

Sorcerer1

CHARACTER NAME

Sorcerer 20

CLASS & LEVEL

Triton

RACE

Waterdhavian Noble

BACKGROUND

Neutral evil

ALIGNMENT

Ben

PLAYER NAME

0

EXPERIENCE POINTS

STRENGTH

+0

11

DEXTERITY

-1

8

CONSTITUTION

+2

14

INTELLIGENCE

+2

14

WISDOM

+1

12

CHARISMA

+3

16

0

INSPIRATION

+6

PROFICIENCY BONUS

- ☐ +0 Strength
- ☐ -1 Dexterity
- ☒ +8 Constitution
- ☐ +2 Intelligence
- ☐ +1 Wisdom
- ☒ +9 Charisma

SAVING THROWS

- ☐ -1 Acrobatics (Dex)
- ☐ +1 Animal Handling (Wis)
- ☐ +2 Arcana (Int)
- ☐ +0 Athletics (Str)
- ☒ +9 Deception (Cha)
- ☒ +8 History (Int)
- ☒ +7 Insight (Wis)
- ☐ +3 Intimidation (Cha)
- ☐ +2 Investigation (Int)
- ☐ +1 Medicine (Wis)
- ☐ +2 Nature (Int)
- ☐ +1 Perception (Wis)
- ☐ +3 Performance (Cha)
- ☒ +9 Persuasion (Cha)
- ☐ +2 Religion (Int)
- ☐ -1 Sleight of Hand (Dex)
- ☐ -1 Stealth (Dex)
- ☐ +1 Survival (Wis)

SKILLS

9

ARMOR CLASS

-1

INITIATIVE

30 (30 swim)

SPEED

Hit Point Maximum 105

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 20d6

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

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

PERSONALITY TRAITS

TODO: What does your character believe in?

IDEALS

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

BONDS

TODO: Describe your characters interesting flaws.

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Spear

+0

1d6/p

Armor: None

Shield: None

TODO: Describe how your character usually attacks or uses spells.

ATTACKS & SPELLCASTING

11

PASSIVE WISDOM (PERCEPTION)

Proficiencies:

Daggers, darts, slings, quarterstaves, light crossbows.

Languages:

[choose one], Common, Primordial

OTHER PROFICIENCIES & LANGUAGES

CP 0
SP 0
EP 0
GP 0
PP 0

TODO: list the equipment and magic items your character carries

EQUIPMENT

(See Features Page)

--Amphibious
--Bend Luck
--Control Air and Water
--Controlled Chaos
--Emissary Of The Sea
--Font of Magic
--Guardians of the Depths
--Kept in Style
--Metamagic
--Sorcerous Restoration
--Spell Bombardment
--Tides of Chaos
--Wild Magic Surge

TODO: Describe other features and abilities your character has.

FEATURES & TRAITS

Features and Magic Items

Sorcerer1

Subclasses

Subclass: Wild Magic

Your innate magic comes from the wild forces of chaos that underlie the order of creation. You might have endured exposure to some form of raw magic, perhaps through a planar portal leading to Limbo, the Elemental Planes, or the mysterious Far Realm. Perhaps you were blessed by a powerful fey creature or marked by a demon. Or your magic could be a fluke of your birth, with no apparent cause or reason. However it came to be, this chaotic magic churns within you, waiting for any outlet.

Features

Amphibious

Source: Race

You can breathe air and water

Bend Luck

Source: Sorcerer (Wild Magic)

Starting at 6th level, you have the ability to twist fate using your wild magic. When another creature you can see makes an attack roll, an ability check, or a saving throw, you can use your reaction and spend 2 sorcery points to roll 1d4 and apply the number rolled as a bonus or penalty (your choice) to the creature's roll. You can do so after the creature rolls but before any effects of the roll occur.

Control Air and Water

Source: Race (Triton)

A child of the sea, you can call on the magic of elemental air and water. You can cast fog cloud with this trait. Starting at 3rd level, you can cast gust of wind with it, and starting at 5th level, you can also cast wall of water with it (see the spell in the sidebar). Once you cast a spell with this trait, you can't do so again until you finish a long rest. Charisma is your spellcasting ability for these spells.

