



DUNGEONS & DRAGONS®

Nende Friel

CHARACTER NAME

Sorcerer 2
CLASS & LEVELTriton
RACEAdopted
BACKGROUNDNeutral good
ALIGNMENTFlr
PLAYER NAMEMilestone
EXPERIENCE POINTS

STRENGTH

-1

9

DEXTERITY

+2

14

CONSTITUTION

+2

14

INTELLIGENCE

+1

12

WISDOM

+0

10

CHARISMA

+3

16

INSPIRATION

+2 PROFICIENCY BONUS

- ☐ -1 Strength
- ☐ +2 Dexterity
- ☒ +4 Constitution
- ☐ +1 Intelligence
- ☐ +0 Wisdom
- ☒ +5 Charisma

SAVING THROWS

- ☐ +2 Acrobatics (Dex)
- ☐ +0 Animal Handling (Wis)
- ☒ +3 Arcana (Int)
- ☐ -1 Athletics (Str)
- ☐ +3 Deception (Cha)
- ☐ +1 History (Int)
- ☒ +2 Insight (Wis)
- ☐ +3 Intimidation (Cha)
- ☒ +3 Investigation (Int)
- ☐ +0 Medicine (Wis)
- ☐ +1 Nature (Int)
- ☐ +0 Perception (Wis)
- ☐ +3 Performance (Cha)
- ☐ +3 Persuasion (Cha)
- ☐ +1 Religion (Int)
- ☐ +2 Sleight of Hand (Dex)
- ☐ +2 Stealth (Dex)
- ☒ +2 Survival (Wis)

SKILLS

12

ARMOR
CLASS

+2

INITIATIVE

30

(30 swim)
SPEED

Hit Point Maximum 13

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 2d6

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

I love learning about new things, partially about other races and sub-races work. I enjoy puzzles and thinking things through. I always felt out of place, like a swan raised by ducks, or maybe a duck raised by swans...

PERSONALITY TRAITS

Belonging: Everyone should know where they belong (good). Opinions: Everyone is entitled to there own opinions, of course this includes myself (Any).

IDEALS

I must find my birth parents, they have to be out there. All I want is to find a place where I belong.

BONDS

I hoard what's mine, I'm quite possessive. I don't like others touching my things, or parting with what's mine. I am aware that I'm different, making it hard for myself to get close to others.

FLAWS

NAME	ATK BONUS	DAMAGE/TYPE
Dagger	+4	1d4+2/p
Quarterstaff	+1	1d6-1/b
Dart	+4	1d4+2/p

Guiding Bolt: att. +4, dmg 4d6/r

ATTACKS & SPELLCASTING

10

PASSIVE WISDOM (PERCEPTION)

Languages: Elvish, Common, Primordial.

Weapons: Quarterstaff, Sling, Dart, Dagger, Light Crossbow.

Other: Herbalism Kit.

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP

PP

Quarterstaff, Sling, 20 Dart, Dagger, Backpack, Bedroll, Mess Kit, Tinderbox, 10 Torches, 10 Days of Rations, Waterskin, 50 Feet of Hempen Rope, Scroll Case, Winter Blanket, Common Clothes, Herbalism Kit, Pouch

Weight: 82.25 lb

Capacity: 135 lb

EQUIPMENT

Features

Amphibious

Control Air and Water

Divine Magic

Emissary Of The Sea

Favored by the Gods

Font of Magic

Guardians of the Depths

Trust Issues

FEATURES & TRAITS



Nende Firi

CHARACTER NAME

21

AGE

Amber

EYES

1,60m

HEIGHT

Blue

SKIN

98 lbs

WEIGHT

Bright Green

HAIR



CHARACTER APPEARANCE

NAME

SYMBOL

ALLIES & ORGANIZATIONS

Attack when I was twelve, had to flee towards the forbidden tunnels, got lost, then swept away, and ended up with the elves.

With my adoptive brothers and sisters, I tried to help in collecting food. We went out hunting, gathering food. And I tried to help them, but did so in my own way, helped by the arcane powers granted to me by Mizket.

CHARACTER background

ADDITIONAL FEATURES & TRAITS

TREASURE



Sorcerer 2

SPELLCASTING
CLASS

CHA

SPELLCASTING
ABILITY

13

SPELL SAVE DC

+5

SPELL ATTACK
BONUS

0

CANTRIPS

Guidance
Mage Hand
Ray Of Frost
Thaumaturgy

SLOTS TOTAL

SLOTS EXPENDED

1

3

- *Cure Wounds*
- *Fog Cloud*
- *Guiding Bolt*
- *Mage Armor*
- *Sleep*

2

3

○

○

○

○

○

○

○

○

○

○

○

○

○

4

○

○

○

○

○

○

○

○

○

○

○

○

○

5

○

○

○

○

○

○

○

○

○

○

6

○

○

○

○

○

○

○

○

○

○

○

○

○

○

○

○

○

○

○

○

○

○

○

○

○

○

○

○

○

○

○

○

○

○

○

○

○

○

○

○

○

○

7

○

○

○

○

○

○

○

○

○

○

○

○

○

○

○

○

○

○

○

○

○

○

○

○

○

○

○

○

○

○

8

○

○

○

○

○

○

○

○

○

○

○

○

○

○

○

○

○

○

9

○

○

○

○

○

○

○

○