

=== ARMOR ===
Light Armor

=== WEAPONS ===
Crossbow, Light, Dagger, Dart, Longbow,
Longsword, Quarterstaff, Shortbow,
Shortsword, Sling

=== TOOLS ===
Thieves' Tools

=== LANGUAGES ===
Celestial, Common, Draconic, Elvish,
Gnomish, Primordial, Thieves' Cant

=== ACTIONS ===

Standard Actions

Attack, Cast a Spell, Dash, Disengage, Dodge, Help, Hide, Ready, Search, Use an Object, Opportunity Attack, Grapple, Shove, Improvise, Two-Weapon Fighting, Interact with an Object

Sorcery Points • 15 / Long Rest

You have limiteduse - No limited use data available sorcery points that you regain when you finish a long rest.

=== BONUS ACTIONS ===

Convert Sorcery Points

You can use your sorcery points to gain additional spell slots or sacrifice spell slots to gain additional

sorcery points as a bonus action.

Cunning Action

You can take a bonus action on each of your turns to take the Dash, Disengage, or Hide action.

**PROFICIENCIES & LANGUAGES** 

Dragon Wings

You can create (and dismiss) dragon wings as a bonus action to gain a flying speed equal to your current walking speed.

=== SPECIAL ===

Elemental Affinity

When you cast a spell that deals damage of the type associated with your draconic ancestry, you can add +4 to one damage roll of that spell. At the same

ACTIONS

16	16 PASSIVE WISDOM (PERCEPTION)							
22	PASSIVE WISDOM (INSIGHT)							
8 PASSIVE INTELLIGENCE (INVESTIGATION)								
Darkvision 60 ft.								
SENSES								

NAME	HIT	DAMAGE/TYPE	NOTES				
Shocking Grasp	+10	4d8 Lightning	V/S				
Ray of Frost	+4	4d8 Cold	V/S				
Unarmed Strike	+8	3 Bludgeoning					
WEAPON ATTACKS & CANTRIPS							



Sorcerer 15 / Rogue 2 cjt207

CLASS & LEVEL PLAYER NAME

High Elf Haunted One (Milestone)

RACE BACKGROUND EXPERIENCE POINTS

=== SORCERER FEATURES ===

\* Hit Points • PHB 100

\* Proficiencies • PHB 100

\* Spellcasting • PHB 101

You can cast known sorcerer spells using CHA as your spellcasting modifier (Spell DC 18, Spell Attack +10). You can use an arcane focus as a spellcasting focus.

\* Sorcerous Origin • PHB 101

| Draconic Bloodline

\* Dragon Ancestor • PHB 102

You have a specific dragon type as your ancestor. You can speak, read, and write Draconic and you double your proficiency bonus for CHA checks involving dragons.

| Black Dragon • PHB

\* Draconic Resilience • PHB 102 Your max HP increases by 15. When you aren't wearing armor, your AC equals 17.

\* Font of Magic • PHB 101

You have 15 sorcery points that you regain when you finish a long rest. You can use your sorcery points to gain additional spell slots or sacrifice spell slots to gain additional sorcery points as a bonus action.

| Sorcery Points: 15 / Long Rest • 1 Action

| Convert Sorcery Points: 1 Bonus Action

\* Metamagic • PHB 101

You gain the ability to twist spells to suit your needs.

| Empowered Spell • PHB

When you roll damage for a spell, you can spend <strong>1 sorcery point</strong> to reroll up to 4 of the dice. You must use the new rolls and you can use this option even if you've already used another Metamagic option.

| Metamagic - Empowered Spell: Special

| Heightened Spell • PHB

When you cast a spell that forces a creature to make a saving throw, you can spend <strong>3 sorcery points</strong> to give one target of the spell disadvantage on its first saving throw made against the spell.

| Metamagic - Heightened Spell: Special

| Twinned Spell • PHB

You can spend sorcery points equal to a <strong>spell's level</strong> (1 for a cantrip) to target a second creature in range with the same spell, as long as the spell at the level it's being cast is incapable of targeting more than one creature.

| Metamagic - Twinned Spell: Special

- \* Ability Score Improvement PHB 102
- \* Elemental Affinity (Lightning) PHB 102 When you cast a spell that deals damage of the type associated with your draconic ancestry, you can add +4 to one damage roll of that spell. At the same time, you can spend 1 sorcery point to gain resistance to that damage type for 1 hour.
- | Elemental Affinity: Special
- \* Dragon Wings PHB 103

You can create (and dismiss) dragon wings as a bonus action to gain a flying speed equal to your current walking speed.

| 1 Bonus Action

=== ROGUE FEATURES ===

\* Hit Points • PHB 95

\* Proficiencies • PHB 95

\* Expertise • PHB 96

Your proficiency bonus is doubled for any ability check you make for two chosen proficiencies. [6th] Choose two additional proficiencies.

