

Sorcelor the Sorcerer

CHARACTER NAME

Sorcerer, Level 0

CLASS & LEVEL

Human

RACE

BACKGROUND

ALIGNMENT

PLAYER NAME

EXPERIENCE POINTS

+1

PROFICIENCY BONUS

✗

INSPIRATION

10

+0

STRENGTH

These are skills

10

+0

DEXTERITY

Proficient, y/n?

10

+0

CONSTITUTION

10

+0

INTELLIGENCE

10

+0

WISDOM

14

+2

CHARISMA

✗

PASSIVE WISDOM (PERCEPTION)

10

ARMOR CLASS

✗

INITIATIVE

30ft.

SPEED

HIT POINT MAXIMUM 6

Health

CURRENT HIT POINTS

✗

TEMPORARY HIT POINTS

Total

✗

HIT DICE

SUCCESS

✗

FAILURES

DEATH SAVED

NAME

ATK BONUS

DAMAGE/TYPE

Ice Bolt

+3

1d10 / Cold

Attack Bonus (Bonus Chance to hit on attacks):

Sorcerer spells get a Charisma Bonus (+2)

+ Proficiency Bonus (+1)

= Bonus Chance to Hit (+3)

Attack Damage against enemy hit points:

Ice Bolt attack damage

Roll one 1 sided die (1d10)

Spell damage comes from a list of spells in the player's handbook.

ATTACKS & SPELLCASTING

✗

PERSONALITY TRAITS

✗

IDEALS

✗

BONDS

✗

FLAWS

(Spell) Prestidigitation

This spell is a minor magical trick that novice spellcasters use for practice. You create one of the following magical effects within range.

- You create an Instantaneous, harmless sensory effect, such as a shower of sparks, a puff of wind, faint musical notes, or an odd odor.
- You instantaneously light or snuff out a Candle, a torch, or a small campfire.
- You instantaneously clean or soil an object no larger than 1 cubic foot.
- You chill, warm, or flavor up to 1 cubic foot of nonliving material for 1 hour.
- You make a color, a small mark, or a Symbol appear on an object or a surface for 1 hour.
- You create a nonmagical trinket or an illusory image that can fit in your hand and that lasts until the end of your next turn.

If you cast this spell multiple times, you can have up to three of its non-instantaneous effects active at a time, and you can dismiss such an effect as an action.

FEATURES & TRAITS

Languages: Common

Proficient with equipment:
Light Armor, Staves

Proficient at skills: Arcana,
Insight, Perception

OTHER PROFICIENCIES & LANGUAGES

Armor: Red Cloak (10 Armor)
Glowing Jewel Necklace

EQUIPMENT & CHARACTER NOTES