

## Charles

CHARACTER NAME

Sorcerer 2

CLASS & LEVEL

Lightfoot Halfling

RACE

Guild Artisan

BACKGROUND

Neutral good

ALIGNMENT

Dan R

PLAYER NAME

0

EXPERIENCE POINTS

STRENGTH

+1

13

DEXTERITY

+2

14

CONSTITUTION

+2

15

INTELLIGENCE

+0

11

WISDOM

+0

11

CHARISMA

+3

16

No

INSPIRATION

+2

PROFICIENCY BONUS

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

SAVING THROWS

- ☐ +2 Acrobatics (Dex)
- ☐ +0 Animal Handling (Wis)
- ☐ +0 Arcana (Int)
- ☐ +1 Athletics (Str)
- ☒ +5 Deception (Cha)
- ☐ +0 History (Int)
- ☒ +2 Insight (Wis)
- ☒ +5 Intimidation (Cha)
- ☐ +0 Investigation (Int)
- ☐ +0 Medicine (Wis)
- ☐ +0 Nature (Int)
- ☐ +0 Perception (Wis)
- ☐ +3 Performance (Cha)
- ☒ +5 Persuasion (Cha)
- ☐ +0 Religion (Int)
- ☐ +2 Sleight of Hand (Dex)
- ☐ +2 Stealth (Dex)
- ☐ +0 Survival (Wis)

SKILLS

15

ARMOR CLASS

+2

INITIATIVE

25

SPEED

Hit Point Maximum 12

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 2d6

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

TODO: Describe how your character behaves, interacts with others

PERSONALITY TRAITS

TODO: Describe what values your character believes in.

IDEALS

TODO: Describe your character's commitments or ongoing quests.

BONDS

TODO: Describe your character's interesting flaws.

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Dagger

+4

1d4+2/p

Light crossl

+4

1d8+2/p

Quarterstaf

+3

1d6+1/b

TODO: Describe how your character usually attacks or uses spells.

ATTACKS & SPELLCASTING

10

PASSIVE WISDOM (PERCEPTION)

Proficiencies:

Daggers, darts, slings, quarterstaves, light crossbows.

Languages:

[choose one], [choose one], Common, Halfling

OTHER PROFICIENCIES & LANGUAGES

CP 0

SP 0

EP 0

GP 0

PP 0

small bottle w/ dead sprite

EQUIPMENT

(See Features Page)

--Brave  
--Draconic Resilience  
--Dragon Ancestor  
--Font of Magic  
--Guild Membership  
--Halfling Nimbleness  
--Lucky  
--Naturally Stealthy

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TODO: Describe other features and abilities your character has.

FEATURES & TRAITS



# Sorcerer 2

SPELLCASTING  
CLASS

CHA

SPELLCASTING  
ABILITY

13

SPELL SAVE DC

+5

SPELL ATTACK  
BONUS

0

CANTRIPS

Dancing Lights (V,S,M) (C)

Mage Hand (V,S)

Message (V,S,M)

Ray Of Frost (V,S)

SPELL  
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

3

PREPARED

SPELL NAME

- ☒ Charm Person (V,S)
- ☒ Detect Magic (V,S) (R, C)
- ☒ Sleep (V,S,M)

2

0

3

0

6

0

7

0

4

0

8

0

5

0

9

0

SPILLS KNOWN



# Features and Magic Items

Charles

## SUBCLASSES

### SUBCLASS: DRACONIC BLOODLINE

Your innate magic comes from draconic magic that was mingled with your blood or that of your ancestors. Most often, sorcerers with this origin trace their descent back to a mighty sorcerer of ancient times who made a bargain with a dragon or who might even have claimed a dragon parent. Some of these bloodlines are well established in the world, but most are obscure. Any given sorcerer could be the first of a new bloodline, as a result of a pact or some other exceptional circumstance.

## FEATURES

### BRAVE

**Source:** Race (Halfling)

You have advantage on saving throws against being frightened.

### DRACONIC RESILIENCE

**Source:** Sorcerer (Draconic Bloodline)

As magic flows through your body, it causes physical traits of your dragon ancestors to emerge. At 1st level, your hit point maximum increases by 1 and increases by 1 again whenever you gain a level in this class.

Additionally, parts of your skin are covered by a thin sheen of dragon-like scales. When you aren't wearing armor, your AC equals 13 + your Dexterity modifier.

This bonus is computed in the AC given on the Character Sheet above.

### DRAGON ANCESTOR

**Source:** Sorcerer (Draconic Bloodline)

At 1st level, you choose one type of dragon as your ancestor. The damage type associated with each dragon is used by features you gain later

Dragon : Damage  
Black : Acid  
Blue : Lightning  
Brass : Fire  
Bronze : Lightning  
Copper : Acid  
Gold : Fire

Green : Poison

Red : Fire

Silver : Cold

White : Cold

You can speak, read, and write Draconic. Additionally, whenever you make a Charisma check when interacting with dragons, your proficiency bonus is doubled if it applies to the check.

## FONT OF MAGIC

**Source:** Sorcerer

At 2nd level, you tap into a deep wellspring of magic within yourself. This wellspring is represented by sorcery points, which allow you to create a variety of magical effects.

**Sorcery Points:** You have sorcery points equal to your Sorcerer Level. You can never have more sorcery points than shown on the table for your level. You regain all spent sorcery points when you finish a long rest.