\* Sneak Attack • PHB 96

Once per turn, you can deal an extra 1d6 damage to one creature you hit with an attack with a finesse or ranged weapon if you have advantage on the attack roll. You don't need advantage on the attack roll if another enemy of the target is within 5 ft. of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

| Special

\* Thieves' Cant • PHB 96

You have learned thieves' cant, a secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation. It takes four times longer to convey such a message than it does to speak the same idea plainly.

\* Cunning Action • PHB 96

You can take a bonus action on each of your turns to take the Dash, Disengage, or Hide action.

| 1 Bonus Action

=== HIGH ELF RACIAL TRAITS ===

## **FEATURES & TRAITS**

		NAME	QTY	WEIGHT	NAME	QTY	WEIGHT
	0	Boots of Speed	1				
		Deck of Illusions	1				
<b>€</b>	0	Ring of Jumping	1				
		Potion of Healing (Greater)	10	5 lb.			
	0	Potion of Healing (Superior)	1	0.5 lb.			
		Wand of the War Mage, +3	1				
GP()	2,000	Arcane Focus	2				
	0						
	WEIGHT CARRIED						
	45.5 lb.						
	ENCUMBERED				ATTUNED MAGIC ITEMS	QTY	WEIGHT
	210 lb.						
	PUSH/DRAG/LIFT						
	420 lb.						
			EQU	IPMENT			



Sorcerer 15 / Rogue 2

CLASS & LEVEL

cjt207

PLAYER NAME

High Elf RACE

Haunted One BACKGROUND

EXPERIENCE POINTS

QTY

WEIGHT

(Milestone)

\* Darkvision • BR 23

You can see in darkness (shades of gray) up to 60 ft.

\* Keen Senses • BR 23

You have proficiency in the Perception skill.

\* Fey Ancestry • BR 23

You have advantage on saves against being charmed, and magic can't put you to sleep.

Trance • BR 23

You don't need to sleep, but meditate semiconsciously for 4 hours a day. While meditating, you can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

\* Elf Weapon Training • BR 23

You have proficiency with the longsword, shortsword, shortbow, and longbow.

\* Cantrip • BR 24

You know one cantrip of your choice from the wizard spell list. INT is your spellcasting ability for it.

\* Extra Language • BR 24

You can speak, read, and write one extra language of your choice.

