

**Saassraa**

CHARACTER NAME

**Sorcerer**

CLASS & LEVEL

**Kabold**

RACE

**Folk Hero**

BACKGROUND

PLAYER NAME

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

14

DEXTERITY

19

CONSTITUTION

6

INTELLIGENCE

8

WISDOM

10

CHARISMA

15

INSPIRATION

PROFICIENCY BONUS

- SAVING THROWS
- ☐ Strength
  - ☐ Dexterity
  - ☐ Constitution
  - ☐ Intelligence
  - ☐ Wisdom
  - ☐ Charisma

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

SKILLS

PASSIVE WISDOM (PERCEPTION)

OTHER PROFICIENCIES & LANGUAGES

ARMOR CLASS

INITIATIVE

SPEED

Hit Point Maximum **12**

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total

**1d6**

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

NAME

ATK BONUS

DAMAGE/TYPE

Dagger

1d4 piercing

ATTACKS & SPELLCASTING

**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

EQUIPMENT

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

- 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.

FEATURES & TRAITS



# Sorcerer

SPELLCASTING  
CLASS

Charisma

SPELLCASTING  
ABILITY

: 12

SPELL SAVE DC

: 4

SPELL ATTACK  
BONUS

0

CANTRIPS

## Cantrips:

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.

SPELL  
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

PREPARE

## Spells:

SPELL NAME

☐ 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.

2

3

6

7

4

8

5

9

SPELLS KNOWN