throw to resist its effects, you can spend 3 sorcery points to give one target of the spell disadvantage on its first saving throw made against the spell.

Draconic Ancestry
- Red (Fire). you can speak, read and write Draconic. Whenever you make a Charisma check to interact with a Dragon your proficiency bonus is doubled.

Draconic Resilience
- You gain +1 HP per level and when you aren't wearing armor your AC equals 13 + Dexterity bonus.

Elemental Affinity
- Whenever you cast a spell that deals Fire damage, add your Charisma modifier to that damage. You can spend 1 sorcery point to gain resistance to Fire Damage for 1 hour.

15

PASSIVE WISDOM (PERCEPTION)

Common, Elven, Draconic

Rapiers, Shortswords, Hand Crossbows, Daggers, Darts, Slings, Quarterstaves and Light Crossbows

Thieves' Tools

OTHER PROFICIENCIES & LANGUAGES

CF

SP

EP

GF

PF


3x Healing Potion

Eyes of the Eagle: These crystal lenses fit over the eyes. While wearing them, you have advantage on Wisdom (Perception) checks that rely on sight. In conditions of clear visibility, you can make out details of even extremely distant creatures and objects as small as 2 feet across.

Mantle of Spell Resistance: You have advantage on saving throws against spells while you wear this cloak.

EQUIPMENT

FEATURES & TRAITS



Sorcerer

SPELLCASTING CLASS

Charisma

SPELLCASTING ABILITY

17

SPELL SAVE DC

+9

SPELL ATTACK BONUS

0

CANTRIPS

Message 259

Friends 244

Prestidigitation 267

Acid Splash 211

Ray of Frost 271

Fire Bolt 242

3

3

Fireball 241

Haste 250

Fly 243

6

1

Disintegrate 233

1

4

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

Shield 275

Chromatic Orb 221

Detect Magic 231

4

3

Banishment 217

Greater Invisibility 246

2

3

Scorching Ray 273

Mirror Image 260

Web 287

5

2

Hold Monster 251

Telekinesis 280

7

8

9