

Erik Doorhaus

CHARACTER NAME

Sorcerer Lvl 12

CLASS & LEVEL

Sage

BACKGROUND

Tyler Disbrow

PLAYER NAME

Human

RACE

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

9

DEXTERITY

13

CONSTITUTION

15

INTELLIGENCE

14

WISDOM

20

CHARISMA

13

INSPIRATION

+4

PROFICIENCY BONUS

- SAVING THROWS
- ☐ -1 Strength
 - ☐ +1 Dexterity
 - ☒ +6 Constitution
 - ☐ +2 Intelligence
 - ☒ +9 Wisdom
 - ☐ +1 Charisma

- SKILLS
- ☐ +1 Acrobatics (Dex)
 - ☐ +5 Animal Handling (Wis)
 - ☒ +6 Arcana (Int)
 - ☐ -1 Athletics (Str)
 - ☐ +1 Deception (Cha)
 - ☒ +6 History (Int)
 - ☒ +9 Insight (Wis)
 - ☐ +1 Intimidation (Cha)
 - ☐ +2 Investigation (Int)
 - ☐ +5 Medicine (Wis)
 - ☐ +2 Nature (Int)
 - ☐ +5 Perception (Wis)
 - ☐ +1 Performance (Cha)
 - ☐ +1 Persuasion (Cha)
 - ☒ +6 Religion (Int)
 - ☐ +1 Sleight of Hand (Dex)
 - ☐ +1 Stealth (Dex)
 - ☐ +5 Survival (Wis)

12

ARMOR CLASS

+1

INITIATIVE

30 ft

SPEED

Hit Point Maximum

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 12d6

60 HP

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

#1 - Likes to read

#2 - Curious about all types of magic

#3 - Loves experimenting with Enchantment

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

My love and curiosity for magic makes me reckless in its use

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Erik's Staff

+3

1d6 Bludgeoning

Erik's Staff (2H)

+3

1d8 Bludgeoning

Spellfire

+9

2d10 Fire

ATTACKS & SPELLCASTING

15

PASSIVE WISDOM (PERCEPTION)

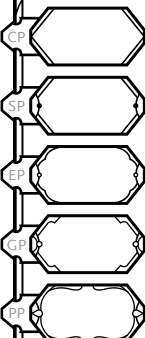
Common

Dwarvish

Amon

Black Speech

OTHER PROFICIENCIES & LANGUAGES



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 13 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

17

SPELL SAVE DC

+9

SPELL ATTACK
BONUS

0

CANTRIPS

3

6

SPELL
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

7

4

8

2

5

9

SPILLS KNOWN