

## 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



# Sorcerer 20

SPELLCASTING  
CLASS

CHA

SPELLCASTING  
ABILITY

17

SPELL SAVE DC

+9

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

● Burning Hands (V,S)

● Disguise Self (V,S)

● Fog Cloud (V,S) (C)

● Jump (V,S,M)

2

3

● Blur (V) (C)

● Invisibility (V,S,M) (C)

● Knock (V)

3

3

● Fireball (V,S,M)

● Fly (V,S,M) (C)

4

3

● Banishment (V,S,M) (C)

5

3

● Cloudkill (V,S) (C)

6

2

7

2

● Teleport (V)

8

1

9

1

● Wish (V)

SPELLS KNOWN