

=== ACTIONS ===

Standard Actions

Attack, Magic, Dash, Disengage, Dodge, Help, Hide, Ready, Search, Utilize, Opportunity Attack, Grapple, Shove, Improvise, Two-Weapon Fighting, Interact with an Object, Study, Influence

=== BONUS ACTIONS ===

Font of Magic: Create Spell Slot Level 1

You can transform 2 unexpended Sorcery Points into a level 1 spell slot, which vanishes when you finish a Long Rest.

Font of Magic: Create Spell Slot Level 2

You can transform 3 unexpended Sorcery Points into a level 2 spell slot, which vanishes when you

finish a Long Rest.

Innate Sorcery • 2 / Long Rest

Twice per Long Rest, you can take a Bonus Action to unleash the simmering magic within you for 1 minute.

=== SPECIAL ===

Font of Magic: Sorcery Points • 3 / Long Rest

You can tap into the wellspring of magic within yourself, which is represented by Sorcery Points (SP). Sorcery Points fuel various magical effects. You have limiteduse - No limited use data available SP and regain all expended points when you finish a Long Pact

ACTIONS

10	PASSIVE PERCEPTION						
12	PASSIVE INSIGHT						
9	PASSIVE INVESTIGATION						
Darkvision 60 ft.							
SENSES							

SKILLS

NAME	HIT	DAMAGE/TYPE	NOTES	_
Unarmed Strike	+1	0 Bludgeoning		
_	WE	EAPON ATTACKS & CANTE	RIPS	



Sorcerer 3 Hellywood
CLASS & LEVEL PLAYER NAME

Half-Elf Custom Background (Milestone)

SPECIES BACKGROUND EXPERIENCE POINTS

=== SORCERER FEATURES ===

* Core Sorcerer Traits • free-rules 139

* Spellcasting • free-rules 139

* Innate Sorcery • free-rules 140
Twice per Long Rest, you can take a Bonus Action to unleash the simmering magic within you for 1 minute.

Activate this effect by clicking on this feature and selecting Activate Innate Sorcery. Deselect it to stop this effect.

| 2 / Long Rest • 1 Bonus Action

* Font of Magic • free-rules 140

You can tap into the wellspring of magic within yourself, which is represented by Sorcery Points (SP). You have 3 SP and regain all expended points when you finish a Long Rest. In addition to fueling effects such as Metamagic, you can use your SP to fuel the options below:

Converting Spell Slots to Sorcery Points. You can expend a spell slot to gain a number of SP equal to the slot's level (no action required).

Creating Spell Slots. As a Bonus Action, you can transform unexpended SP into one spell slot, creating a spell slot no higher than level 5. Any spell slot you create with this feature vanishes when you finish a Long Rest. The conversion is as follows:

- Sorcerer Level 2 | 2 SP -> Spell Slot Level 1
- Sorcerer Level 3 | 3 SP -> Spell Slot Level 2
- Sorcerer Level 5 | 5 SP -> Spell Slot Level 3
- Sorcerer Level 7 | 6 SP -> Spell Slot Level 4
- Sorcerer Level 9 | 7 SP -> Spell Slot Level 5

| Font of Magic: Sorcery Points: 3 / Long Rest • Special

| Font of Magic: Convert Spell Slots: No Action

| Font of Magic: Create Spell Slot Level 1: 1 Bonus

| Font of Magic: Create Spell Slot Level 2: 1 Bonus

* Metamagic • free-rules 141

You can alter spells to suit your needs; you know 2 Metamagic options which can be used to temporarily modify spells you cast.

* Metamagic Options • free-rules 141

| Quickened Spell •

When you cast a spell with a casting time of an action, you can spend 2 Sorcery Points to change the casting time to a Bonus Action for this casting. You can't modify a spell in this way if you've already cast a level 1+ spell on the current turn, nor can you cast a level 1+ spell on the current turn after modifying a spell in this way.

| Metamagic: Quickened Spell: Special

| Twinned Spell •

When you cast a spell that can be cast with a higher-level spell slot to target an additional creature, you can spend 1 Sorcery Point to increase the spell's effective level by 1.

| Metamagic: Twinned Spell: Special

* Sorcerer Subclass • free-rules 141

| Draconic Sorcery

* Draconic Resilience • free-rules 148
Your HP maximum increases by 3, and while you aren't wearing armor, your base AC equals 10 + Dex.

modifier + Cha. modifier.

* Draconic Spells • free-rules 148 When you reach a Sorcerer level specified in the Draconic Spells table, you thereafter always have the listed spells prepared.

=== HALF-ELF SPECIES TRAITS ===

* Darkvision • BR 39

You can see in darkness (shades of gray) up to 60 ft.

