

Thia Nailo

CHARACTER NAME

3 Wild Mage  
LEVEL & CLASS

Urchin  
BACKGROUND

Elf, High  
RACE

Georgia  
PLAYER NAME

900  
EXPERIENCE

2,700  
Next Level

STRENGTH

-1

8

DEXTERITY

+1

13

CONSTITUTION

+2

15

INTELLIGENCE

+1

13

WISDOM

0

10

CHARISMA

+2

15

STR -1 INT +1  
DEX +1 WIS 0  
CON +4 CHA +4

RESISTANCES

Adv. vs. being charmed; Magic  
can't put me to sleep

SAVING THROWS

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

SKILLS

18  
MAXIMUM  
HIT POINTS

+2  
PROFICIENCY  
BONUS

11  
ARMOR  
CLASS

Temporary Hit Points:

CURRENT HIT POINTS

+1

INITIATIVE

SUCCESSSES

FAILURES

DEATH  
SAVES

LEVEL DIE USED

3 d6+2

HIT DICE

ENCUMBERED

20 ft

30 ft

SPEED

| FEATURE                        | MAX | RECOVER | USED |
|--------------------------------|-----|---------|------|
| Tides of Chaos                 | 1   | LR      |      |
| Font of Magic (Sorcery points) | 3   | LR      |      |
|                                |     |         |      |
|                                |     |         |      |
|                                |     |         |      |
|                                |     |         |      |
|                                |     |         |      |
|                                |     |         |      |
|                                |     |         |      |
|                                |     |         |      |

LIMITED FEATURES

| ACTIONS | BONUS ACTIONS | REACTIONS |
|---------|---------------|-----------|
|         | Font of Magic |           |
|         |               |           |
|         |               |           |
|         |               |           |
|         |               |           |
|         |               |           |
|         |               |           |
|         |               |           |
|         |               |           |
|         |               |           |

ACTIONS

12

PASSIVE WISDOM (PERCEPTION)

Darkvision 60 ft

SENSES

NAME TOTAL  
Bolts 20

↑↑↑↑↑↑↑↑↑↑↑↑↑↑↑↑↑↑

AMMUNITION

NAME TOTAL

↑↑↑↑↑↑↑↑↑↑↑↑↑↑↑↑↑↑

AMMUNITION

| ATTACK NAME                                   | PROF ABILITY | RANGE           | TO HIT | DAMAGE | DAMAGE TYPE |
|---|--------------|-----------------|--------|--------|-------------|
| Light Crossbow                                | ✓ Dex        | 80/320 ft       | +3     | 1d8+1  | Piercing    |
| Ammunition, loading, two-handed               |              |                 |        |        |             |
| DESCRIPTION                                   |              |                 |        |        |             |
| Dagger  | ✓ Dex        | Melee, 20/60 ft | +3     | 1d4+1  | Piercing    |
| Finesse, light, thrown                        |              |                 |        |        |             |
| Fire Bolt                                     | ✓ Cha        | 120 ft          | +4     | 1d10   | Fire        |
| Unattended flammable objects ignite (PHB 241) |              |                 |        |        |             |
|   |              |                 |        |        |             |
|   |              |                 |        |        |             |
|   |              |                 |        |        |             |
|   |              |                 |        |        |             |
|   |              |                 |        |        |             |
|   |              |                 |        |        |             |
|   |              |                 |        |        |             |
|   |              |                 |        |        |             |
|   |              |                 |        |        |             |

ATTACKS: WEAPONS & CANTRIPS

| AC | DESCRIPTION  |
|----|--|
| 10 | Armor Unarmored  |
|    | Shield   |
| 1  | Dex <input type="radio"/> Medium Armor <input type="radio"/> Heavy Armor |
|    | Magic  |
|    | Misc   |
|    | Misc   |

ARMOR

INSPIRATION

12 ABILITY SAVE DC CHARISMA INTELLIGENCE 11

| ARMOR  | WEAPONS  |
|--|--|
| <input type="radio"/> Light <input type="radio"/> Medium <input type="radio"/> Heavy <input type="radio"/> Shields | <input type="radio"/> Simple <input type="radio"/> Martial <input checked="" type="radio"/> Other Weapons: |
|  | Dagger, Dart, Light Crossbow, Longbow, Longsword, Quarterstaff, Shortbow                                   |
| LANGUAGES  | TOOLS & OTHERS   |
| Common   | Disguise kit   |
| Elvish   | Thieves' tools   |
| Sylvan   |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |

