

Unnamed

CHARACTER NAME



Half-Elf

Neutral Good

Mathew

PLAYER NAME 75854

EXPERIENCE POINTS

STRENGTH 12

0 **INSPIRATION**

4

PROFICIENCY BONUS

DEXTERITY 16 3

/ Strength 7 Dexterity 4 Constitution

5 Intelligence

4 Wisdom 9 Charisma

SAVING THROWS

CONSTITUTION 18 4

INTELLIGENCE

12

O 5 Acrobatics (Dex) 1 6 Animal Handling (Wis)

① 3 Arcana (Int)

1 Athletics (Str)

7 Deception (Cha)

3 History (Int)

6 Insight (Wis)

7 Intimidation (Cha)

9 Investigation (Int)

6 Medicine (Wis)

3 Nature (Int)

12 Perception (Wis)

7 Performance (Cha)

9 Persuasion (Cha)

3 Religion (Int)

7 Sleight of Hand (Dex)

7 Stealth (Dex)

8 Survival (Wis)

SKILLS

14

5 INITIATIVE 30ft SPEED

Hit Point Maximum

42

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total <u>5d8 + 5d8</u>

5d8 + 5d8HIT DICE



I have a very dry personality, and seem unbothered by anything which I can't see the funny side of. Deep down I am very loyal to the people I am close to, but although I appear aloof, I am rooting for them PERSONALITY TRAITS

There's no good pretending to be something that I'm not

IDFALS

I have a strong bond with my family, but they don't have one with me, I want to uncover my sorcerous origins so that I can reconnect with them

BONDS

My noble upbringing and demeanour makes it hard for me to connect with people, and I appear disconnected from the world

FLAWS

WISDOM	
18	

CHARISMA 20 5

NAME	ATK BONUS	DAMAGE/TYPE
Dagger	+7	1d4+3 p
Shortbow	+7	1d3+3 p
Produce Flame	+8	2d8 f
Unarmed Strike	+5	2 b

A glass orb filled with moving smoke, known as Dagmar

Stiletto Dagger:

Advantage on stealth checks to conceal

Ice and Fire damage

Arcane Focus:

Resistances:

ATTACKS & SPELLCASTING

Font of Magic

- · Sorcery Points (11)
- · Flexible Casting

Metamagic

- · Heightened Spell
- · Twinned Spell
- · Quickened Spell

Draconic Bloodline

- · Dragon Ancestor
- · Draconic Resilience
- · Elemental Affinity

Noble

· Position of Privilege

Feats

- · Observant
- · Spell Sniper

Magical Items

- · Ring of Mind Shielding
- · Wand of Web (7)
- · Stiletto Dagger
- · Ring of Fire Resistance (loaned)

17 PASSIVE WISDOM (PERCEPTION)

Languages:

Common, Deep Speech, Druic, Elvish

Light Armor, Medium Armor, Shields Weapons: Crossbow, Hand, Longsword, Rapier,

Shortsword, Simple Weapons

Flute, Herbalism Kit, Lute, Lyre, Thieves' Tools

OTHER PROFICIENCIES & LANGUAGES

a Dagger, a Shortbow, a Backpack, a Bedrool, 5 Candles, a set of extra Clothes, a Costume, 5 days of Rations, a Waterskin, a Disguise Kit, a Lyre

800

0

0

FEATURES & TRAITS



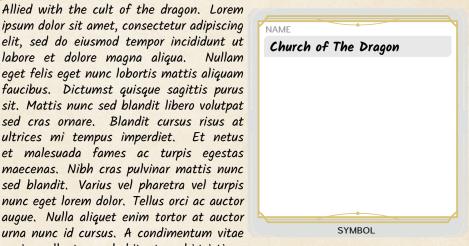
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CHARACTER NAME

24	5'3"	901bs
AGE	HEIGHT	WEIGHT
Green	Reflective	Short brown
EYES	SKIN	HAIR

The character is short and stout, With small arms. Lorem ipsum dolor sit amet, consectetur adipiscing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua. Nullam eget felis eget nunc lobortis mattis aliquam faucibus. Dictumst quisque sagittis purus sit. Mattis nunc sed blandit libero volutpat sed cras ornare. Blandit cursus risus at ultrices mi tempus Et netus et malesuada imperdiet. fames ac turpis egestas maecenas. Nibh cras pulvinar mattis nunc sed blandit. Varius vel pharetra vel turpis nunc eget lorem dolor.