Controlled Chaos

Source: Sorcerer (Wild Magic)

At 14th level, you gain a modicum of control over the surges of your wild magic. Whenever you roll on the Wild Magic Surge table, you can roll twice and use either number.

Emissary Of The Sea

Source: Race (Triton)

Aquatic beasts have an extraordinary affinity with your people. You can communicate simple ideas with beasts that can breathe water. They can understand the meaning of your words, though you have no special ability to understand them in return.

Font of Magic

Source: Sorcerer

At 2nd level, you tap into a deep wellspring of magic within yourself. This wellspring is represented by sorcery points, which allow you to create a variety of magical effects.

Sorcery Points: You have sorcery points equal to your Sorcerer Level. You can never have more sorcery points than shown on the table for your level. You regain all spent sorcery points when you finish a long rest.

Flexible Casting: You can use your sorcery points to gain additional spell slots, or sacrifice spell slots to gain additional sorcery points. You learn other ways to use your sorcery points as you reach higher levels. You can transform unexpended sorcery points into one spell slot as a bonus action on your turn. The Creating Spell Slots table shows the cost of creating a spell slot of a given level. You can create spell slots no higher in level than 5th. As a bonus action on your turn, you can expend one spell slot and gain a number of sorcery points equal to the slot's level.

1st Level Slot 1-2 sorcery points

2nd Level Slot 1-3 sorcery points

3rd Level Slot 1-5 sorcery points

4th Level Slot 1-6 sorcery points

5th Level Slot 1-7 sorcery points

Guardians of the Depths

Source: Race (Triton)

Adapted to even the most extreme ocean depths, you have resistance to cold damage, and you ignore any of the drawbacks caused by a deep, underwater environment.

Kept in Style

Source: Background (Waterdhavian Noble)

While you are in Waterdeep or elsewhere in the North your house sees to your everyday needs. Your name and signet are sufficient to cover most of your expenses; the inns, taverns, and festhalls you frequent are glad to record your debt and send an accounting to your family's estate in Waterdeep to settle what you owe.

This advantage enables you to live a comfortable lifestyle without having to pay 2 gp a day for it, or reduces the cost of a wealthy or aristocratic lifestyle by that amount. You may not maintain a less affluent lifestyle and use the difference as income—the benefit is a line of credit, not an actual monetary reward.

Metamagic

Source: Sorcerer (Metamagic)

At 3rd level, you gain the ability to twist your spells to suit your needs. You gain two of the following Metamagic options of your choice. You gain another one at 10th and 17th level. You can use only one Metamagic option on a spell when you cast it, unless otherwise noted

Sorcerous Restoration

Source: Sorcerer

At 20th level, you regain 4 expended sorcery points whenever you finish a short rest.

Spell Bombardment

Source: Sorcerer (Wild Magic)

Beginning at 18th level, the harmful energy of your spells intensifies. When you roll damage for a spell and roll the highest number possible on any of the dice, choose one of those dice, roll it again and add that roll to the damage. You can use the feature only once per turn.

Tides of Chaos

Source: Sorcerer (Wild Magic)

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.

Wild Magic Surge

Source: Sorcerer (Wild Magic)

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.

Magic Items

Spell Descriptions

Sorcerer1

Acid Splash

Conjuration Cantrip

Casting Time: 1 action

Duration: Instantaneous

Range: 60 feet

Components: V, S

You hurl a bubble of acid. Choose one creature within range, or choose two creatures within range that are within 5 feet of each other. A target must succeed on a Dexterity saving throw or take 1d6 acid damage.

At Higher Levels: This spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

Banishment

Abjuration Level 4 (concentration)

Casting Time: 1 action

Duration: Concentration, up to 1 minute

Range: 60 feet

Components: V, S, M (An item distasteful to the target)

You attempt to send one creature that you can see within range to another place of existence. The target must succeed on a Charisma saving throw or be banished.

If the target is native to the plane of existence you're on, you banish the target to a harmless demiplane. While there, the target is incapacitated. The target remains there until the spell ends, at which point the target reappears in the space it left or in the nearest unoccupied space if that space is occupied.

