

DUNGEONS & DRAGONS®

Opi

CHARACTER NAME

Sorcerer'

CLASS & LEVEL

Goblin

RACE

Izzet Engineer

BACKGROUND

Chaotic Neutral

ALIGNMENT

Cameron

PLAYER NAME

EXPERIENCE POINTS

STRENGTH

-1

9

DEXTERITY

+4

18

CONSTITUTION

+4

18

INTELLIGENCE

+2

14

WISDOM

+0

11

CHARISMA

+3

17

INSPIRATION

PROFICIENCY BONUS

+2

☐ -1 Strength

☐ +4 Dexterity

☒ +6 Constitution

☐ +2 Intelligence

☐ +0 Wisdom

☒ +5 Charisma

SAVING THROWS

☐ +4 Acrobatics (Dex)

☐ +0 Animal Handling (Wis)

☒ +4 Arcana (Int)

☐ -1 Athletics (Str)

☒ +5 Deception (Cha)

☐ +2 History (Int)

☐ +0 Insight (Wis)

☐ +3 Intimidation (Cha)

☒ +4 Investigation (Int)

☐ +0 Medicine (Wis)

☐ +2 Nature (Int)

☐ +0 Perception (Wis)

☐ +3 Performance (Cha)

☒ +5 Persuasion (Cha)

☐ +2 Religion (Int)

☐ +4 Sleight of Hand (Dex)

☐ +4 Stealth (Dex)

☐ +0 Survival (Wis)

SKILLS

14

ARMOR CLASS

+4

INITIATIVE

30

SPEED

Hit Point Maximum

10

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total have used

1d6

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

If you can guess what I'm about to do, that means I've run out of imagination.

PERSONALITY TRAITS

Half of the world's troubles come from stodgy thinking. We need innovative solutions.

IDEALS

I'm working tirelessly to eventually work alongside Niv-Mizzet.

BONDS

I get bored easily, and if nothing is happening, I'll make something happen.

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Dagger

+6

1d4 P

ATTACKS & SPELLCASTING

10

PASSIVE WISDOM (PERCEPTION)

Common

Goblin

Draconic

Tinker's Tools

OTHER PROFICIENCIES & LANGUAGES

Tinker's Tools

Explorers Pack (bedroll, mess kit, tinderbox, 10 torches, 10 days of rations, waterskin, 50 ft rope)

Izzet Insignia

Hammer

Black and Tackle

3 Daggers

Mizzium Apparatus

bionic arm, spellcast focus

EQUIPMENT

3'9 50lbs

Blue Skin

No hair

brown eyes

- Darkvision (60ft)

- Fury of the Small (when dmg larger creature, +1d4 to dmg, lose long/short rest)

- Nimble Escape (Disengage or Hide as Bonus Action)

- Urban Infrastructure (basic knowledge of building structures)

- Wild Magic Surge (after spell cast, on a 1, roll d100 wild magic)

- Tides of Chaos (gain advantage, long rest, d100 wild magic)

- Mizzium Apparatus

FEATURES & TRAITS

