Show extra features

DUNGEONS & DRAGONS®

Merle Simmons
CHARACTER NAME

1 Sorcerer (Draconic Sorcery)
LEVEL & CLASS

PLAYER NAME

Sage
BACKGROUND

Human
RACE

Add:
EXPERIENCE

300
Next Level

STRENGTH	-1 (8)
DEXTERITY	+1 (12)
CONSTITUTION	+2 (15)
INTELLIGENCE	+1 (13)
WISDOM	+1 (13)
CHARISMA	+2 (15)

PROF

-1	STR	+1	INT
+1	DEX	+1	WIS
+4	CON	+4	CHA

RESISTANCES

SAVING THROWS

PROF EXP

+1	Acrobatics (Dex)
+1	Animal Handling (Wis)
+3	Arcana (Int)
-1	Athletics (Str)
+4	Deception (Cha)
+3	History (Int)
+3	Insight (Wis)
+4	Intimidation (Cha)
+1	Investigation (Int)
+1	Medicine (Wis)
+1	Nature (Int)
+1	Perception (Wis)
+2	Performance (Cha)
+2	Persuasion (Cha)
+1	Religion (Int)
+1	Sleight of Hand (Dex)
+1	Stealth (Dex) [disadv.]
+1	Survival (Wis)
	Tool

SKILLS

Set Max HP
8
MAXIMUM HIT POINTS

+2
PROFICIENCY BONUS

12
ARMOR CLASS

Temporary Hit Points:
CURRENT HIT POINTS
Heal

+1
INITIATIVE

SUCCESSES
FAILURES
DEATH SAVES

LEVEL	DIE	USED
1	d6+2	

HIT DICE

ENCUMBERED
20 ft
30 ft
SPEED

FEATURE	MAX	RECOVER	USED
Innate Sorcery	2	LR	

LIMITED FEATURES
SR LR Dawn

AC		DESCRIPTION
11	Armor	Padded
	Shield	
1	Dex	Medium Armor / Heavy Armor
	Magic	
	Misc	
	Misc	

ARMOR

INSPIRATION

Show 2nd DC

12
ABILITY SAVE DC
CHARISMA

PROF
ARMOR
Light Medium Heavy Shields

WEAPONS
Simple Martial Other Weapons:

LANGUAGES	TOOLS & OTHERS
Common	Calligrapher's Supplies
Draconic	
Common Sign Language	

PROFICIENCIES

ACTIONS	BONUS ACTIONS	REACTIONS
	Innate Sorcery	

ACTIONS

11
PASSIVE WISDOM (PERCEPTION)

SENSES

NAME	TOTAL

Reload

AMMUNITION

NAME	TOTAL

Reload

AMMUNITION

ATTACK NAME	PROF	ABILITY	RANGE	TO HIT	DAMAGE	DAMAGE TYPE
Chill Touch	✔	Cha	Touch	+4	1d10	Necrotic
Target can't regain HP; Undead dis. on attacks vs. me until my next turn						
DESCRIPTION						
Fire Bolt	✔	Cha	120 ft.	+4	1d10	Fire
Unattended flammable objects ignite						
Sorcerous Burst	✔	Cha	120 ft.	+4	1d8	Acid
(Acid/Cold/Fire/Lightn/Pois/Psy/Thund) dmg; if I roll an 8 add 1d8 dmg(I can add a number of d8's equal to spell mod)						
Unarmed Strike				+0		

ATTACKS: WEAPONS & CANTRIPS

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Sorcerer (Draconic Sorcery), level 1:

- Innate Sorcery (Sorcerer 1, P24 140) [2× per long rest]
  As a Bonus Action twice per Long Rest I can gain the following benefits for 1 min:
  The Spell save DC of my Sorcerer spells goes up by 1.
  I have Adv on attack rolls of Sorcerer spells I cast.
- Spellcasting (Sorcerer 1, P24 139) [4 cantrips & 2 spells prepared]
  I can cast Cantrips and Prepared level 1+ Sorcerer spells with Cha as my Spellcasting Ability and an Arcane Focus as my Spellcasting Focus.
  I can replace a cantrip and a Level 1+ spell each time I gain a Sorcerer level.
  Prepared spells for other Sorcerer features don't count against me & count as Sorcerer spells.

