

Tamlin

CHARACTER NAME

Sorcerer (Draconic) [8] Soldier (Captain) Zoe

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Half-Elf

Neutral Good

14000

RACE

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

17

3

DEXTERITY

19

4

CONSTITUTION

17

3

INTELLIGENCE

16

3

WISDOM

16

3

CHARISMA

20

5

1

INSPIRATION

3

PROFICIENCY BONUS

- SAVING THROWS
- ☐ 3 Strength
 - ☐ 4 Dexterity
 - ☒ 6 Constitution
 - ☐ 3 Intelligence
 - ☐ 3 Wisdom
 - ☒ 8 Charisma

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

17

ARMOR CLASS

4

INITIATIVE

30'

SPEED

Hit Point Maximum 74

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 8

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
Sun Blade	9	1d8 slash
Greatsword	5	2d6 slash
Dagger	6	1d4[P], 2d10[PSN]
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: 6
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
Elemental Affinity:
Add Cha bonus to fire spell damage
Spend 1 Sorcery point - fire resistance 1 hour
Dual Wielder: +1 to AC while wielding 2 weapons.

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

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

Sorcerer

SPELLCASTING
CLASS

Charisma

SPELLCASTING
ABILITY

15

SPELL SAVE DC

7

SPELL ATTACK
BONUS

0

CANTRIPS

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

SPELL
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

4

PREPARED

Chromatic Orb SPELL NAME

☐ Mage Armour
☐ Magic Missile
☐ Shield
☐ Witch Bolt

2

3

☐ Alter Self
☐Enlarge/Reduce
☐ Misty Step
☐ Scorching Ray

3

3

☐ Fireball
☐ Water Walk
☐ Fly

4

1

☐ Fire shield
☐ Ice Storm

5

0

6

0

7

0

8

0

9

0

SPELLS KNOWN



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



Flap Pouch

Hooded Lantern

Flask

Small Pocket 1

Captains Pips, Signet Ring

Ink, Pen, Parchment

Sling

Small Pocket 2

Hempen Rope

Grappling Hook

Sack

Small Pocket 3

Waterskin

Tinderbox

Small Pocket 4

Middle Pouch

Spyglass

Rations (1 day)

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

Treasure Purse

Copper = 4

Silver = 2

Electrum = 0

Gold = 1630

Platinum = 0

Additional Treasure

Apothecaries tools

Main Pouch



Tamlin

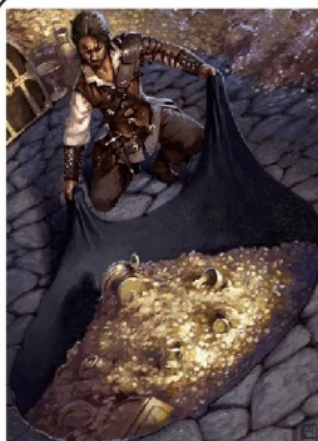
CHARACTER NAME

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
Keys to drake pits
Cool hat to disguise myself
Assassin's clothes



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