

## Tamlin

CHARACTER NAME

Sorcerer (Draconic) [6]

CLASS & LEVEL

Soldier (Captain)

BACKGROUND

Zoe

PLAYER NAME

Half-Elf

RACE

Neutral Good

ALIGNMENT

14000

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 58

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 6

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	7	1d8 slash
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	Light Crossbow
SP	0	Greatsword
EP	0	Shield (+2 AC)
GP	0	Pack
RP	28	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

FEATURES & TRAITS



**Tamlin**

CHARACTER NAME

23

AGE

5' 6"

HEIGHT

114 lbs

WEIGHT

Emerald

EYES

Golden

SKIN

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

SPELL  
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

4

PREPARED

Chromatic Orb SPELL NAME

☐ Mage Armour  
☐ Magic Missile  
☐ Shield  
☐ Witch Bolt

SPELLS KNOWN

2

3

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

3

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☐ Fireball

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## 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 = 100

Platinum = 0

Additional Treasure

### Main Pouch





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**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

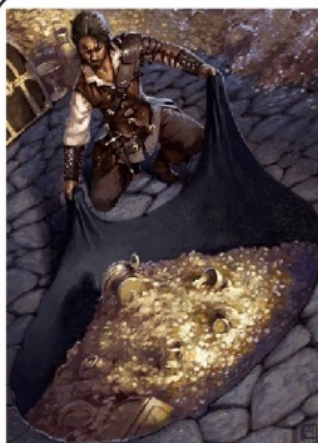
Sneaky evil note

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*