DUNGEONS & DRAGONS®

Tamlin
CHARACTER NAME

Sorceror (Draconic) [6]	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)

INSPIRATION 1

PROFICIENCY BONUS 3

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)

PASSIVE WISDOM (PERCEPTION) 13

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

ARMOR CLASS 17

INITIATIVE 4

SPEED 30'

Hit Point Maximum 67

CURRENT HIT POINTS

TEMPORARY HIT POINTS

HIT DICE Total 6, d6

DEATH SAVES SUCCESSES ○○○ FAILURES ○○○

ATTACKS & SPELLCASTING

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)

EQUIPMENT
- 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

PERSONALITY TRAITS
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.

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

BONDS
I fight for those who cannot protect themselves.

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

FEATURES & TRAITS
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

Tamlin

23	5' 6"	114 lbs
AGE	HEIGHT	WEIGHT
Emerald	Golden	Gold/Red/Brown
EYES	SKIN	HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME

SYMBOL

ADDITIONAL FEATURES & TRAITS

CHARACTER BACKSTORY

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

TREASURE

D&D

Sorceror

SPELLCASTING CLASS

Charisma	15	7
SPELLCASTING ABILITY	SPELL SAVE DC	SPELL ATTACK BONUS

0 — CANTRIPS

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

SPELL LEVEL 1 — SLOTS TOTAL **4** — SLOTS EXPENDED

PREPARED / SPELL NAME

- ○ Chromatic Orb
- ○ Mage Armour
- ○ Magic Missile
- ○ Shield
- ○ Witch Bolt
- ○ _____
- ○ _____
- ○ _____
- ○ _____
- ○ _____
- ○ _____
- ○ _____
- ○ _____
- ○ _____

SPELLS KNOWN

2 — 3

- ○ Alter Self
- ○ Enlarge/Reduce
- ○ Misty Step
- ○ Scorching Ray
- ○ _____
- ○ _____
- ○ _____
- ○ _____
- ○ _____
- ○ _____
- ○ _____
- ○ _____
- ○ _____

3 — 3

- ○ Fireball
- ○ Water Walk
- ○ Fly
- ○ _____
- ○ _____
- ○ _____
- ○ _____
- ○ _____
- ○ _____
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- ○ _____
- ○ _____
- ○ _____

4 — 1

- ○ Fire shield
- ○ Ice Storm
- ○ _____
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5 — 0

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6 — 0

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7 — 0

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8 — 0

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9 — 0

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Tamlin

Backpacks can hold no more then 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

Captains Pips, Signet Ring
Ink, Pen, Parchment

Small Pocket 1

Sling

Small Pocket 2

Middle Pouch
Spyglass
Rations (1 day)

Hempen Rope
Grappling Hook
Sack

Small Pocket 3

Waterskin
Tinderbox

Small Pocket 4

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

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
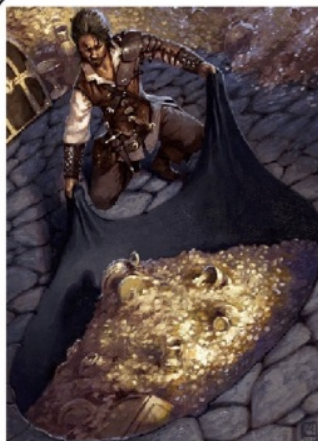
Any creature inside an open *portable hole* can exit the hole by climbing out of it. If the hole is folded up, a creature with in the hole's extradimensional space can use an action to make a DC 10 Strength check. On a successful check, the creature forces its way out and appears within 5 feet of the *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*