If the target is native to a different plane of existence than the one you're on, the target is banished with a faint popping noise, returning to its home plane. If the spell ends before 1 minute has passed, the target reappears in the space it left or in the nearest unoccupied space if that space is occupied. Otherwise, the target doesn't return.

At Higher Levels: When you cast this spell using a spell slot of 5th level or higher, you can target one additional creature for each slot level above 4th.

Blade Ward

Abjuration Cantrip

Casting Time: 1 action

Duration: 1 round

Range: Self

Components: V, S

You extend your hand and trace a sigil of warding in the air. Until the end of your next turn, you have resistance

against bludgeoning, piercing, and slashing damage dealt by weapon attacks.

Blur

Illusion Level 2 (concentration)

Casting Time: 1 action

Duration: Concentration, up to 1 minute

Range: Self

Components: V

Your body becomes blurred, shifting and wavering to all who can see you. For the duration, any creature has disadvantage on attack rolls against you. An attacker is immune to this effect if it doesn't rely on sight, as with blindsight, or can see through illusions, as with truesight.

Burning Hands

Evocation Level 1

Casting Time: 1 action

Duration: Instantaneous

Range: Self (15-foot cone)

Components: V, S

As you hold your hands with thumbs touching and fingers spread, a thin sheet of flames shoots forth from your outstretched fingertips. Each creature in a 15-foot cone must make a Dexterity saving throw. A creature takes 3d6 fire damage on a failed save, or half as much damage on a successful one.

The fire ignites any flammable objects in the area that aren't being worn or carried.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.

Cloudkill

Conjuration Level 5 (concentration)

Casting Time: 1 action

Duration: Concentration, up to 10 minutes

Range: 120 feet

Components: V, S

You create a 20-foot-radius sphere of poisonous, yellow-green fog centered on a point you choose within range. The fog spreads around corners. It lasts for the duration or until strong wind disperses the fog, ending the spell. Its area is heavily obscured.

When a creature enters the spell's area for the first time on a turn or starts its turn there, that creature must make

a Constitution saving throw. The creature takes 5d8 poison damage on a failed save, or half as much damage on a successful one. Creatures are affected even if they hold their breath or don't need to breathe.

The fog moves 10 feet away from you at the start of each of your turns, rolling along the surface of the ground. The vapors, being heavier than air, sink to the lowest level of the land, even pouring down openings.

At Higher Levels: When you cast this spell using a spell slot of 6th level or higher, the damage increases by 1d8 for each slot level above 5th.

Disguise Self

Illusion Level 1

Casting Time: 1 action

Duration: 1 hour

Range: Self

Components: V, S

You make yourself - including your clothing, armor, weapons, and other belongings on your person - look different until the spell ends or until you use your action to dismiss it. You can seem 1 foot shorter or taller and can appear thin, fat, or in between. You can't change your body type, so you must adopt a form that has the same basic arrangement of limbs. Otherwise, the extent of the illusion is up to you.

The changes wrought by this spell fail to hold up to physical inspection. For example, if you use this spell to add a hat to your outfit, objects pass through the hat, and anyone who touches it would feel nothing or would feel your head and hair. If you use this spell to appear thinner than you are, the hand of someone who reaches out to touch you would bump into you while it was seemingly still in midair. To discern that you are disguised, a creature can use its action to inspect your appearance and must succeed on an Intelligence (Investigation) check against your spell save DC.

Fireball

Evocation Level 3

Casting Time: 1 action

Duration: Instantaneous

Range: 150 feet

Components: V, S, M (A tiny ball of bat guano and sulfur)

A bright streak flashes from your pointing finger to a point you choose within range then blossoms with a low roar into an explosion of flame. Each creature in a 20-foot radius must make a Dexterity saving throw. A target takes 8d6 fire damage on a failed save, or half as much damage on a successful one. The fire spreads around corners. It ignites flammable objects in the area that aren't being worn or carried.

At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for each slot level above 3rd.

