

DUNGEONS & DRAGONS®

Caster

CHARACTER NAME

Sorcerer

CLASS & LEVEL

Halfling

RACE

Acolyte

BACKGROUND

Chaotic Good

ALIGNMENT

Caster

PLAYER NAME

0/300

EXPERIENCE POINTS

STRENGTH

+0

10

DEXTERITY

+1

12

CONSTITUTION

+0

10

INTELLIGENCE

+0

10

WISDOM

+0

10

CHARISMA

+0

11

+0

INSPIRATION

+2

PROFICIENCY BONUS

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

SAVING THROWS

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

SKILLS

+0

PASSIVE WISDOM (PERCEPTION)

Languages: Common, Halfling, Giant, Goblin.

Armor:

Weapons: Daggers, Quarterstaves, Darts, Slings.

Tools:

OTHER PROFICIENCIES & LANGUAGES

0

ARMOR CLASS

1

INITIATIVE

25

SPEED

Hit Point Maximum 6

3

CURRENT HIT POINTS

0

TEMPORARY HIT POINTS

Total 1d6

1d6

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

NAME

ATK BONUS DAMAGE/TYPE

Dagger

+2

Piercing/1d4

ATTACKS & SPELLCASTING

CP 0

SP 0

EP 0

GP 15

PP 0

Clothes, common (1)
Pouch (1)
Backpack (1)
Crowbar (1)
Hammer (1)
Piton (10)
Torch (10)
Rations (1 day) (10)
Waterskin (1)
Rope, hempen (50 feet) (1)
Amulet (1)

EQUIPMENT

E

PERSONALITY TRAITS

E

IDEALS

E

BONDS

E

FLAWS

FEATURES & TRAITS