**Flexible Casting:** You can use your sorcery points to gain additional spell slots, or sacrifice spell slots to gain additional sorcery points. You learn other ways to use your sorcery points as you reach higher levels. You can transform unexpended sorcery points into one spell slot as a bonus action on your turn. The Creating Spell Slots table shows the cost of creating a spell slot of a given level. You can create spell slots no higher in level than 5th. As a bonus action on your turn, you can expend one spell slot and gain a number of sorcery points equal to the slot's level.

1st Level Slot <--> 2 sorcery points

2nd Level Slot <--> 3 sorcery points

3rd Level Slot <--> 5 sorcery points

4th Level Slot <--> 6 sorcery points

5th Level Slot <--> 7 sorcery points

## GUILD MEMBERSHIP

**Source:** Background (Guild Artisan)

As an established and respected member of a guild, you can rely on certain benefits that membership provides. Your fellow guild members will provide you with lodging and food if necessary, and pay for your funeral if needed. In some cities and towns, a guildhall offers a central place to meet other members of your



profession, which can be a good place to meet potential patrons, allies, or hirelings.

Guilds often wield tremendous political power. If you are accused of a crime, your guild will support you if a good case can be made for your innocence or the crime is justifiable. You can also gain access to powerful political figures through the guild, if you are a member in good standing. Such connections might require the donation of money or magic items to the guild's coffers.

You must pay dues of 5 gp per month to the guild. If you miss payments, you must make up back dues to remain in the guild's good graces.

## HALFLING NIMBLENESS

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**Source:** Race (Halfling)

You can move through the space of any creature that is of a size larger than yours.

## LUCKY

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**Source:** Race (Halfling)

When you roll a 1 on an attack roll, ability check, or saving throw, you can reroll the die and must use the new roll.

## NATURALLY STEALTHY

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**Source:** Race (Lightfoot Halfling)

You can attempt to hide even when you are obscured only by a creature that is at least one size larger than you.

## MAGIC ITEMS



# Spell Descriptions

Charles

## CHARM PERSON

*Enchantment Level 1*

**Casting Time:** 1 action

**Duration:** 1 hour

**Range:** 30 feet

**Components:** V, S

You attempt to charm a humanoid you can see within range. It must make a Wisdom saving throw, and does so with advantage if you or your companions are fighting it. If it fails the saving throw, it is charmed by you until the spell ends or until you or your companions do anything harmful to it. The charmed creature regards you as a friendly acquaintance. When the spell ends, the creature knows it was charmed by you.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st. The creatures must be within 30 feet of each other when you target them.

## DANCING LIGHTS

*Evocation Cantrip (concentration)*

**Casting Time:** 1 action

**Duration:** Concentration, up to 1 minute

**Range:** 120 feet

**Components:** V, S, M (A bit of phosphorus or wychwood, or a glowworm)

You create up to four torch-sized lights within range, making them appear as torches, lanterns, or glowing orbs that hover in the air for the duration. You can also combine the four lights into one glowing vaguely humanoid form of Medium size. Whichever form you choose, each light sheds dim light in a 10-foot radius.

As a bonus action on your turn, you can move the lights up to 60 feet to a new spot within range. A light must be within 20 feet of another light created by this spell, and a light winks out if it exceeds the spell's range.

## DETECT MAGIC

*Divination Level 1 (ritual, concentration)*

**Casting Time:** 1 action

**Duration:** Concentration, up to 10 minutes

**Range:** Self

**Components:** V, S

For the duration, you sense the presence of magic within 30 feet of you. If you sense magic in this way, you can use your action to see a faint aura around any visible creature or object in the area that bears magic, and you learn its school of magic, if any.

The spell can penetrate most barriers, but is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

## MAGE HAND

*Conjuration Cantrip*

**Casting Time:** 1 action

**Duration:** 1 minute

**Range:** 30 feet

**Components:** V, S

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 magical items, or carry more than 10 pounds.

## MESSAGE

*Transmutation Cantrip*

**Casting Time:** 1 action

**Duration:** 1 round

**Range:** 120 feet

**Components:** V, S, M (A short piece of copper wire)

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.

## RAY OF FROST

*Evocation Cantrip*

**Casting Time:** 1 action

**Duration:** Instantaneous

**Range:** 60 feet

**Components:** V, S

A frigid beam of blue-white light streaks toward a creature within range. Make a ranged spell attack against the target. On a hit, it takes 1d8 cold damage, and its speed is reduced by 10 feet until the start of your next turn.

At Higher Levels: The spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

## SLEEP

*Enchantment Level 1*

**Casting Time:** 1 action

**Duration:** 1 minute

**Range:** 90 feet

**Components:** V, S, M (A pinch of fine sand, rose petals, or a cricket)

This spell sends creatures into a magical slumber. Roll 5d8, the total is how many hit points of creatures this spell can affect. Creatures within 20 feet of a point you choose within range are affected in ascending order of their current hit points (ignoring unconscious creatures).

Starting with the creature that has the lowest current hit points, each creature affected by this spell falls unconscious until the spell ends, the sleeper takes damage, or someone uses an action to shake or slap the sleeper awake. Subtract each creature's hit points from the total before moving on to the creature with the next lowest hit points. A creature's hit points must be equal to or less than the remaining total for that creature to be affected. Undead and creatures immune to being charmed aren't affected by this spell.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, roll an additional 2d8 for each slot level above 1st.