Fly

Transmutation Level 3 (concentration)

Casting Time: 1 action

Duration: Concentration, up to 10 minutes

Range: Touch

Components: V, S, M (A wing feather from any bird)

You touch a willing creature. The target gains a flying speed of 60 feet for the duration. When the spell ends, the target falls if it is still aloft, unless it can stop the fall.

At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, you can target one additional creature for each slot level above 3rd.

Fog Cloud

Conjuration Level 1 (concentration)

Casting Time: 1 action

Duration: Concentration, up to 1 hour

Range: 120 feet

Components: V, S

You create a 20-foot-radius sphere of fog centered on a point within range. The sphere spreads around corners, and its area is heavily obscured. It lasts for the duration or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the radius of the fog increases by 20 feet for each slot level above 1st.

Friends

Enchantment Cantrip (concentration)

Casting Time: 1 action

Duration: Concentration, up to 1 minute

Range: Self

Components: S, M (A small amount of makeup applied to the face as this spell is cast)

For the duration, you have advantage on all Charisma checks directed at one creature of your choice that isn't hostile toward you. When the spell ends, the creature realizes that you used magic to influence its mood and becomes hostile toward you. A creature prone to violence might attack you. Another creature might seek retribution in other ways (at the DM's discretion), depending on the nature of your interaction with it.

Invisibility

Illusion Level 2 (concentration)

Casting Time: 1 action

Duration: Concentration, up to 1 hour

Range: Touch

Components: V, S, M (An eyelash encased in gum arabic)

A creature you touch becomes invisible until the spell ends. Anything the target is wearing or carrying is invis-

ible as long as it is on the target's person. The spell ends for a target that attacks or casts a spell.

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, you can target one additional creature for each slot level above 2nd.

Jump

Transmutation Level 1

Casting Time: 1 action

Duration: 1 minute

Range: Touch

Components: V, S, M (A grasshopper's hind leg)

You touch a creature. The creature's jump distance is tripled until the spell ends.

Knock

Transmutation Level 2

Casting Time: 1 action

Duration: Instantaneous

Range: 60 feet

Components: V

Choose an object that you can see within range. The object can be a door, a box, a chest, a set of manacles, a padlock, or another object that contains a mundane or magical means that prevents access.

A target that is held shut by a mundane lock or that is stuck or barred becomes unlocked, unstuck, or unbarred. If the object has multiple locks, only one of them is unlocked.

If you choose a target that is held shut with arcane lock, that spell is suppressed for 10 minutes, during which time the target can be opened and shut normally.

When you cast the spell, a loud knock, audible from as far away as 300 feet, emanates from the target object.

Light

Evocation Cantrip

Casting Time: 1 action

Duration: 1 hour

Range: Touch

Components: V, M (A firefly or phosphorescent moss)

You touch one object that is no larger than 10 feet in any dimension. Until the spell ends, the object sheds bright light in a 20-foot radius and dim light for an additional 20 feet. The light can be colored as you like. Completely covering the object with something opaque blocks the light. The spell ends if you cast it again or dismiss it as an action.

If you target an object held or worn by a hostile creature, that creature must succeed on a Dexterity saving throw to avoid the spell.

Teleport

Conjuration Level 7

Casting Time: 1 action

Duration: Instantaneous

Range: 10 feet

Components: V

This spell instantly transports you and up to eight willing creatures of your choice that you can see within range, or a single object that you can see within range, to a destination you select. If you target an object, it must be able to fit entirely inside a 10-foot cube, and it can't be held or carried by an unwilling creature.

The destination you choose must be known to you, and it must be on the same plane of existence as you. Your familiarity with the destination determines whether you arrive there successfully. The DM rolls d100 and consults the table.

