

Saassraa

Sorcerer
Kabold

Folk Hero

14

12

19

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1d6

8

Dagger1d4 piercing

- Darkvision: Can see in darkness up to 60 feet, but only in grayscale.
- Pack Tactics: Advantage on attack rolls if an ally is within 5 feet.

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Inventory:
Dagger (Weapon) - 1d4 piercing damage, Type: melee, Weight: 1 lbs, Value: 2 gp
Antidote (Potion) - Effect: Cures one poison effect, Value: 10 gp
Amulet of Protection (Magic Item) - Effect: +1 AC for 1 hour, Weight: 0.5 lbs, Value: 20 gp

Sorcerer

Charisma : 12 : 4

Cantripss:

Mage Hand: Creates a spectral hand that can manipulate objects. It can't attack, open doors, or carry more than 10 pounds.

Fire Bolt: A beam of fire shoots toward a creature, dealing 1d10 fire damage on a hit.

Ray of Frost: A frigid beam of blue-white light strikes a creature, dealing 1d8 cold damage and reducing its speed by 10 feet until your next turn.

Minor Illusion: You create a sound or an image within range that lasts up to 1 minute.

Spellss:

Magic Missile: Creates darts of magical force that hit automatically, dealing 1d4 + 1 force damage each.

Mage Armor: You touch a willing creature and protect them with magical armor, giving them 13 + Dexterity modifier AC for 8 hours.