



Tiefling Sorcerer

Level 5 Player Character (Sage background)

AC	Hit Points		Hit Dice	Prof. Bonus	
14	32		5D6	+3	
Ability Scores					
STR	DEX	CON	INT	WIS	CHA
8 (-1)	12 (+1)	13 (+1)	11 (+0)	15 (+2)	18 (+4)
Saving Throws					
STR	DEX	CON	INT	WIS	CHA
-1	+1	+4	+0	+2	+7
Skill Proficiencies					

Arcana +3
Deception +7

History +3
Intimidation +7

Other Proficiencies

Crossbow,
Light Dagger
Dart
Quarterstaff
Sling

Equipment

Adventuring Gear
Common Clothes
Crossbow, light
Crossbow Bolts x40
Dagger x4
Ink
Rod

Favorite Attacks

Crossbow. Ranged Weapon Attack: 1d20 +4, range 80/320ft, one target. Hit 1d8 +1 piercing damage.

Poison Spray. *Cantrip*, 1d20 +7 , range 30ft, one target. Hit 2d12 poison damage.

Magic Missile. 1st-Level Spell. range 120ft. You shoot out three magical darts that each strike an enemy of your choice. Each dart deals 1d4+1 force damage.

Spells

Spell Attack Roll
1d20 +7

Spell Save DC
15

Cantrips Known: 6

Acid Splash. An acidic bubble explodes around an enemy.

Create Bonfire. Flames rise up from the ground.

Green-Flame Blade. A flaming sword appears in your hand.

Poison Spray. See Favorite Attacks

Shocking Grasp. Fire lightning at a creature you touch.

Thaumaturgy. Manifest a minor wonder to show your power.

1st-Level Spell Slots: 4

Burning Hands. A cone of flames shoots forth from you.

Magic Missile. See Favorite Attacks

2nd-Level Spell Slots: 3

Aganazzar's Scorcher. A line of flames emanates from you.

Darkness. You can create a sphere of magical darkness.

Flaming Sphere. You can create a sphere of fire.

Hellish Rebuke. An enemy is surrounded by flames.

3rd-Level Spell Slots: 2

Fireball. A devastating explosion of fire engulfs your enemy.

Scorching Ray. Hurl three fiery rays.

Class Features

Font of Magic - 5 Sorcery points

Use a 2/3/5 sorcery points to create a 1st/2nd/3rd level spell slot.

Quicken Spell. Use 2 Sorcery Points to reduce the casting time of a spell from 1 action to a bonus action.

Twinned Spell. Spend Sorcery Points equal to a spells level to cast it again on another enemy in range.

Other Features

Darkvision. You can see in the dark.

Dragon Ancestor. You have a Red Dragon ancestor.

Hellish Resistance. You are resistant to fire damage.

Speaks. Abyssal, Common, Draconic, Infernal

Speed. 30ft

