

Poltara

CHARACTER NAME

Sorcerer (2)

CLASS & LEVEL

Tiefling

RACE

Acolyte

BACKGROUND

Neutral Evil

ALIGNMENT

PLAYER NAME

300

EXPERIENCE POINTS

STRENGTH

9

-1

DEXTERITY

13

+1

CONSTITUTION

15

+2

INTELLIGENCE

16

+3

WISDOM

12

+1

CHARISMA

20

+5

INSPIRATION

+2

PROFICIENCY BONUS

- ☐ -1 Strength
- ☐ +1 Dexterity
- ☒ +4 Constitution
- ☐ +3 Intelligence
- ☐ +1 Wisdom
- ☒ +7 Charisma

SAVING THROWS

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

SKILLS

11

ARMOR CLASS

+1

INITIATIVE

30

SPEED

Hit Point Maximum 15

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 2d6

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Dagger

+3

1d4 + 1 piercing

ATTACKS & SPELLCASTING

Darkvision: 60 ft.
Damage Resistances: fire

-----Bonus Actions-----

Flexible Casting. You can convert sorcery points into spell slots (level - point cost: 1st - 2, 2nd - 3, 3rd - 5, 4th - 6, 5th - 7). You can also convert spell slots into sorcery points equal to the slot's level (see PHB 101).

(additional features & traits on page 2)

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PASSIVE WISDOM (PERCEPTION)

Weapon Proficiencies: Crossbow, light; Dagger; Dart; Quarterstaff; Sling

Language Proficiencies: Abyssal; Common; Draconic; Infernal

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP

PP

15

Pouch (1); Clothes, common (1); Crystal (1); Piton (10); Waterskin (1); Incense (5); Rations (1 day) (10); Rope, hempen (1); wand of the war mage 1 (1); Vestements (1); Prayer Book (1); Tinderbox (1); Hammer (1); Backpack (1); Crowbar (1); Torch (10); Emblem (1)

EQUIPMENT

FEATURES & TRAITS



Poltara

CHARACTER NAME

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME

SYMBOL

Hellish Resistance. Resistance to fire damage (see PHB 43).

Infernal Legacy. You know thaumaturgy and can cast once per day. CHA is the spellcasting ability. (see PHB 43).

Shelter the Faithful. You and your companions can expect free healing at an establishment of your faith. (see PHB 127).

Sorcery Points. You have 2 sorcery points (see PHB 101).

Tides of Chaos. Gain advantage on a roll (use once/long rest, see PHB 103).

Wild Magic Surge. Do a d20 check when casting sorcerer spells, on a 1 roll on the Wild Magic Surge table (see PHB 103).

ADDITIONAL FEATURES & TRAITS

CHARACTER BACKSTORY

TREASURE



Sorcerer, Tiefling

SPELLCASTING
CLASS

Charisma

SPELLCASTING
ABILITY

15

SPELL SAVE DC

+7

SPELL ATTACK
BONUS

0

CANTRIPS

Blade Ward
Fire Bolt
Mage Hand
Message
Thaumaturgy

3

6

SPELL
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

3

PREPARED

SPELL NAME

☐ Disguise Self
☐ Mage Armor
☐ Magic Missile

4

7

5

8

9

SPELLS KNOWN

<div>Abjuration cantrip</div> <div>MORCPUB</div> <div>Blade Ward</div> <div></div> <div>You have resistance to bludgeoning, slashing, and piercing damage. (see PHB 218 for more details)</div> <div>Sorcerer DC 15 Mod +7</div>	<div>Level-1 illusion</div> <div>MORCPUB</div> <div>Disguise Self</div> <div></div> <div>You make yourself—including your clothing, armor, weapons, and other belongings on your person— look different until the spell ends or until you use your action to dismiss it. You can seem 1 foot shorter or taller and can appear thin, fat, or in between. You can't change your body type, so you must adopt a form that has the same basic arrangement of limbs. Otherwise, the extent of the illusion is up to you. The changes wrought by this spell fail to hold up to physical inspection. For example, if you use this spell to add a hat to your outfit, objects pass through the hat, and anyone who touches it would feel nothing or would feel your head and hair. If you use this spell to appear thinner than you are, the hand of someone who reaches out to touch you would bump into you while it was seemingly still in midair. To discern that you are disguised, a creature can use its action to inspect your appearance and must succeed</div> <div>Sorcerer DC 15 Mod +7</div>	<div>Evocation cantrip</div> <div>MORCPUB</div> <div>Fire Bolt</div> <div></div> <div>You hurl a mote of fire at a creature or object within range. Make a ranged spell attack against the target. On a hit, the target takes 1d10 fire damage. A flammable object hit by this spell ignites if it isn't being worn or carried. This spell's damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).</div> <div>Sorcerer DC 15 Mod +7</div>
<div>Level-1 abjuration</div> <div>MORCPUB</div> <div>Mage Armor</div> <div></div> <div>You touch a willing creature who isn't wearing armor, and a protective magical force surrounds it until the spell ends. The target's base AC becomes 13 + its Dexterity modifier. The spell ends if the target dons armor or if you dismiss the spell as an action.</div> <div>Sorcerer DC 15 Mod +7</div>	<div>Conjuration cantrip</div> <div>MORCPUB</div> <div>Mage Hand</div> <div></div> <div>A spectral, floating hand appears at a point you choose within range. The hand lasts for the duration or until you dismiss it as an action. The hand vanishes if it is ever more than 30 feet away from you or if you cast this spell again. You can use your action to control the hand. You can use the hand to manipulate an object, open an unlocked door or container, stow or retrieve an item from an open container, or pour the contents out of a vial. You can move the hand up to 30 feet each time you use it. The hand can't attack, activate magic items, or carry more than 10 pounds.</div> <div>Sorcerer DC 15 Mod +7</div>	<div>Level-1 evocation</div> <div>MORCPUB</div> <div>Magic Missile</div> <div></div> <div>You create three glowing darts of magical force. Each dart hits a creature of your choice that you can see within range. A dart deals 1d4 + 1 force damage to its target. The darts all strike simultaneously, and you can direct them to hit one creature or several. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the spell creates one more dart for each slot level above 1st.</div> <div>Sorcerer DC 15 Mod +7</div>
<div>Transmutation cantrip</div> <div>MORCPUB</div> <div>Message</div> <div></div> <div>You point your finger toward a creature within range and whisper a message. The target (and only the target) hears the message and can reply in a whisper that only you can hear. You can cast this spell through solid objects if you are familiar with the target and know it is beyond the barrier. Magical silence, 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood blocks the spell. The spell doesn't have to follow a straight line and can travel freely around corners or through openings.</div> <div>Sorcerer DC 15 Mod +7</div>	<div>Transmutation cantrip</div> <div>MORCPUB</div> <div>Thaumaturgy</div> <div></div> <div>You manifest a minor wonder, a sign of supernatural power, within range. You create one of the following magical effects within range: • Your voice booms up to three times as loud as normal for 1 minute. • You cause flames to flicker, brighten, dim, or change color for 1 minute. • You cause harmless tremors in the ground for 1 minute. • You create an instantaneous sound that originates from a point of your choice within range, such as a rumble of thunder, the cry of a raven, or ominous whispers. • You instantaneously cause an unlocked door or window to fly open or slam shut. • You alter the appearance of your eyes for 1 minute. If you cast this spell multiple times, you can have up to three of its 1-minute effects active at a time, and you can dismiss such an effect as an action.</div> <div>Tiefling DC 15 Mod +7</div>	

Disguise Self *(reverse)*
on an Intelligence (Investigation) check
against your spell save DC.