



DUNGEONS &amp; DRAGONS®

Nende Friel

CHARACTER NAME

Sorcerer 2

CLASS &amp; LEVEL

Triton

RACE

Adopted

BACKGROUND

Neutral good

ALIGNMENT

Flr

PLAYER NAME

Milestone

EXPERIENCE POINTS

STRENGTH

-1

9

DEXTERITY

+2

14

CONSTITUTION

+2

14

INTELLIGENCE

+1

12

WISDOM

+0

10

CHARISMA

+3

16

INSPIRATION

+2

PROFICIENCY BONUS

- ☐ -1 Strength
- ☐ +2 Dexterity
- ☒ +4 Constitution
- ☐ +1 Intelligence
- ☐ +0 Wisdom
- ☒ +5 Charisma

SAVING THROWS

- ☐ +2 Acrobatics (Dex)
- ☐ +0 Animal Handling (Wis)
- ☒ +3 Arcana (Int)
- ☐ -1 Athletics (Str)
- ☐ +3 Deception (Cha)
- ☐ +1 History (Int)
- ☒ +2 Insight (Wis)
- ☐ +3 Intimidation (Cha)
- ☒ +3 Investigation (Int)
- ☐ +0 Medicine (Wis)
- ☐ +1 Nature (Int)
- ☐ +0 Perception (Wis)
- ☐ +3 Performance (Cha)
- ☐ +3 Persuasion (Cha)
- ☐ +1 Religion (Int)
- ☐ +2 Sleight of Hand (Dex)
- ☐ +2 Stealth (Dex)
- ☒ +2 Survival (Wis)

SKILLS

12

ARMOR CLASS

+2

INITIATIVE

30

(30 swim) SPEED

Hit Point Maximum 13

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 2d6

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

NAME ATK BONUS DAMAGE/TYPE

Dagger	+4	1d4+2/p
Quarterstaff	+1	1d6-1/b
Dart	+4	1d4+2/p

Guiding Bolt: att. +4, dmg 4d6/r

ATTACKS &amp; SPELLCASTING

10

PASSIVE WISDOM (PERCEPTION)

Languages: Elvish, Common, Primordial.

Weapons: Quarterstaff, Sling, Dart, Dagger, Light Crossbow.

Other: Herbalism Kit.

OTHER PROFICIENCIES &amp; LANGUAGES

CP

SP

EP

GP

PP

Quarterstaff, Sling, 20 Dart, Dagger, Backpack, Bedroll, Mess Kit, Tinderbox, 10 Torches, 10 Days of Rations, Waterskin, 50 Feet of Hempen Rope, Scroll Case, Winter Blanket, Common Clothes, Herbalism Kit, Pouch

Weight: 82.25 lb  
Capacity: 135 lb

EQUIPMENT

I love learning about new things, partially about other races and sub-races work. I enjoy puzzles and thinking things through. I always felt out of place, like a swan raised by ducks, or maybe a duck raised by swans...

PERSONALITY TRAITS

Belonging: Everyone should know where they belong (good). Opinions: Everyone is entitled to there own opinions, of course this includes myself (Any).

IDEALS

I must find my birth parents, they have to be out there. All I want is to find a place where I belong.

BONDS

I hoard what's mine, I'm quite possessive. I don't like others touching my things, or parting with what's mine. I am aware that I'm different, making it hard for myself to get close to others.

FLAWS

## Features

Amphibious

Control Air and Water

Divine Magic

Emissary Of The Sea

Favored by the Gods

Font of Magic

Guardians of the Depths

Trust Issues

FEATURES &amp; TRAITS





Nende Friel

CHARACTER NAME

21

AGE

Amber

EYES

1,60m

HEIGHT

Blue

SKIN

98 lbs

WEIGHT

Bright Green

HAIR



CHARACTER APPEARANCE

NAME

SYMBOL

ALLIES & ORGANIZATIONS

Attack when I was twelve, had to flee towards the forbidden tunnels, got lost, then swept away, and ended up with the elves.

With my adoptive brothers and sisters, I tried to help in collecting food. We went out hunting, gathering food. And I tried to help them, but did so in my own way, helped by the arcane powers granted to me by Mizket.

ADDITIONAL FEATURES & TRAITS

CHARACTER background

TREASURE





# Sorcerer 2

SPELLCASTING  
CLASS

CHA

SPELLCASTING  
ABILITY

13

SPELL SAVE DC

+5

SPELL ATTACK  
BONUS

0

## CANTRIPS

*Guidance*  
*Mage Hand*  
*Ray Of Frost*  
*Thaumaturgy*

3

6

1

3

- *Cure Wounds*
- *Fog Cloud*
- *Guiding Bolt*
- *Mage Armor*
- *Sleep*

4

7

2

5

8

9

SPELLS KNOWN