D&D BEYOND

Nassirah Serpentskin

CHARACTER NAME

Sorcerer 12 [Shadow Magic]	
CLASS & LEVEL	PLAYER NAME
Yuan-ti Pureblood	Urban Bounty Hunter
RACE	BACKGROUND
	EXPERIENCE POINTS

STRENGTH	-1 (9)
DEXTERITY	+2 (14)
CONSTITUTION	+2 (14)
INTELLIGENCE	+0 (10)
WISDOM	+1 (12)
CHARISMA	+5 (20)

○	-1	Strength
○	+2	Dexterity
⊙	+6	Constitution
○	+0	Intelligence
○	+1	Wisdom
⊙	+9	Charisma

Saving Throw Modifiers

Advantage against spells and other magical effects

SAVING THROWS

○	+2	Acrobatics	DEX
○	+1	Animal Handling	WIS
○	+0	Arcana	INT
○	-1	Athletics	STR
Ⓟ	+9	Deception	CHA
○	+0	History	INT
Ⓟ	+5	Insight	WIS
Ⓟ	+9	Intimidation	CHA
○	+0	Investigation	INT
○	+1	Medicine	WIS
○	+0	Nature	INT
○	+1	Perception	WIS
○	+5	Performance	CHA
Ⓟ	+9	Persuasion	CHA
○	+0	Religion	INT
○	+2	Sleight of Hand	DEX
○	+2	Stealth	DEX
○	+1	Survival	WIS
○	___	_____	
○	___	_____	
○	___	_____	

SKILLS

+2 INITIATIVE

ARMOR CLASS 17

Immunities - Poison, Poisoned

DEFENSES

INSPIRATION

+4 PROFICIENCY BONUS

ABILITY SAVE DC

30 ft. (Walking), 50 ft. (Flying), 60 ft. (Swimming)

SPEED

Max HP	Current HP	Temp HP
74		--

HIT POINTS

Total 12d6

HIT DICE

SUCCESSES ○○○

FAILURES ○○○

DEATH SAVES

=== WEAPONS ===
Crossbow, Light, Dagger, Dart, Quarterstaff, Sling

=== TOOLS ===
Playing Card Set, Thieves' Tools

=== LANGUAGES ===
Abyssal, Common, Draconic

PROFICIENCIES & LANGUAGES

=== ACTIONS ===
Standard Actions
Attack, Cast a Spell, Dash, Disengage, Dodge, Help, Hide, Ready, Search, Use an Object, Opportunity Attack, Grapple, Shove, Improvise, Two-Weapon Fighting, Interact with an Object

Sorcery Points • 12 / Long Rest
You have limiteduse - No limited use data available sorcery points that you regain when you finish a long rest.

=== BONUS ACTIONS ===
Convert Sorcery Points
You can use your sorcery points to gain additional spell slots or sacrifice spell slots to gain additional sorcery points as a bonus action.

Hound of Ill Omen
As a bonus action, you can spend 3 sorcery points to magically summon a hound of ill omen (modified dire wolf) to target one creature you can see within 120 ft. of you.

=== SPECIAL ===
Magical Guidance
When you make an ability check that fails, you can spend 1 sorcery point to reroll the d20, and you must use the new roll, potentially turning the failure into a success.

Metamagic - Distant Spell

ACTIONS

11	PASSIVE WISDOM (PERCEPTION)
15	PASSIVE WISDOM (INSIGHT)
10	PASSIVE INTELLIGENCE (INVESTIGATION)

Darkvision 120 ft.

SENSES

NAME	HIT	DAMAGE/TYPE	NOTES
Crossbow, Light, +2	+8	1d8+4 Piercing	Simple, Ammunition, Loading, Range, Two-Handed, Range (80/320)
Dagger	+6	1d4+2 Piercing	Simple, Finesse, Light, Thrown, Range (20/60)
Chill Touch	+11	3d8 Necrotic	D: 1Rnd, V/S
Fire Bolt	+11	3d10 Fire	V/S
Unarmed Strike	+3	0 Bludgeoning	

WEAPON ATTACKS & CANTRIPS

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D&D BEYOND

Nassirah Serpentskin	Sorcerer 12 [Shadow Magic]
CHARACTER NAME	CLASS & LEVEL / PLAYER NAME
	Yuan-ti Pureblood / Urban Bounty Hunter
	RACE / BACKGROUND / EXPERIENCE POINTS

=== SORCERER FEATURES ===

* Additional Sorcerer Spells • TCoE 65
Your Sorcerer has additional spells available to them, as designated in Tasha's Cauldron of Everything.

* Hit Points • PHB 100

* Proficiencies • PHB 100

* Spellcasting • PHB 101
You can cast known sorcerer spells using CHA as your spellcasting modifier (Spell DC 17, Spell Attack +9). You can use an arcane focus as a spellcasting focus.

* Sorcerous Origin • PHB 101

| Shadow Magic

* Eyes of the Dark • XGtE 51
You have darkvision out to 120 ft. [3rd] You learn the darkness spell and can cast it with a spell slot or by spending 2 sorcery points (you can see through the darkness created by the spell if cast with sorcery points).