* Fey Ancestry • BR 39

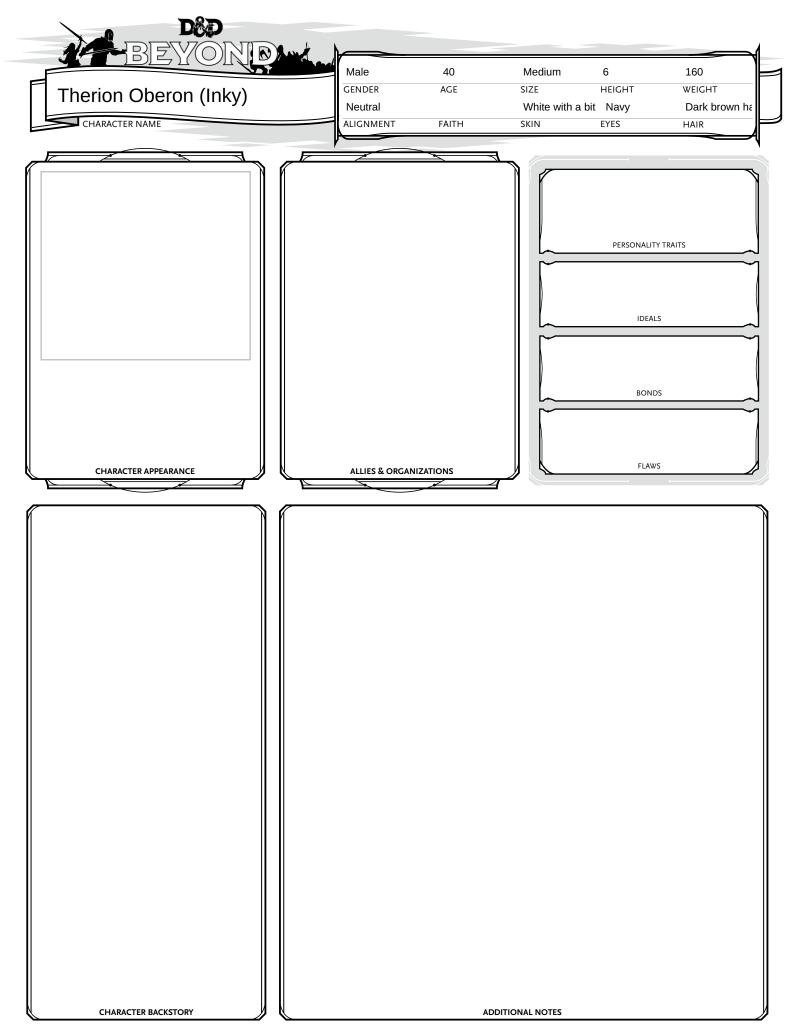
You have advantage on saving throws against being charmed, and magic can't put you to sleep.

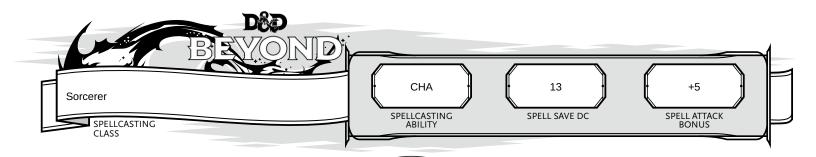
* Skill Versatility • BR 39

You gain proficiency in two skills of your choice.

FEATURES & TRAITS

		NAME	QTY	WEIGHT	NAME	QTY	WEIGHT
	0	Dagger	1	1 lb.			
		Dagger	1	1 lb.			
(<u>)</u>	0	Spear	1	3 lb.			
		Backpack	1	5 lb.			
	0	Crystal	1	1 lb.			
يلار		Oil	2	2 lb.			
	158	Rations	10	20 lb.			
ہالر		Rope	1	5 lb.			
	0	Tinderbox	1	1 lb.			
	WEIGHT CARRIED	Torch	10	10 lb.			
	61 lb.	Waterskin	1	5 lb.			
	ENCUMBERED	Caltrops	20	2 lb.	ATTUNED MAGIC ITEMS	QTY	WEIGHT
	120 lb.	Crowbar	1	5 lb.			
	PUSH/DRAG/LIFT						
	240 lb.						
			EQL	JIPMENT			





PREP SPELL NAME SOURCE SAVE/ATK_TIME RANGE COMP_DURATION PAGE REF_NOTES

=== 1st LEVEL === 4 Slots 0000

P Chromatic Orb Draconic Spells (Always Prepared) +5 1A 90 ft. V,S,M Instantaneous free-rules 249 V/S/M
P Command Draconic Spells (Always Prepared) WIS 13 1A 60 ft. V Instantaneous free-rules 251 V

=== 2nd LEVEL === 2 Slots OO

P Alter Self Draconic Spells (Always Prepared) -- 1A Self V,S Concentration, up to 1 hour free-rules 239 D: 1h, V/S

P Dragon's Breath Draconic Spells (Always Prepared) DEX 13 1BA Touch/15 ft. Cone V,S,M Concentration, up to 1 minute free-rules 266 D: 1m, 15 ft. Cone, V/S/M