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CHARACTER APPEARANCE

Born of a volcanic eruption this Lorem ipsum dolor sit amet, consectetur adipiscing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua. Nullam eget felis eget nunc lobortis mattis aliquam faucibus. Dictumst quisque sagittis purus sit. Mattis nunc sed blandit libero volutpat sed cras ornare. Blandit cursus risus at ultrices mi tempus Et netus et malesuada imperdiet. fames ac turpis egestas maecenas. Nibh cras pulvinar mattis nunc sed blandit. Varius vel pharetra vel turpis nunc eget lorem dolor. Tellus orci ac auctor augue. Nulla aliquet enim tortor at auctor urna nunc id cursus. A condimentum vitae sapien pellentesque habitant morbi tristique. Viverra suspendisse potenti nullam ac Quam lacus suspendisse faucibus interdum posuere lorem ipsum dolor. Nisl condimentum id venenatis a. Dui nunc mattis enim ut tellus elementum sagittis.

ALLIES & ORGANIZATIONS

Capable of rolling around like a regular orb. Lorem ipsum dolor sit amet, consectetur adipiscing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua. Nullam eget felis eget nunc lobortis mattis aliquam faucibus. Dictumst quisque sagittis purus sit. Mattis nunc sed blandit libero volutpat sed cras ornare. Blandit cursus risus at ultrices mi tempus imperdiet. Et netus et malesuada fames ac turpis egestas maecenas. Nibh cras pulvinar mattis nunc sed blandit. Varius vel pharetra vel turpis nunc eget lorem dolor. Tellus orci ac auctor augue. Nulla aliquet enim tortor at auctor urna nunc id cursus. A condimentum vitae sapien pellentesque habitant morbi tristique. Viverra suspendisse potenti nullam ac tortor. Quam lacus suspendisse faucibus interdum posuere lorem ipsum dolor. Nisl condimentum id venenatis a. Dui nunc mattis enim ut tellus elementum sagittis.

ADDITIONAL FEATURES & TRAITS

A small pouch with a single silve piece. Lorem ipsum dolor sit amet, consectetur adipiscing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua. Nullam eget felis eget nunc lobortis mattis aliquam faucibus. Dictumst quisque sagittis purus sit. Mattis nunc sed blandit libero volutpat sed cras ornare. Blandit cursus risus at ultrices mi tempus imperdiet. Et netus et malesuada fames ac turpis egestas maecenas. Nibh cras pulvinar mattis nunc sed blandit. Varius vel pharetra vel turpis nunc eget lorem dolor. Tellus orci ac auctor augue. Nulla aliquet enim tortor at auctor urna nunc id cursus. A condimentum vitae sapien pellentesque habitant morbi tristique. Viverra suspendisse potenti nullam ac tortor. Quam lacus suspendisse faucibus interdum posuere lorem ipsum dolor. Nisl condimentum id venenatis a. Dui nunc mattis enim ut tellus elementum sagittis.

