



# DUNGEONS & DRAGONS

Yanix

CHARACTER NAME

Sorcerer

CLASS

Tiefling

RACE

PLAYER NAME

EXPERIENCE POINTS & LEVEL

STRENGTH

8

-1

DEXTERITY

12

+1

CONSTITUTION

15

+2

INTELLIGENCE

15

+2

WISDOM

10

0

CHARISMA

16

+3

SORCEROUS ORIGIN: Wild Magic

WILD MAGIC SURGE

Starting when you choose this origin at 1st level, your spellcasting can unleash surges of untamed magic. Immediately after you cast a sorcerer spell of 1st level or higher, the DM can have you roll a d20. If you roll a 1, roll on the Wild Magic Surge table to create a random magical effect.

TIDES OF CHAOS

Starting at 1st level, you can manipulate the forces of chance and chaos to gain advantage on one attack roll, ability check, or saving throw. Once you do so, you must finish a long rest before you can use this feature again. Any time before you regain the use of this feature, the DM can have you roll on the Wild Magic Surge table immediately after you cast a sorcerer spell of 1st level or higher. You then regain the use of this feature.

WEAPONS

2 Daggers

EQUIPMENT

Arcane Focus

Resistant to Fire Damage

EQUIPMENT

Hit Point Maximum 8

CURRENT HIT POINTS

+2

PROFICIENCY

11

ARMOUR CLASS

+1

INITIATIVE

☐ -1 Strength

☐ +1 Dexterity

☒ +4 Constitution

☐ +2 Intelligence

☐ 0 Wisdom

☒ +5 Charisma

SAVING THROWS

NAME	ATK BONUS	DAMAGE/TYPE
Dagger	+3	1d4 Slashing
Fire Bolt	+5	Cantrip 1d10 fire
Ray of frost	+5	Cantrip 1d8 cold
Mending		Cantrip
Light		Cantrip
Chromatic Orb	+5	3d10 Level 1
Shield	Reaction	+5 AC Level 1

ATTACKS & SPELLCASTING

☐ +1 Acrobatics (Dex)

☐ 0 Animal Handling (Wis)

☒ +4 Arcana (Int)

☐ -1 Athletics (Str)

☐ +3 Deception (Cha)

☐ +2 History (Int)

☐ 0 Insight (Wis)

☐ +3 Intimidation (Cha)

☐ +2 Investigation (Int)

☐ 0 Medicine (Wis)

☐ +2 Nature (Int)

☐ 0 Perception (Wis)

☐ +3 Performance (Cha)

☒ +5 Persuasion (Cha)

☐ +2 Religion (Int)

☐ +1 Sleight of Hand (Dex)

☐ +1 Stealth (Dex)

☐ 0 Survival (Wis)

SKILLS

Spell Save DC: 13  
Spell Attack Modifier: +5  
Speed: 30ft  
Darkvision  
Languages: Common, Infernal  
Proficiencies: Daggers, Darts, Slings, Quarterstaves, Light Crossbows

NOTES