CLASS FEATURES

Add Features

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

Feature Name: Magic Initiate (Wizard) [Origin]

BACKGROUND FEATURE

Human
Resourceful: I gain Heroic Inspiration when I finish a Long Rest.
Versatile : I gain an Origin feat of my choice.

RACIAL TRAITS

ADVENTURING GEAR	#	LB
SUBTOTAL		

ADVENTURING GEAR	#	LB
SUBTOTAL		

ADVENTURING GEAR	#	LB
SUBTOTAL		

ATTUNED MAGICAL ITEMS

CP
SP
EP
GP
PP

WEIGHT CARRIED

CARRYING CAPACITY
120 lb

PUSH/DRAG/LIFT
121 - 240 lb

Add Equipment

EQUIPMENT

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NOTES

ADVENTURING GEAR	#	LB	ADVENTURING GEAR	#	LB
SUBTOTAL			SUBTOTAL		

EXTRA EQUIPMENT

OTHER HOLDINGS

FEAT: Magic Initiate (Wizard) [Origin] [P24 201]; Human bonus feat

I gain 2 Cantrips and 1 1st-level spell of choice from the Wizard spell list, I may swap any one of these spells with another from the Wizard spell list when I gain a level, I may cast the 1st-level spell once without using a spell slot before a long rest, otherwise I may cast it using any spell slots I have.

FEAT:

FEAT:

FEAT:

FEATS

MAGIC ITEM: Attuned

MAGIC ITEM: Attuned

MAGIC ITEM: Attuned

MAGIC ITEM: Attuned

MAGIC ITEM: Attuned

MAGIC ITEMS

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Merle Simmons

CHARACTER NAME

GENDER	AGE	SIZE	HEIGHT	WEIGHT
		Medium		

ALIGNMENT	FAITH	HAIR	EYES	SKIN

CLICK HERE TO CHANGE THIS ICON

HOVER FOR TOOLTIP WITH DIMENSIONS

CHARACTER PORTRAIT

ORGANIZATION

CLICK HERE TO CHANGE THIS ICON

HOVER FOR TOOLTIP WITH DIMENSIONS

SYMBOL

ALLIES & ORGANIZATIONS

APPEARANCE

LIFESTYLE DAILY PRICE

ENEMIES

CHARACTER HISTORY

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Companion Options

COMPANION NAME

RACE | SIZE | HEIGHT | WEIGHT

TYPE | AGE | GENDER | ALIGNMENT

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

PROF

STR | INT

DEX | WIS

CON | CHA

SAVING THROWS

ARMOR CLASS

PROFICIENCY BONUS

Set Max HP

MAXIMUM HIT POINTS

Temporary HP:

Heal

CURRENT HIT POINTS

SUCCESSES

FAILURES

DEATH SAVES

INITIATIVE

SPEED

LEVEL USED

DIE

HIT DICE

ATTACKS PER ACTION

ATTACK NAME | PROF ABILITY | RANGE | TO HIT | DAMAGE | DAMAGE TYPE

DESCRIPTION

ATTACKS

PROF EXP

Acrobatics (Dex)

Animal Handling (Wis)

Arcana (Int)

Athletics (Str)

Deception (Cha)

History (Int)

Insight (Wis)

Intimidation (Cha)

Investigation (Int)

Medicine (Wis)

Nature (Int)

Perception (Wis)

Performance (Cha)

Persuasion (Cha)

Religion (Int)

Sleight of Hand (Dex)

Stealth (Dex)

Survival (Wis)

SKILLS

FEATURES

TRAITS

PASSIVE WISDOM (PERCEPTION)

