

## Tamlin

CHARACTER NAME

Sorcerer (Draconic) [4]

CLASS & LEVEL

Soldier (Captain)

BACKGROUND

Zoe

PLAYER NAME

Half-Elf

RACE

Neutral Good

ALIGNMENT

900

EXPERIENCE POINTS

STRENGTH

17

3

DEXTERITY

19

4

CONSTITUTION

17

3

INTELLIGENCE

16

3

WISDOM

16

3

CHARISMA

20

5

1

INSPIRATION

2

PROFICIENCY BONUS

- SAVING THROWS
- ☐ 3 Strength
  - ☐ 4 Dexterity
  - ☒ 5 Constitution
  - ☐ 3 Intelligence
  - ☐ 3 Wisdom
  - ☒ 7 Charisma

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

17

ARMOR CLASS

4

INITIATIVE

30'

SPEED

Hit Point Maximum 42

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 4

d7

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

I can stare down a Hell Hound without flinching.  
I'm full of inspiring and cautionary tales from my military experience relevant to almost every combat situation.

PERSONALITY TRAITS

Live and let live. Ideals aren't worth killing or going to war for.

IDEALS

I fight for those who cannot protect themselves.

BONDS

I'd rather eat my armour than admit when I'm wrong.

FLAWS

NAME	ATK BONUS	DAMAGE/TYPE
Greatsword	5	2d6 slash
Dagger	5	1d4 pierce
Quarterstaff	5	1d6 bludgeon
Dart	6	1d4 [P] (20/60)
Sling	6	1d4 [B] (30/120)
Light crossbow	6	1d8 [P] (80/320)

ATTACKS & SPELLCASTING

13

PASSIVE WISDOM (PERCEPTION)

Light & medium armour  
Shields  
All simple weapons  
History  
Medicine  
Deception  
Sleight of Hand  
Greatsword

OTHER PROFICIENCIES & LANGUAGES

CP 0

SP 0

EP 0

GP 0

PP 28

Light Crossbow  
Greatsword  
Shield (+2 AC)  
Pack  
Saddle bags  
Riding horse (60', 480lbs)  
Amulet arcane focus  
Staff

EQUIPMENT

Darkvision 60 feet  
Advantage vs Charm, cannot be put to sleep.  
Charisma bonus doubled vs Dragons.  
+1 HP per level.  
Natural AC 13 + Dex mod (16)  
Metamagic:  
Sorcery Points: 3  
Flexible Casting (extra slots)  
2 pts for Lvl 1 slot  
3 pts for Lvl 2 slot  
Empowered Spell  
1 pt to reroll up to Chr bonus damage dice  
Quickened Spell  
2 pts to cast 1 action spell as bonus action

FEATURES & TRAITS



**Tamlin**

CHARACTER NAME

23  
AGE

Emerald  
EYES

5' 6"  
HEIGHT

Golden  
SKIN

114 lbs  
WEIGHT

Gold/Red/Brown  
HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME

SYMBOL

ADDITIONAL FEATURES & TRAITS

CHARACTER BACKSTORY

TREASURE

Trophy taken from a fallen enemy.  
Set of bone dice.





## Tamlin

CHARACTER NAME

Backpacks can hold no more than 30 lbs of gear.

Note weight of items to not exceed the packs 30lbs limit.

Note the quantity of certain items for quick reference.

Your treasure pouch is not part of your backpack so its weight will not count.

### Backpack



Captains Pips

Ink

Pen

Parchment

Apothecaries tools

Signet ring

Sling

Small Pocket 2

Hempen Rope

Grappling Hook

Sack

Small Pocket 3

Waterskin

Tinderbox

Small Pocket 4

### Flap Pouch

Hooded Lantern

Flask

### Middle Pouch

Spyglass

Rations (1 day)

Bed Roll	1
Rope	150'
Ammo	20 Bolts, 2 Daggers, 20 bullets
Torches	3

### Treasure Purse

Copper = 0

Silver = 0

Electrum = 0

Gold = 0

Platinum = 0

Additional Treasure

Main Pouch





## Tamlin

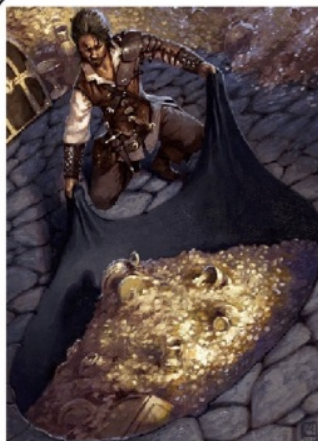
CHARACTER NAME

**Portable Hole:** This fine black cloth, soft as silk, is folded up to the dimensions of a handkerchief. It unfolds into a circular sheet 6 feet in diameter. You can use an action to unfold a *portable hole* and place it on or against a solid surface, whereupon the *portable hole* creates an extradimensional hole 10 feet deep. The cylindrical space within the hole exists on a different plane, so it can't be used to create open passages.

*Source Dungeon Masters Guide p. 186-187*

10' Ladder  
Soap x7  
Tankard of Beer  
Blanket  
Bucket  
Iron pot  
Candles (4)  
Lock  
Chain  
Beer  
Oil  
Crowbar  
Steel mirror  
2P tent  
Umbrella  
Manacles

Sneaky Map  
Mondath's clothes  
Sneaky evil note  
Bad dragon poetry  
Dragon talismans (50,60,70,100gp)  
38 gp  
152 sp  
704 cp



Any creature inside an open *portable hole* can exit the hole by climbing out of it. If the hole is folded up, a creature within the hole's extradimensional space can use an action to make a DC 10 Strength check. On a successful check, the creature forces its way out and appears within 5 feet of the *portable hole* or the creature carrying it. A breathing creature within a closed *portable hole* can survive for up to 10 minutes, after which time it begins to suffocate. Placing a *portable hole* inside an extradimensional space created by a *bag of holding*, *Heward's handy haversack*, or similar item instantly destroys both items and opens a gate to the Astral Plane. The gate originates where the one item was placed inside the other. Any creature within 10 feet of the gate is sucked through it and deposited in a random location on the Astral Plane. The gate then closes. The gate is one-way only and can't be reopened.

*Source Dungeon Masters Guide p. 187*