

## Sorcerer2

CHARACTER NAME

Sorcerer 16

CLASS & LEVEL

Fallen Aasimar

RACE

Cloistered Scholar

BACKGROUND

Lawful good

ALIGNMENT

Ben

PLAYER NAME

0

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

- ☐ -1 Strength
- ☐ +0 Dexterity
- ☒ +6 Constitution
- ☐ +1 Intelligence
- ☐ +2 Wisdom
- ☒ +8 Charisma

SAVING THROWS

- ☐ +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)

SKILLS

10

ARMOR CLASS

+0

INITIATIVE

30

SPEED

Hit Point Maximum 68

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 16d6

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

Dagger

ATK BONUS

+5

DAMAGE/TYPE

1d4/p

Armor: None

Shield: None

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

ATTACKS & SPELLCASTING

12

PASSIVE WISDOM (PERCEPTION)

Proficiencies:

Daggers, darts, slings, quarterstaves, light crossbows.

Languages:

[choose one], [choose one], Common, Celestial

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)

--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.

FEATURES & TRAITS



# Sorcerer 16

SPELLCASTING  
CLASS

CHA

SPELLCASTING  
ABILITY

16

SPELL SAVE DC

+8

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)

● Jump (V,S,M)

3

3

● Fireball (V,S,M)

● Fly (V,S,M) (C)

6

1

7

1

4

3

8

1

2

3

● Blur (V) (C)

● Darkness (V,M) (C)

● Invisibility (V,S,M) (C)

● Knock (V)

5

2

9

0

SPELLS KNOWN