SENSES

CLICK HERE TO CHANGE THIS ICON

HOVER FOR TOOLTIP WITH DIMENSIONS

COMPANION'S APPEARANCE

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Notes Page Options

NOTES

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Spell Sheet Options

Merle Simmons

CHARACTER NAME

1ST LEVEL	2ND LEVEL	3RD LEVEL	4TH LEVEL	5TH LEVEL	6TH LEVEL	7TH LEVEL	8TH LEVEL	9TH LEVEL
○ ○								

SPELL SLOTS

SORCERER SPELLS

Charisma — SPELLCASTING ABILITY | +4 — ATTACK MODIFIER | DC 12 — SAVING THROW DC

CANTRIPS (0 LEVEL)

SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
Chill Touch	Melee spell attack for 1d10 Necrotic; can't regain HP until my next EoT	—	Necro	1 a	Touch	V,S	Instantaneous	P4	249
Fire Bolt	Spell attack for 1d10 Fire dmg; unattended flammable objects ignite	—	Evoc	1 a	120 ft	V,S	Instantaneous	P4	274
Prestidigitation	Harmless sensory effect, snuff/light fire, clean/soil, chill/warm/flavor, small mark, illusion/trinket; up to 3	—	Trans	1 a	10 ft	V,S	1 h	P4	307
Sorcerous Burst	Spell atk 1 crea 1d8 (Acid/Cold/Fire/Lightn./Poison/Psych/Thndr); +1d8 per 8 (max+0 (Cha))	—	Evoc	1 a	120 ft	V,S	Instantaneous	P4	318

1ST LEVEL

SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
Color Spray	All creatures in area save or Blinded until my next turn ends	Con	Illus	1 a	S:15ft cone	V,S,M	Instantaneous	P4	251
False Life	I gain 2d4+4+5/SL temporary hit points.	—	Necro	1 a	Self	V,S,M	Instantaneous	P4	271

MAGIC INITIATE SPELLS

Charisma — SPELLCASTING ABILITY | +4 — ATTACK MODIFIER | DC 12 — SAVING THROW DC

CANTRIPS (0 LEVEL)

KN	SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
AT WILL	Mending	Repair a single broken object no larger than 1 cu ft; can't restore magic to broken magic item	—	Trans	1 min	Touch	V,S,M	Instantaneous	P4	297
AT WILL	Thunderclap	100-ft rad audible; all creatures but me save or 1d6 Thunder	Con	Evoc	1 a	S:5-ft rad	S	Instantaneous	P4	333

1ST LEVEL

KN	SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
1x LR	Chromatic Orb	Spell atk 3d8 Acid/Cold/Fire/Lghtn/Poison/Thdr; if dup. atk new target in 30ft; leap 1/SL (50gp)	—	Evoc	1 a	90 ft	V,S,M*f*	Instantaneous	P4	249

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DUNGEONS & DRAGONS®

PLAYER REFERENCE

AREA OF EFFECT

ATTACK (ACTION)
Make one melee or ranged attack with a weapon, or multiple attacks with the 'Extra Attack' class feature. (See the 'Attack Action' section below.)

CAST A SPELL (CASTING TIME OF THE SPELL)
Effect depends on the spell being cast.

DASH (ACTION)
Gain your speed as extra movement for this turn.

DISENGAGE (ACTION)
Your movement doesn't provoke opportunity attacks for the rest of the turn.

DODGE (ACTION)
Attack rolls from attackers you can see have disadvantage and you have advantage on Dex saving throws until the start of your next turn, until you become incapacitated or your speed drops to 0.

ESCAPE (ACTION)
Escape a grapple by winning a Str (Athletics) or Dex (Acrobatics) check vs. grappler's Str (Athletics) check.

HELP (ACTION)
Give an ally advantage on next ability check or attack roll vs. an opponent within 5 ft of you, if done before the start of your next turn.

HIDE (ACTION)
Hide from those that can't perceive you. Your Dex (Stealth) check is the DC for anybody's Wis (Perception) check to discover you.

OVERRUN (ACTION OR BONUS ACTION) (DMG 272)
Move through hostile's space once by winning opposing Str (Athletics) check. Advantage if you are larger or disadvantage if you are smaller than the opponent.

