DUNGEONS & DRAGONS®

Sorceror2
CHARACTER NAME

Sorceror 16	Cloistered Scholar	Ben
CLASS & LEVEL	BACKGROUND	PLAYER NAME
Fallen Aasimar	Lawful good	0
RACE	ALIGNMENT	EXPERIENCE POINTS

STRENGTH
-1
9

DEXTERITY
+0
10

CONSTITUTION
+1
12

INTELLIGENCE
+1
13

WISDOM
+2
14

CHARISMA
+3
17

0 INSPIRATION

+5 PROFICIENCY BONUS

SAVING THROWS
- ○ -1 Strength
- ○ +0 Dexterity
- ◉ +6 Constitution
- ○ +1 Intelligence
- ○ +2 Wisdom
- ◉ +8 Charisma

SKILLS
- ○ +0 Acrobatics (Dex)
- ○ +2 Animal Handling (Wis)
- ◉ +6 Arcana (Int)
- ○ -1 Athletics (Str)
- ◉ +8 Deception (Cha)
- ◉ +6 History (Int)
- ◉ +7 Insight (Wis)
- ○ +3 Intimidation (Cha)
- ○ +1 Investigation (Int)
- ○ +2 Medicine (Wis)
- ○ +1 Nature (Int)
- ○ +2 Perception (Wis)
- ○ +3 Performance (Cha)
- ○ +3 Persuasion (Cha)
- ○ +1 Religion (Int)
- ○ +0 Sleight of Hand (Dex)
- ○ +0 Stealth (Dex)
- ○ +2 Survival (Wis)

12 PASSIVE WISDOM (PERCEPTION)

OTHER PROFICIENCIES & LANGUAGES
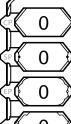Proficiencies:
Daggers, darts, slings, quarterstaffs, light crossbows.

Languages:
[choose one], [choose one], Common, Celestial

10 ARMOR CLASS

+0 INITIATIVE

30 SPEED

Hit Point Maximum 68

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 16d6
HIT DICE

DEATH SAVES
SUCCESSES ○-○-○
FAILURES ○-○-○

ATTACKS & SPELLCASTING

NAME	ATK BONUS	DAMAGE/TYPE
Dagger	+5	1d4/p

Armor: None
Shield: None
TODO: Describe how your character usually attacks or uses spells.

EQUIPMENT
CP 0
SP 0
EP 0
GP 0
PP 0

TODO: list the equipment and magic items your character carries

PERSONALITY TRAITS
TODO: How does your character behave? See the PHB for examples of all the sections below

IDEALS
TODO: What does your character believe in?

BONDS
TODO: Describe what debts your character has to pay, and other commitments or ongoing quests they have.

FLAWS
TODO: Describe your characters interesting flaws.

FEATURES & TRAITS
(See Features Page)
--Celestial Resistance
--Darkvision (120')
--Darkvision (60')
--Eyes of the Dark
--Font of Magic
--Healing Hands
--Hound of Ill Omen
--Library Access
--Light Bearer
--Metamagic
--Necrotic Shroud
--Shadow Walk
--Strength of the Grave
==================
TODO: Describe other features and abilities your character has.

Sorceror 16

SPELLCASTING CLASS

CHA	16	+8
SPELLCASTING ABILITY	SPELL SAVE DC	SPELL ATTACK BONUS

0 CANTRIPS

Acid Splash (V,S)
Blade Ward (V,S)
Friends (S,M) (C)
Light (V,M)

SPELL LEVEL

SLOTS TOTAL   SLOTS EXPENDED

1   4

PREPARED   SPELL NAME

SPELLS KNOWN

- ○ Burning Hands (V,S)
- ○ Disguise Self (V,S)
- ○ Jump (V,S,M)

2   3

- ○ Blur (V) (C)
- ○ Darkness (V,M) (C)
- ○ Invisibility (V,S,M) (C)
- ○ Knock (V)

3   3

- ○ Fireball (V,S,M)
- ○ Fly (V,S,M) (C)

4   3

5   2

6   1

7   1

8   1

9   0