

Erik Doorhaus

CHARACTER NAME

Sorcerer Lvl II

CLASS & LEVEL

Sage

BACKGROUND

Tyler Disbrow

PLAYER NAME

Human

RACE

ALIGNMENT

64,000

EXPERIENCE POINTS

STRENGTH

9

DEXTERITY

13

CONSTITUTION

15

INTELLIGENCE

14

WISDOM

18

CHARISMA

13

INSPIRATION

+4

PROFICIENCY BONUS

- ☐ -1 Strength
- ☐ +1 Dexterity
- ☒ +6 Constitution
- ☐ +2 Intelligence
- ☒ +8 Wisdom
- ☐ +1 Charisma

SAVING THROWS

- ☐ +1 Acrobatics (Dex)
- ☐ +4 Animal Handling (Wis)
- ☒ +6 Arcana (Int)
- ☐ -1 Athletics (Str)
- ☐ +1 Deception (Cha)
- ☒ +6 History (Int)
- ☒ +8 Insight (Wis)
- ☐ +1 Intimidation (Cha)
- ☐ +2 Investigation (Int)
- ☐ +4 Medicine (Wis)
- ☐ +2 Nature (Int)
- ☐ +4 Perception (Wis)
- ☐ +1 Performance (Cha)
- ☐ +1 Persuasion (Cha)
- ☒ +6 Religion (Int)
- ☐ +1 Sleight of Hand (Dex)
- ☐ +1 Stealth (Dex)
- ☐ +4 Survival (Wis)

SKILLS

12

ARMOR CLASS

+1

INITIATIVE

30 ft

SPEED

Hit Point Maximum

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 11d6

56 HP

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

#1 - Likes to read

#2 - Curious about all types of magic

PERSONALITY TRAITS

Everyone should benefit from, and know about magic. It has the ability to make a better world.

IDEALS

I want to rebuild The Grey Companions to the glory it was more than 1,000 years ago.

BONDS

I am squeamish about disease and germs - it's easy to get infected from blood and dead things!

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Erik's Staff

+3

1d6 Bludgeoning

Erik's Staff (2H)

+3

1d8 Bludgeoning

Firebolt

+12

2d10 Fire

ATTACKS & SPELLCASTING

14

PASSIVE WISDOM (PERCEPTION)

Common

Dwarvish

Amon

Black Speech

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP

PP

EQUIPMENT

**Sage: Researcher (p 137)**

When you attempt to learn or recall a piece of lore, if you do not know that information, you know where and from whom you can obtain it.

**Sorcerer: Font Of Magic / Elvish Bloodline**

You have 12 sorcery Points, and regain them after a long rest

**Metamagic: Careful Spell - 1 Sorcery Point**

Spend 1 sorcery point to have your spell not effect/harm a number of creatures equal to your Wisdom modifier.

**Metamagic: Subtle Spell - 1 Sorcery Point**

Spend 1 sorcery point to cast a spell with no somatic or verbal components.

**Eschew Materials**

Any materials needed for spells [up to 1 gold piece in cost] are not needed when casting.

**Connection With Mana**

Can detect magic at will.

**Bloodline: Twist Of Fate - 2 Sorcery Points**

Can add/remove 1d4 from any dice roll for the cost of 2 sorcery points.

**Metamagic: Quickened Spell - 2 Sorcery Points**

Spend 2 sorcery points to cast a spell with a time of 1 action as 1 bonus action.

FEATURES & TRAITS



Erik Doorhaus

CHARACTER NAME

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME

SYMBOL

ADDITIONAL FEATURES & TRAITS

CHARACTER BACKSTORY

TREASURE



Erik Doorhaus

SPELLCASTING  
CLASS

Wisdom

SPELLCASTING  
ABILITY

16

SPELL SAVE DC

+8

SPELL ATTACK  
BONUS

0

CANTRIPS

3

6

SPELL  
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

PREPARED

4

7

8

2

5

9

SPELLS KNOWN