

Sorcerer lv 1

Hermit

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Human

RACE

ALIGNMENT

EXPERIENCE POINTS

CHARACTER NAME

STRENGTH

9

-1

DEXTERITY

11

0

CONSTITUTION

17

+3

INTELLIGENCE

13

+1

WISDOM

15

+2

CHARISMA

19

+4

INSPIRATION

+2

PROFICIENCY BONUS

- ☐ -1 Strength
- ☐ 0 Dexterity
- ☒ +5 Constitution
- ☐ +1 Intelligence
- ☐ +2 Wisdom
- ☒ +6 Charisma

SAVING THROWS

- ☐ 0 Acrobatics (Dex)
- ☐ +2 Animal Handling (Wis)
- ☒ +3 Arcana (Int)
- ☐ -1 Athletics (Str)
- ☐ +4 Deception (Cha)
- ☐ +1 History (Int)
- ☒ +6 Insight (Wis)
- ☐ +4 Intimidation (Cha)
- ☐ +1 Investigation (Int)
- ☒ +4 Medicine (Wis)
- ☐ +1 Nature (Int)
- ☐ +2 Perception (Wis)
- ☐ +4 Performance (Cha)
- ☐ +4 Persuasion (Cha)
- ☒ +3 Religion (Int)
- ☐ 0 Sleight of Hand (Dex)
- ☐ 0 Stealth (Dex)
- ☐ +2 Survival (Wis)

SKILLS

10

ARMOR CLASS

0

INITIATIVE

30

SPEED

Hit Point Maximum <sup>9</sup>

9

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total

D6

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

crossbow

+2

1d8 pier

dagger

+2

1d4 pier

light crossbow w/ 20 bolts  
2 daggers  
arcane focus

ATTACKS & SPELLCASTING

spellcasting  
sorcerous origin

PASSIVE WISDOM (PERCEPTION)

proficient equipment:  
daggers, darts, slings, light crossbows, herbalism kit

proficient skills: medicine, religion, arcana, insight

Languages: common, elven, draconic

OTHER PROFICIENCIES & LANGUAGES

CP

5 gp

SP

EP

GP

PP

dungeoneer's pack,  
winter blanket,  
common clothes,  
herbalism kit, scroll  
with personal notes

EQUIPMENT

FEATURES & TRAITS



AGE	HEIGHT	WEIGHT
EYES	SKIN	HAIR

CHARACTER NAME

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME

SYMBOL

CHARACTER BACKSTORY

ADDITIONAL FEATURES & TRAITS

TREASURE



SPELLCASTING  
CLASS

Cha

SPELLCASTING  
ABILITY

14

SPELL SAVE DC

+6

SPELL ATTACK  
BONUS

0

CANTRIPS

light  
prestidigitation  
ray of frost  
shocking grasp

3

6

SPELL  
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

2

PREPARED

SPELL NAME

☐ shield  
☐ magic missile

4

7

5

8

9

SPELLS KNOWN