* Strength of the Grave • XGtE 51
When damage (that isn't radiant or from a critical hit) reduces you to 0 HP, you can make a CHA saving throw (DC 5 + the damage taken). On a success, you instead drop to 1 HP (and can't use this feature again until you finish a long rest).

| 1 / Long Rest • Special

* Font of Magic • PHB 101
You have 12 sorcery points that you regain when you finish a long rest. You can use your sorcery points to gain additional spell slots or sacrifice spell slots to gain additional sorcery points as a bonus action.

| Sorcery Points: 12 / Long Rest • 1 Action

| Convert Sorcery Points: 1 Bonus Action

* Metamagic • PHB 101
You gain the ability to twist spells to suit your needs.

| Distant Spell • PHB
When you cast a spell that has a range of 5 ft. or greater, you can spend 1 sorcery point to double the range of the spell (or make the range 30 ft. for a spell with a range of touch).

| Metamagic - Distant Spell: Special

| Quickened Spell • PHB
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.

| Metamagic - Quickened Spell: Special

| Twinned Spell • PHB
You can spend sorcery points equal to a spell's level (1 for a cantrip) to target a second creature in range with the same spell, as long as the spell at the level it's being cast is incapable of targeting more than one creature.

| Metamagic - Twinned Spell: Special

* Sorcerous Versatility • TCoE 66
Whenever you reach a level in this class that grants the Ability Score Improvement feature, you can do one of the following, representing the magic within you flowing in new ways:
- Replace one of the options you chose for the Metamagic feature with a different Metamagic option available to you.
- Replace one cantrip you learned from this class's Spellcasting feature with another cantrip from the sorcerer spell list.

* Ability Score Improvement • PHB 102

* Magical Guidance • TCoE 66
When you make an ability check that fails, you can spend 1 sorcery point to reroll the d20, and you must use the new roll, potentially turning the failure into a success.

| Special

* Hound of Ill Omen • XGtE 51
As a bonus action, you can spend 3 sorcery points to magically summon a hound of ill omen (modified dire wolf) to target one creature you can see within 120 ft. of you.

| 1 Bonus Action

=== YUAN-TI PUREBLOOD RACIAL TRAITS ===

* Darkvision • VGtM
You can see in darkness (shades of gray) up to 60 ft.

* Innate Spellcasting • VGtM
You know the poison spray cantrip. You can cast animal friendship (2nd) (snakes only) at will. [3rd] You can cast suggestion once per long rest. CHA is your spellcasting ability.

* Magic Resistance • VGtM
You have advantage on saving throws against spells and other magical effects.

* Poison Immunity • VGtM
You are immune to poison damage and the poisoned condition.

FEATURES & TRAITS

CP	0
SP	0
EP	0
GP	5
PP	4

WEIGHT CARRIED	67.68 lb.
ENCUMBERED	135 lb.
PUSH/DRAG/LIFT	270 lb.

NAME	QTY	WEIGHT
Crossbow, Light, +2	1	5 lb.
Dagger	1	1 lb.
Broom of Flying	1	3 lb.
Cloak of the Manta Ray	1	--
Immovable Rod	1	--
Potion of Healing (Greater)	2	1 lb.
Barrier Tattoo (Rare)	1	--
Bloodwell Vial, +2	1	--
Crossbow Bolts	20	1.5 lb.
Backpack	1	5 lb.
Bedroll	1	7 lb.
Case, Crossbow Bolt	1	1 lb.
Clothes, Traveler's	1	4 lb.
Flask or Tankard	1	1 lb.
Mess Kit	1	1 lb.

NAME	QTY	WEIGHT
Rations (1 day)	10	20 lb.
Rope, Silk (50 feet)	1	5 lb.
Soap	1	--
Tinderbox	1	1 lb.
Torch	5	5 lb.
Waterskin	1	5 lb.
Whetstone	1	1 lb.

ATTUNED MAGIC ITEMS	QTY	WEIGHT
Barrier Tattoo (Rare)	1	--
Bloodwell Vial, +2	1	--

EQUIPMENT

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Nassirah Serpentskin

CHARACTER NAME

Sorcerer 12 [Shadow Magic]

CLASS & LEVEL

PLAYER NAME

Yuan-ti Pureblood

RACE

Urban Bounty Hunter

BACKGROUND

EXPERIENCE POINTS

=== FEATS ===

* Metamagic Adept • TCoE 80

| Empowered Spell • PHB
When you roll damage for a spell, you can spend 1 sorcery point to reroll up to 5 of the dice. You must use the new rolls and you can use this option even if you've already used another Metamagic option.

| Extended Spell • PHB
When you cast a spell that has a duration of 1 minute or longer, you can spend 1 sorcery point to double its duration, to a maximum duration of 24 hours.

| Sorcery Points: 2 / Long Rest • Special

| Metamagic - Empowered Spell: Special

| Metamagic - Extended Spell: Special

ADDITIONAL FEATURES & TRAITS

NAME	QTY	WEIGHT	NAME	QTY	WEIGHT

ADDITIONAL EQUIPMENT

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Nassirah Serpentskin

CHARACTER NAME

Female	21	Medium	5' 5"	155
GENDER	AGE	SIZE	HEIGHT	WEIGHT
Neutral	Leira	Olive	Yellow	Brunette
ALIGNMENT	FAITH	SKIN	EYES	HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

I don't pay attention to the risks in a situation. Never tell me the odds. The best way to get me to do something is to tell me I can't do it.

