

Sarelia Merrin

CHARACTER NAME

Sorcerer

CLASS & LEVEL

Half Elf

RACE

Artisan

BACKGROUND

PLAYER NAME

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

0

10

DEXTERITY

+3

16

CONSTITUTION

+1

12

INTELLIGENCE

0

10

WISDOM

+1

12

CHARISMA

+3

16

INSPIRATION

+2

PROFICIENCY BONUS

- ☐ 0 Strength
- ☐ +3 Dexterity
- ☒ +3 Constitution
- ☐ 0 Intelligence
- ☐ +1 Wisdom
- ☒ +5 Charisma

SAVING THROWS

- ☒ +5 Acrobatics (Dex)
- ☐ +1 Animal Handling (Wis)
- ☒ +2 Arcana (Int)
- ☐ 0 Athletics (Str)
- ☐ +3 Deception (Cha)
- ☐ 0 History (Int)
- ☒ +3 Insight (Wis)
- ☐ +3 Intimidation (Cha)
- ☒ +2 Investigation (Int)
- ☐ +1 Medicine (Wis)
- ☐ 0 Nature (Int)
- ☒ +3 Perception (Wis)
- ☐ +3 Performance (Cha)
- ☒ +5 Persuasion (Cha)
- ☐ 0 Religion (Int)
- ☐ +3 Sleight of Hand (Dex)
- ☐ +3 Stealth (Dex)
- ☐ +1 Survival (Wis)

SKILLS

16

ARMOR CLASS

+3

INITIATIVE

30

SPEED

Hit Point Maximum 14 20

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 2 3

d6

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

NAME

ATK BONUS

DAMAGE/TYPE

Staff

+2

d8

Fire Bolt

+5

d10 120ft

Sword Burst: All creatures within 5ft make a DC13 Dexterity saving throw or take 1d6 force damage

ATTACKS & SPELLCASTING

13

PASSIVE WISDOM (PERCEPTION)

Languages:

- Common
- Elvish
- Draconic

Tools:

- Glassblower's Tools

OTHER PROFICIENCIES & LANGUAGES

CP

Glassblowing Wand

SP

Explorer's Pack:

EP

-- Backpack

CP

-- Bedroll

CP

-- Mess Kit

CP

-- Tinderbox

EP

-- 10 torches

-- 50ft of rope

EQUIPMENT



Darkvision - 60 feet

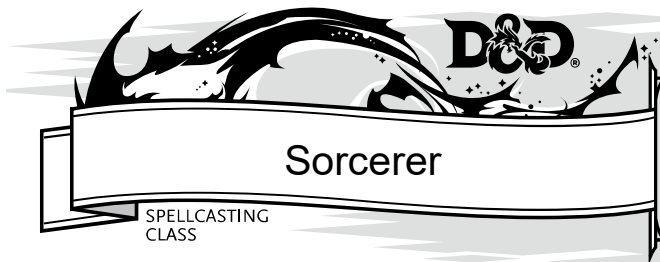
Fey Ancestry: You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Metamagic:

-- Empowered Spell (1pt): When you roll damage for a spell, you can reroll up to 3 of the dice.

-- Quicken Spell (2pt): You can cast a spell with a casting time of one action as a bonus action.

FEATURES & TRAITS



Sorcerer

Charisma (+3)

SPELLCASTING
ABILITY

13

SPELL SAVE DC

+5

SPELL ATTACK
BONUS

0

CANTRIPS

Create Bonfire
Fire Bolt
Mage Hand
Sword Burst

SPELL
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

3

4

Prepared

SPELL NAME

☐ Burning Hands
☐ Charm Person
☐ Chromatic Orb

SPELLS KNOWN

2

2

☐ Shatter

BURNING HANDS

Casting Time: 1 action

Range: 15ft cone

Each creature in the cone must make a DC13 Dex saving throw. 3d6 fire damage, half as much on successful save.

CHARM PERSON

Casting Time: 1 action

Range: 30 feet

Duration: 1 hour

Target must make a DC13 Wis saving throw or be charmed by you, regarding you as a friendly acquaintance. It has advantage on save if you or your companions are fighting it, and the spell ends if you or your companions do anything harmful to it.

CHROMATIC ORB

Casting Time: 1 action

Range: 90 feet

You hurl a small sphere of energy (acid, cold, fire, lightning, poison, or thunder) at a target. Make a ranged spell attack, the target takes 3d8 damage on a hit.

CREATE BONFIRE

Casting Time: 1 action

Range: 60 feet

Duration: Concentration, 1 minute

Until the spell ends, a magical bonfire fills a 5ft cube you can see within range. Any creature in the bonfire's space when you cast the spell must make a DC13 Dex save or take 1d8 fire damage. Creatures must also make this save when they enter the cube for the first time on a turn or end their turn there.

MAGE HAND

Casting Time: 1 action

Range: 30 feet

Duration: 1 minute

You create a spectral, floating hand at a point you choose within range. You can use your action to use the hand to manipulate an object, open an unlocked door or container, etc. The hand cannot attack, activate magic items, or carry more than 10lb.

SHATTER

Casting Time: 1 action

Range: 60 feet

A sudden loud ringing noise, painfully intense, erupts from a point of your choice within range. Each creature in a 10ft radius must make a DC13 Con save. A creature takes 3d8 thunder damage on a failed save, or half as much on a successful one. A creature made of inorganic material has disadvantage on the save. A nonmagical object that isn't being worn or carried also takes the damage if it is in the spell's area.