NAME

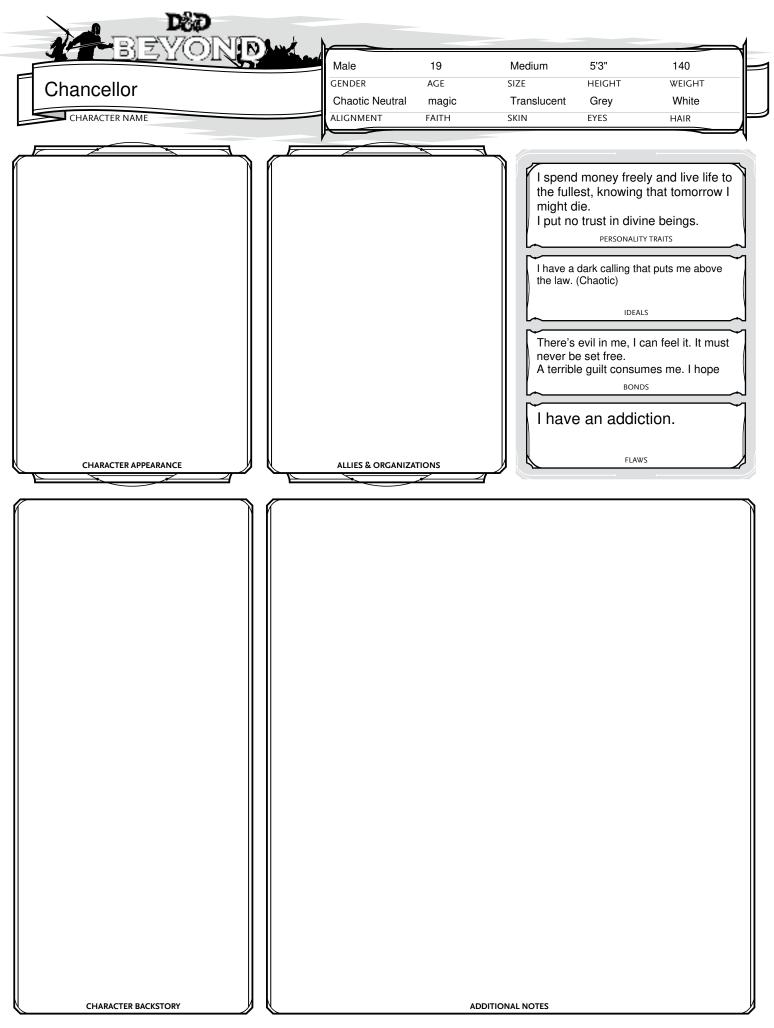
## **ADDITIONAL FEATURES & TRAITS**

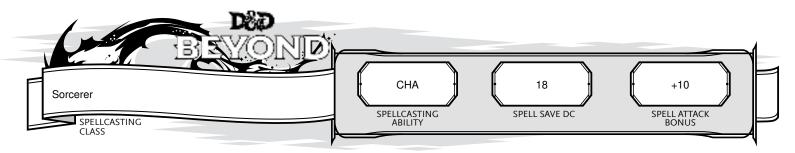
WEIGHT

NAME

QTY

ADDITIONAL EQUIPMENT





					_	1		₹	
			,					•	
PREP	SPELL NAME === CANTRIPS ===	SOURCE (At Will)	SAVE/ATK	TIME	RANGE	COMP	DURATION	PAGE REF	NOTES
0	Frostbite	Sorcerer	CON 18	1A	60 ft.	V,S	Instantaneous	EE 156	V/S
0	True Strike <c></c>	Sorcerer		1A	30 ft.	S	Concentration, up to 1 round	PHB 284	D: 1Rnd, S
О	Shocking Grasp	Sorcerer	+10	1A	Touch	V,S	Instantaneous	PHB 275	V/S
0	Mage Hand	Sorcerer		1A	30 ft.	V,S	1 minute	PHB 256	D: 1m, V/S
О	Gust	Sorcerer	STR 18	1A	30 ft.	V,S	Instantaneous	EE 157	V/S
О	Acid Splash	Sorcerer	DEX 18	1A	60 ft.	V,S	Instantaneous	PHB 211	V/S
0	Ray of Frost	Cantrip	+4	1A	60 ft.	V,S	Instantaneous	PHB 271	V/S
	=== 1st LEVEL ===	4 Slots OOOO							
0	Mage Armor	Sorcerer		1A	Touch	V,S,M	8 hours	PHB 256	D: 8h, V/S/M
0	Magic Missile	Sorcerer		1A	120 ft.	V,S	Instantaneous	PHB 257	V/S
0	False Life	Sorcerer		1A	Self	V,S,M	1 hour	PHB 239	D: 1h, V/S/M
	=== 3rd LEVEL ===	3 Slots OOO							
0	Slow <c></c>	Sorcerer	WIS 18	1A	120 ft./40 ft. Cube	V,S,M	Concentration, up to 1 minute	PHB 277	D: 1m, 40 ft. Cube, V/S/M
0	Fireball	Sorcerer	DEX 18	1A	150 ft./20 ft. Sphere	V,S,M	Instantaneous	PHB 241	20 ft. Sphere, V/S/M
0	Sleet Storm <c></c>	Sorcerer	DEX 18	1A	150 ft./40 ft. Cylinder	V,S,M	Concentration, up to 1 minute	PHB 276	D: 1m, 40 ft. Cylinder, V/S/M
0	Counterspell	Sorcerer		1R	60 ft.	S	Instantaneous	PHB 228	Special: (See Description)*, S
	=== 4th LEVEL ===	3 Slots OOO							
О	Wall of Fire <c></c>	Sorcerer	DEX 18	1A	120 ft.	V,S,M	Concentration, up to 1 minute	PHB 285	D: 1m, V/S/M
0	Dimension Door	Sorcerer		1A	500 ft.	V	Instantaneous	PHB 233	V
0	Vitriolic Sphere	Sorcerer	DEX 18	1A	150 ft./20 ft. Sphere	V,S,M	Instantaneous	EE 170	20 ft. Sphere, V/S/M
	=== 5th LEVEL ===	2 Slots OO							
0	Cone of Cold	Sorcerer	CON 18	1A	Self/60 ft. Cone	V,S,M	Instantaneous	PHB 224	60 ft. Cone, V/S/M
	=== 6th LEVEL ===	1 Slots O							
0	Disintegrate	Sorcerer	DEX 18	1A	60 ft.	V,S,M	Instantaneous	PHB 233	V/S/M
	=== 7th LEVEL ===	1 Slots O							
0	Prismatic Spray	Sorcerer	DEX 18	1A	Self/60 ft. Cone	V,S	Instantaneous	PHB 267	60 ft. Cone, V/S
	=== 8th LEVEL ===	1 Slots O							
0	Earthquake <c></c>	Sorcerer	DEX 18	1A	500 ft.	V,S,M	Concentration, up to 1 minute	PHB 236	D: 1m, V/S/M