

## Chancellor

CHARACTER NAME

Sorcerer 15 / Rogue 2

CLASS & LEVEL

cjt207

PLAYER NAME

High Elf

RACE

Haunted One

BACKGROUND

(Milestone)

EXPERIENCE POINTS

STRENGTH

+2

14

DEXTERITY

+4

18

CONSTITUTION

+5

20

INTELLIGENCE

-2

7

WISDOM

+0

10

CHARISMA

+4

18

- ☐ +2 Strength
- ☐ +4 Dexterity
- ☒ +11 Constitution
- ☐ -2 Intelligence
- ☐ +0 Wisdom
- ☒ +10 Charisma

Saving Throw Modifiers

Advantage against being charmed

SAVING THROWS

- ☐ +4 Acrobatics DEX
- ☐ +0 Animal Handling WIS
- ☒ +4 Arcana INT
- ☐ +2 Athletics STR
- ☐ +4 Deception CHA
- ☐ -2 History INT
- ☒ +12 Insight WIS
- ☐ +4 Intimidation CHA
- ☐ -2 Investigation INT
- ☐ +0 Medicine WIS
- ☐ -2 Nature INT
- ☒ +6 Perception WIS
- ☐ +4 Performance CHA
- ☒ +10 Persuasion CHA
- ☐ -2 Religion INT
- ☐ +4 Sleight of Hand DEX
- ☒ +10 Stealth DEX
- ☒ +12 Survival WIS
- ☐ \_\_\_\_\_
- ☐ \_\_\_\_\_
- ☐ \_\_\_\_\_

SKILLS

+4

INITIATIVE

ARMOR

17

CLASS

Immunities - Magical Sleep

DEFENSES

INSPIRATION

+6

PROFICIENCY BONUS

ABILITY SAVE DC

30 ft. (Walking), 30 ft. (Flying)

SPEED

Max HP

Current HP

Temp HP

168

HIT POINTS

Total 15d6 + 2d8

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

=== 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

PROFICIENCIES & LANGUAGES

=== 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 limited use - 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.

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

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



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EXPERIENCE POINTS

**\* 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.

**ADDITIONAL FEATURES & TRAITS**

NAME

QTY

WEIGHT

NAME

QTY

WEIGHT

**ADDITIONAL EQUIPMENT**



Chancellor

CHARACTER NAME

Male	19	Medium	5'3"	140
GENDER	AGE	SIZE	HEIGHT	WEIGHT
Chaotic Neutral	magic	Translucent	Grey	White
ALIGNMENT	FAITH	SKIN	EYES	HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

I spend money freely and live life to the fullest, knowing that tomorrow I might die.  
I put no trust in divine beings.

PERSONALITY TRAITS

I have a dark calling that puts me above the law. (Chaotic)

IDEALS

There's evil in me, I can feel it. It must never be set free.  
A terrible guilt consumes me. I hope

BONDS

I have an addiction.

FLAWS

CHARACTER BACKSTORY

ADDITIONAL NOTES

Sorcerer

SPELLCASTING  
CLASS

CHA

SPELLCASTING  
ABILITY

18

SPELL SAVE DC

+10

SPELL ATTACK  
BONUS

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

## SPELLS