READY (ACTION)
Choose an action that you will take in response to a set trigger. Taking the action uses your reaction. Readying a spell requires concentration and expends the spell slot.

SEARCH (ACTION)
Search for something, possibly with a Wis (Perception) or Int (Investigation) check.

TUMBLE (ACTION OR BONUS ACTION) (DMG 272)
Move through hostile's space once by winning opposing Dex (Acrobatics) check.

USE OBJECT (ACTION)
You can interact with an object once per turn for free. A second interaction and special cases take an action to complete (e.g. draw a second weapon, equip a shield, drink a potion, retrieve an item from a backpack).

COMBAT ACTIONS (PHB 192)

MELEE ATTACK (ONE ATTACK)
Normal attack on target within 5 ft. If attacking with a light melee weapon in one hand, allowed to make an attack with a light melee weapon in other hand as a bonus action, see 'Two-Weapon Fighting'. If either weapon has the thrown property, it may be thrown as part of this action.

HALF	+2 AC and Dex saving throws
3/4	+5 AC and Dex saving throws
TOTAL	Can't be targeted directly by attack or spell

COVER (PHB 196)

RANGED ATTACK (ONE ATTACK)
Normal attack if up to normal range (first number). Disadvantage on the attack if up to long range (second number). Disadvantage on the attack if a hostile that is not incapacitated is within 5 ft and can see the attacker.

TWO-WEAPON FIGHTING (BONUS ACTION WITH ATTACK ACTION)
If making an attack with a light melee weapon in one hand, allowed to make an attack with a light melee weapon in other hand as a bonus action. This off-hand attack can't add a positive ability score modifier to the damage roll. If the weapon has the thrown property, it may be thrown as part of this action.

DISARM (INSTEAD OF ONE ATTACK) (DMG 271)
Knock an item from grasp by winning weapon attack roll vs. opponent's Str (Athletics) or Dex (Acrobatics) check. Disadvantage on the weapon attack roll if the item is being held with two or more hands. Larger opponents have advantage and smaller have disadvantage.

GRAPPLE (INSTEAD OF ONE ATTACK)
With a free hand, give the grappled condition to an opponent that is within reach and up to one size larger than you by winning Str (Athletics) check vs. opponent's Str (Athletics) or Dex (Acrobatics) check.

MARK (WITH MELEE ATTACK) (DMG 271)
With a melee attack you can mark the target of that attack. The next opportunity attack against the marked target before the end of your next turn has advantage and doesn't cost you your reaction.

SHOVE (INSTEAD OF ONE ATTACK)
Move opponent 5 ft or make prone by winning opposing Str (Athletics) check. Disadvantage if trying to move the opponent to a side rather than to directly away from you.

ATTACK ACTION (PHB 195)

BLINDED
Fail checks involving sight.
Attacks have disadvantage.
Enemy attacks have advantage.

CHARMED
Can't harm/attack charmer.
Charmer has advantage on ability checks to interact socially.

DEAFENED
Fail checks involving hearing.

LEVEL	EFFECT (CUMULATIVE)
1	Disadvantage on ability checks
2	Speed halved
3	Disadvantage on attacks / saves
4	Hit Point maximum halved
5	Speed reduced to 0
6	Death

EXHAUSTION (PHB 291)

FRIGHTENED
Disadvantage to checks/attacks while the source of fear is in sight.
Can't willingly move closer to the source of fear.

GRAPPLED
Speed 0, regardless of bonus. Ends when grappler is incapacitated or when moved out of grappler's reach by an effect.

INCAPACITATED
Can't take actions or reactions.

INVISIBLE
Can't be seen (normally), but still make noise and tracks.
Attacks have advantage. Enemy attacks have disadvantage.

PARALYZED
Incapacitated. Can't move or speak. Fail Str and Dex saving throws.
Enemy attacks have advantage. Enemy attacks within 5 ft are critical hits.

PETRIFIED
Incapacitated. Can't move or speak. Unaware of surroundings. Resistance to all damage. Immune to poison / disease. Fail Str and Dex saving throws.
Enemy attacks have advantage. Stop aging. Weight increases by factor 10.

