

Largo Highhill

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 14

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 2d6

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

Rosc: Barkeep at Sassy Christy. Half Orc. Does not like Elves.

PERSONALITY TRAITS

Davian: Best friend. Has healing ability

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

HP is 1D6 + Con + 1 for Draconic Resilience

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 15

PP 0

- small bottle w/ dead sprite

- bag of holding

- component pouch

EQUIPMENT

(See Features Page)

--Brave

--Draconic Resilience

--Dragon Ancestor

--Font of Magic

--Guild Membership

--Halfling Nimbleness

--Lucky

--Naturally Stealthy

Vattar Kasari: Old friend / adventurer. Campaigned with Cyris and myself. I thought that Vattar had killed Malazar, but he just told me that Malazar is alive, missing an arm, and working with a necromancer from Thay and the Zhentarim (a black network of thieves, wizards, and spies)

FEATURES & TRAITS

Features and Magic Items

Largo Highhill

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

Source: Race (Halfling)

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

LUCKY

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

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

Largo Highhill

ABSORB ELEMENTS

Abjuration Level 1

Casting Time: Special

Duration: 1 round

Range: Self

Components: S

1 Reaction, which you take when you take acid, cold, fire, lightning, or thunder damage

The spell captures some of the incoming energy, lessening its effect on you and storing it for your next melee attack. You have resistance to the triggering damage type until the start of your next turn. Also, the first time you hit with a melee attack on your next turn, the target takes an extra 1d6 damage of the triggering type, and the spell ends.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each slot level above 1st.

CHILL TOUCH

Necromancy Cantrip

Casting Time: 1 action

Duration: 1 round

Range: 120 feet

Components: V, S

You create a ghostly, skeletal hand in the space of a creature within range.

Make a ranged spell attack against the creature to assail it with the chill of the grave. On a hit, the target takes 1d8 necrotic damage, and it can't regain hit points until the start of your next turn. Until then, the hand clings to the target. If you hit an undead target, it also has disadvantage on attack rolls against you until the end of your next turn.

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

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.

FIRE BOLT

Evocation Cantrip

Casting Time: 1 action

Duration: Instantaneous

Range: 120 feet

Components: V, S

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.

At Higher Levels: This spell's damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).

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.

MAGIC MISSILE

Evocation Level 1

Casting Time: 1 action

Duration: Instantaneous

Range: 120 feet

Components: V, S

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.