PERSONALITY TRAITS

People. I'm loyal to my friends, not to any ideals, and everyone else can take a trip down the Styx for all I

IDEALS

Someone I loved died because of a mistake I made. That will never happen again.

BONDS

I turn tail and run when things look bad.

FLAWS

CHARACTER BACKSTORY

ADDITIONAL NOTES

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D&D BEYOND

Sorcerer	CHA	19	+11
SPELLCASTING CLASS	SPELLCASTING ABILITY	SPELL SAVE DC	SPELL ATTACK BONUS

PREP	SPELL NAME	SOURCE	SAVE/ATK	TIME	RANGE	COMP	DURATION	PAGE REF	NOTES
	=== CANTRIPS ===	(At Will)							
O	Fire Bolt	Sorcerer	+11	1A	120 ft.	V,S	Instantaneous	PHB 242	V/S
O	Prestidigitation	Sorcerer	--	1A	10 ft.	V,S	1 hour	PHB 267	D: 1h, V/S
O	Minor Illusion	Sorcerer	--	1A	30 ft./5 ft. Cube	S,M	1 minute	PHB 260	D: 1m, 5 ft. Cube, S/M
O	Shape Water	Sorcerer	--	1A	30 ft./5 ft. Cube	S	Instantaneous	EE 164	5 ft. Cube, S
O	Mage Hand	Sorcerer	--	1A	30 ft.	V,S	1 minute	PHB 256	D: 1m, V/S
O	Chill Touch	Sorcerer	+11	1A	120 ft.	V,S	1 round	PHB 221	D: 1Rnd, V/S
O	Poison Spray	Innate Spellcasting	CON 19	1A	10 ft.	V,S	Instantaneous	PHB 266	V/S
	=== 1st LEVEL ===	4 Slots OOOO							
O	Shield	Sorcerer	--	1R	Self	V,S	1 round	PHB 275	D: 1Rnd, V/S
O	Magic Missile	Sorcerer	--	1A	120 ft.	V,S	Instantaneous	PHB 257	V/S
O	Absorb Elements	Sorcerer	--	1R	Self	S	1 round	EE 150	D: 1Rnd, S
O	Animal Friendship	Innate Spellcasting	WIS 19	1A	30 ft.	V,S,M	24 hours	PHB 212	D: 24h, V/S/M
	=== 2nd LEVEL ===	3 Slots OOO							
O	Maximilian's Earthen Grasp <C>	Sorcerer	STR 19	1A	30 ft./5 ft. Square	V,S,M	Concentration, up to 1 minute	EE 161	D: 1m, 5 ft. Square, V/S/M
O	Misty Step	Sorcerer	--	1BA	Self	V	Instantaneous	PHB 260	V
O	Suggestion <C>	Innate Spellcasting	WIS 19	1A	30 ft.	V,M	Concentration, up to 8 hours	PHB 279	1/LR, D: 8h, V/M
O	Darkness <C>	Eyes of the Dark	--	1A	60 ft./15 ft. Sphere	V,M	Concentration, up to 10 minutes	PHB 230	D: 10m, 15 ft. Sphere, V/M
	=== 3rd LEVEL ===	3 Slots OOO							
O	Fireball	Sorcerer	DEX 19	1A	150 ft./20 ft. Sphere	V,S,M	Instantaneous	PHB 241	20 ft. Sphere, V/S/M
O	Counterspell	Sorcerer	--	1R	60 ft.	S	Instantaneous	PHB 228	Special: (See Description)*, S
	=== 4th LEVEL ===	3 Slots OOO							
O	Greater Invisibility <C>	Sorcerer	--	1A	Touch	V,S	Concentration, up to 1 minute	PHB 246	D: 1m, V/S
O	Banishment <C>	Sorcerer	CHA 19	1A	60 ft.	V,S,M	Concentration, up to 1 minute	PHB 217	D: 1m, V/S/M
	=== 5th LEVEL ===	2 Slots OO							
O	Bigby's Hand <C>	Sorcerer	--	1A	120 ft.	V,S,M	Concentration, up to 1 minute	PHB 218	D: 1m, V/S/M
O	Hold Monster <C>	Sorcerer	WIS 19	1A	90 ft.	V,S,M	Concentration, up to 1 minute	PHB 251	D: 1m, V/S/M
	=== 6th LEVEL ===	1 Slots O							
O	Disintegrate	Sorcerer	DEX 19	1A	60 ft.	V,S,M	Instantaneous	PHB 233	V/S/M

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