

Tamlin

CHARACTER NAME

Sorcerer (Draconic) [3]

CLASS & LEVEL

Soldier (Captain)

BACKGROUND

Zoe

PLAYER NAME

Half-Elf

RACE

Neutral Good

ALIGNMENT

900

EXPERIENCE POINTS

STRENGTH

17

3

DEXTERITY

17

3

CONSTITUTION

17

3

INTELLIGENCE

16

3

WISDOM

16

3

CHARISMA

20

5

1

INSPIRATION

2

PROFICIENCY BONUS

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

SAVING THROWS

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

SKILLS

16

ARMOR CLASS

3

INITIATIVE

30'

SPEED

Hit Point Maximum 33

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 3

d6
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	5	1d4 [P] (20/60)
Sling	5	1d4 [B] (30/120)
Light crossbow	5	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

Captains Pips, Ink, Pen
Light Crossbow, 20 Bolts
Greatsword, 2 daggers
Shield (+2 AC), Rations (1 day)
Pack, Saddle bags, Sack
Riding horse (60', 480lbs)
Amulet arcane focus, Staff
Hooded Lantern, Hempen Rope
Waterskin, Tinderbox
Parchment, Soap x7, 10' Ladder
Signet ring, Grappling Hook
Flask, Tankard of Beer
Blanket, Bucket, Iron pot
Candles (4), Lock, Chain, Beer
Spyglass, Sling, 20 bullets
Oil, Crowbar, Steel mirror
2P tent, Umbrella, Manacles

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
Quicken 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

Sorcerer

SPELLCASTING
CLASS

Charisma

SPELLCASTING
ABILITY

15

SPELL SAVE DC

7

SPELL ATTACK
BONUS

0

CANTRIPS

Acid Splash
Blade Ward
Chill Touch
Firebolt
Light
Message
Ray of Frost
Shocking Grasp
True Strike

SPELL
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

4

PROPOSED

SPELL NAME

☐ Mage Armour
☐ Magic Missile
☐ Shield
☐ Witch Bolt

SPELLS KNOWN

2

2

☐ Alter Self
☐ Cloud of Daggers
☐ Enlarge/Reduce
☐ Misty Step
☐ Scorching Ray

3

0

6

0

4

0

7

0

5

0

8

0

9

0