CHARACTER background

TREASURE



Bard

SPELLCASTING CLASS CHA

SPELLCASTING ABILITY 17
SPELL SAVE DC

9

SPELL ATTACK BONUS

0 CANTRIPS	3 3	6 /
Chill Touch (V, S)	O Liebaine Pole (V. S. M.)	
Eldrich Blast (V, S) (Spell Sniper)	O Lighting Bolt (V, S, M)	O_Investiture of Ice (V, S) O_Chain Lightning (V, S, M)
Light (V, M)	0	
Mage Hand (V, S)	0	0
Message (V, S, M)	0	0
Mending (V, S, M)	0	0
Ray of Frost (V, S)	0	0
Kay or Prost (v, 3)	0	0
	0	0
SLOTS TOTAL SLOTS EXPENDED	0	0
	0	
1 4	0	7
	0	
O False Life (V, S, M)	0	0
O_Magic Missile (V, S)		0
0	4 3	0
0		0
0	O Blight (V, S)	0
0	O <u>Dominate Beast (V, S)</u>	0
O	O Greater Invisibility (V, S)	0
O	O_lce Storm (V, S, M)	0
O	0	0
0	0	
0	0	8
0	0	
0	0	0
	0	0
2 3	0	0
	0	0
○ Misty Step (V)	0	0
○ Scorching Ray (V, S)		0
○ Web (V, S, M (Wand of Web)	5 2	0
O		
O	○ <u>Telekinesis (V, S)</u>	9
O	0	
0	0	0
0	0	0
O	0	0
0	0	0
0	0	0
0	0	0



Druid

SPELLCASTING CLASS WIS

SPELLCASTING ABILITY 16
SPELL SAVE DC

8

SPELL ATTACK BONUS

0 CANTRIPS	3 3	6 1
Chill Touch (V, S)	○ Lighting Bolt (V, S, M)	O Investiture of Ice (V, S)
Eldrich Blast (V, S) (Spell Sniper)	O	Chain Lightning (V, S, M)
Light (V, M)	0	O
Mage Hand (V, S)	0	0
Message (V, S, M)	0	0
Mending (V, S, M)	0	0
Ray of Frost (V, S)	0	0
	0	0
	0	0
SLOTS TOTAL SLOTS EXPENDED	0	
1 4	0	
1 4	0	[7]
	0	
O_False Life (V, S, M)		0
O_Magic Missile (V, S)		0
0	4 3	0
0		0
0	O Blight (V, S)	0
0	O Dominate Beast (V, S)	0
0	O Greater Invisibility (V, S)	0
0	O_lce Storm (V, S, M)	0
0	0	0
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2 3	0	0
	0	0
○ Misty Step (V)	0	0
○ <u>Scorching Ray (V, S)</u>		0
○ _ Web (V, S, M (Wand of Web)	5 2	0
O		
O	○ Telekinesis (V, S)	9
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0	0	0
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Sorcerer

SPELLCASTING CLASS CHA

SPELLCASTING ABILITY 17
SPELL SAVE DC

9

SPELL ATTACK BONUS

CANITRIDG	2	
0 CANTRIPS	3 3	6 /
Chill Touch (V, S)	○ Lighting Bolt (V, S, M)	O_Investiture of Ice (V, S)
Eldrich Blast (V, S) (Spell Sniper)	0	○ Chain Lightning (V, S, M)
Light (V, M)	0	0
Mage Hand (V, S)	0	0
Message (V, S, M)	0	0
Mending (V, S, M)	0	0
Ray of Frost (V, S)	0	0
	0	0
	0	0
		<u> </u>
	0	
1 4	0	7
	0	
O_False Life (V, S, M)	0	o o
O Magic Missile (V, S)		0
·		
0	4 3	0
0		0
0	○ Blight (V, S)	0
0	○ <u>Dominate Beast (V, S)</u>	0
0	○ Greater Invisibility (V, S)	0
0	O_Ice Storm (V, S, M)	0
	O	0
<u> </u>		O
0	0	
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	0	0
	0	0
2 3	0	
	0	0
O _ Misty Step (V)	0	0
○ Scorching Ray (V, S)		0
○ Web (V, S, M (Wand of Web)	5 2	0
0		
	O_Telekinesis (V, S)	
0		9
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