POISONED
Disadvantage on attack rolls and ability checks.

PRONE
Crawl (at ½ speed) or stand up (costs ½ speed). Attacks have disadvantage.
Enemy attacks have advantage within 5 ft and disadvantage if further away.

RESTRAINED
Speed 0, regardless of bonus. Disadvantage on Dex saving throws.
Attacks have disadvantage. Enemy attacks have advantage.

STUNNED
Incapacitated. Can't move. Can speak only falteringly.
Fail Str and Dex saving throws. Enemy attacks have advantage.

UNCONSCIOUS
Incapacitated. Can't move or speak. Unaware of surroundings.
Drop everything. Fail Str and Dex saving throws.
Enemy attacks have advantage. Enemy attacks within 5 ft are critical hits.

CONDITIONS (PHB 290)

LIGHTLY OBSCURED	**(dim light)**	Disadvantage on sight Perception checks
HEAVILY OBSCURED	**(darkness)**	Effectively blinded (see conditions)
BLINDSIGHT	Out to range, perceive without sight.	
DARKVISION	Out to range, treat dim light as bright light. Can't see colors.	
TRUESIGHT	Out to range, perceive everything regardless of (magical) darkness, invisibility, illusions, shapechanging, or etherealness.	

LIGHT & VISION (PHB 183)

MOVE (LIMITED BY MOVEMENT SPEED)
You can move your movement speed every turn. You can break up your movement between actions. You can switch back and forth between different types (e.g. from flying to walking), by subtracting the distance already moved from the new speed.

You can freely move through a nonhostile's space, and through a hostile's space if it is two sizes larger or smaller than you. Another creature's space counts as difficult terrain.

CLIMB / SWIM (AT ½ SPEED)
May involve a Str (Athletics) check if the climb / swim is difficult.

CRAWL (AT ½ SPEED)
Crawl while prone (see conditions). Dropping prone costs no movement speed.

DIFFICULT TERRAIN (AT ½ SPEED)
Moving through difficult terrain costs twice as much speed. Another creature's space counts as difficult terrain.

JUMP
After moving at least 10 feet on foot, you can jump your Str score in feet straight forward, or 3 + your Str modifier in feet up. The jump distance is halved when performing a standing jump.

STAND UP (COSTS ½ SPEED)
Standing up from being prone costs half your movement speed for this turn.

MOVEMENT (PHB 182)

FORCED MARCH
Marching more than 8 hours per day requires a Con saving throw at DC 10 + 1 per additional hour, at the end of each additional hour. If failed, suffer one level of exhaustion (see conditions).

PACE	MINUTE	HOUR	DAY	EFFECT
Fast	400 feet	4 miles	30 miles	-5 passive Perception
Normal	300 feet	3 miles	24 miles	—
Slow	200 feet	2 miles	18 miles	Able to use stealth

TRAVEL PACE (PHB 182)

FOOD (ONE POUND PER DAY)
Go without food for 3 + Con modifier of consecutive days (1 day minimum). At the end of each day beyond that, suffer one level of exhaustion (see conditions).

WATER (ONE GALLON PER DAY)
If only half a gallon is consumed, DC 15 Con saving throw at end of day. If failed or consumed less than half, suffer one level of exhaustion, or two levels of exhaustion if currently already exhausted (see conditions).

FALLING
1d6 bludgeoning damage per 10 feet fallen, to a maximum of 20d6. End prone if taken any damage from the fall.

SUFFOCATING
Hold breath for 1 + Con modifier in minutes (30 seconds minimum). After that, survive for Con modifier in rounds, after which drop to 0 hit points and dying.

SHORT REST
A short rest takes 1 hour of doing nothing too strenuous. At the end of the rest, spend hit dice to regain hit points.

LONG REST
A long rest takes 8 hours with nothing too strenuous for more than 1 hour of that. Regain all hit points and half hit dice at end. If food and water are consumed, reduce exhaustion level by 1. Maximum of 1 long rest per 24 hours.

ENVIRONMENT (PHB 183)

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