Familiarity Mishap Similar Area Off Target On Target

Permanent circle - - - 01-100

Associated object - - - 01-100

Very familiar 01-05 06-13 14-24 25-100

Seen casually 01-33 34-43 44-53 54-100

Viewed once 01-43 44-53 54-73 74-100

Description 01-43 44-53 54-73 74-100

False destination 01-50 51-100 - -

Familiarity. "Permanent circle" means a permanent teleportation circle whose sigil sequence you know. "Associated object" means that you possess an object taken from the desired destination within the last six months, such as a book from a wizard's library, bed linen from a royal suite, or a chunk of marble from a lich's secret tomb. "Very familiar" is a place you have been very often, a place you have carefully studied, or a place you can see when you cast the spell. "Seen casually" is someplace you have seen more than once but with which you aren't very familiar. "Viewed once" is a place you have seen once, possibly using magic. "Description" is a place whose location and appearance you know through someone else's description, perhaps from a map. "False destination" is a place that doesn't exist. Perhaps you tried to scry an enemy's sanctum but instead viewed an illusion, or you are attempting to teleport to a familiar location that no longer exists.

On Target

You and your group (or the target object) appear where you want to.

Off Target

You and your group (or the target object) appear a random distance away from the destination in a random direction. Distance off target is 1d10 x 1d10 percent of the distance that was to be traveled. For example, if you tried to travel 120 miles, landed off target, and rolled a 5 and 3 on the two d10s, then you would be off target by 15 percent, or 18 miles. The DM determines the direction off target randomly by rolling a d8 and designating 1 as north, 2 as northeast, 3 as east, and so on around the points of the compass. If you were teleporting to a coastal city and wound up 18 miles out at sea, you could be in trouble.

Similar Area You and your group (or the target object) wind up in a different area that's visually or thematically similar to the target area. If you are heading for your home

laboratory, for example, you might wind up in another wizard's laboratory or in an alchemical supply shop that has many of the same tools and implements as your laboratory. Generally, you appear in the closest similar place, but since the spell has no range limit, you could conceivably wind up anywhere on the plane.

Mishap The spell's unpredictable magic results in a difficult journey. Each teleporting creature (or the target object) takes 3d10 force damage, and the DM rerolls on the table to see where you wind up (multiple mishaps can occur, dealing damage each time).

Wish

Conjuration Level 9

Casting Time: 1 action

Duration: Instantaneous

Range: Self

Components: V

Wish is the mightiest spell a mortal creature can cast. By simply speaking aloud, you can alter the very foundations of reality in accord with your desires.

The basic use of this spell is to duplicate any other spell of 8th level or lower. You don't need to meet any requirements in that spell, including costly components. The spell simply takes effect. Alternatively, you can create one of the following effects of your choice:

- You create one object of up to 25,000 gp in value that isn't a magic item. The object can be no more than 300 feet in any dimension, and it appears in an unoccupied space you can see on the ground.
- You allow up to twenty creatures that you can see to regain all hit points, and you end all effects on them described in the greater restoration spell.
- You grant up to ten creatures that you can see resistance to a damage type you choose.
- You grant up to ten creatures you can see immunity to a single spell or other magical effect for 8 hours. For instance, you could make yourself and all your companions immune to a lich's life drain attack.
- You undo a single recent event by forcing a reroll of any roll made within the last round (including your last turn). Reality reshapes itself to accommodate the new result. For example, a wish spell could undo an opponent's successful save, a foe's critical hit, or a friend's failed save. You can force the reroll to be made with advantage or disadvantage, and you can choose whether to use the reroll or the original roll.

You might be able to achieve something beyond the scope of the above examples. State your wish to the DM as precisely as possible. The DM has great latitude in ruling what occurs in such an instance; the greater the wish, the greater the likelihood that something goes wrong. This spell might simply fail, the effect you desire might only be partly-achieved, or you might suffer some unforeseen consequence as a result of how you worded the wish. For example, wishing that a villain were dead might propel you forward in time to a period when that villain is no longer alive, effectively

removing you from the game. Similarly, wishing for a legendary magic item or artifact might instantly transport you to the presence of the item's current owner.

The stress of casting this spell to produce any effect other than duplicating another spell weakens you. After enduring that stress, each time you cast a spell until you finish a long rest, you take 1d10 necrotic damage per level of that spell. This damage can't be reduced or prevented in any way. In addition, your Strength drops to 3, if it isn't 3 or lower already, for 2d4 days. For each of those days that you spend resting and doing nothing more than light activity, your remaining recovery time decreases by 2 days. Finally, there is a 33 percent chance that you are unable to cast wish ever again if you suffer this stress.