PROFICIENCIES

- **Tides of Chaos (Wild Magic 1, PHB 103)** [1× per long rest]
  - I can gain advantage on either one attack roll, ability check, or saving throw
  - After I cast a 1st-level or higher sorcerer spell, the DM can impose a Wild Magic Surge
  - After I roll on the Wild Magic Surge table, I regain my use of Tides of Chaos
- **Wild Magic Surge (Wild Magic 1, PHB 103)**
  - Wild Magic Surges happen 5% of the time that I cast a sorcerer spell (PHB 104)
  - This doesn't happen with cantrips and I only take this chance if the DM tells me to
- **Font of Magic (Sorcerer 2, PHB 101)** [Sorcery points, 3× per long rest]
  - As a bonus action, I can use sorcery points to create spell slots and vice versa
  - I can convert spell slots to sorcery point at a rate of 1 point per spell slot level
  - I can convert sorcery point to spell slots at the following rate:
    - Level 1 for 2 sorcery points; level 2 for 3 sorcery points; level 3 for 5 sorcery points
    - Level 4 for 6 sorcery points; level 5 for 7 sorcery points
- **Metamagic (Sorcerer 3, PHB 101)** [2 known]
  - Use the "Choose Features" button above to add a Metamagic option to the third page
  - I can use only 1 Metamagic option on a spell unless otherwise written
- **Spellcasting (Sorcerer 1, PHB 101)** [4 cantrips & 4 spells known]
  - I can cast sorcerer cantrips/spells that I know, using Charisma as my spellcasting ability
  - I can use an arcane focus as a spellcasting focus





Thia Nailo

CHARACTER NAME

Female  
GENDER

200  
AGE

Medium  
SIZE

5'9"  
HEIGHT

145lbs  
WEIGHT

Chaotic Neutral  
ALIGNMENT

FAITH

Black  
HAIR

Green  
EYES

Alabaster  
SKIN

CHARACTER PORTRAIT

ALLIES & ORGANIZATIONS

ORGANIZATION

SYMBOL

APPEARANCE

Modest

LIFESTYLE

DAILY PRICE

1 gp

ENEMIES

CHARACTER HISTORY



COMPANION  
NAME

|      |      |        |           |
|------|------|--------|-----------|
| RACE | SIZE | HEIGHT | WEIGHT    |
| TYPE | AGE  | GENDER | ALIGNMENT |

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

|                           |                           |
|---------------------------|---------------------------|
| <input type="radio"/> STR | <input type="radio"/> INT |
| <input type="radio"/> DEX | <input type="radio"/> WIS |
| <input type="radio"/> CON | <input type="radio"/> CHA |

SAVING THROWS

ARMOR  
CLASS

PROFICIENCY  
BONUS

MAXIMUM  
HIT POINTS

Temporary HP:

CURRENT HIT POINTS

SUCCESSSES

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

|                       |                       |
|-----------------------|-----------------------|
| <input type="radio"/> | Acrobatics (Dex)      |
| <input type="radio"/> | Animal Handling (Wis) |
| <input type="radio"/> | Arcana (Int)          |
| <input type="radio"/> | Athletics (Str)       |
| <input type="radio"/> | Deception (Cha)       |
| <input type="radio"/> | History (Int)         |
| <input type="radio"/> | Insight (Wis)         |
| <input type="radio"/> | Intimidation (Cha)    |
| <input type="radio"/> | Investigation (Int)   |
| <input type="radio"/> | Medicine (Wis)        |
| <input type="radio"/> | Nature (Int)          |
| <input type="radio"/> | Perception (Wis)      |
| <input type="radio"/> | Performance (Cha)     |
| <input type="radio"/> | Persuasion (Cha)      |
| <input type="radio"/> | Religion (Int)        |
| <input type="radio"/> | Sleight of Hand (Dex) |
| <input type="radio"/> | Stealth (Dex)         |
| <input type="radio"/> | Survival (Wis)        |

SKILLS

FEATURES

TRAITS

PASSIVE WISDOM (PERCEPTION)

SENSES

COMPANION'S APPEARANCE

NOTES

[illegible][illegible]

Thia Nailo

CHARACTER NAME

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

○ ○  
○ ○

○  
○

SPELL SLOTS

WILD MAGE 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. |
|----------------|--|------|--------|------|--------|------|-----------------|---|-----|
| Acid Splash    | 1 crea or 2 crea within 5 ft of each other save or 1d6 Acid dmg; +1d6 at CL 5, 11, and 17              | Dex  | Conj   | 1 a  | 60 ft  | V,S  | Instantaneous   | P | 211 |
| Control Flames | Nonmagical flame up to 5 cu ft; instant: expand/extinguish, 1h: brighten/dim/color/create shapes       | —    | Trans  | 1 a  | 60 ft  | S    | Instant. or 1 h | E | 16  |
| Fire Bolt      | Spell attack for 1d10 Fire dmg; unattended flammable objects ignite; +1d10 at CL 5, 11, and 17         | —    | Evoc   | 1 a  | 120 ft | V,S  | Instantaneous   | P | 241 |
| Ray of Frost   | Spell attack for 1d8 Cold dmg and -10 ft speed until start of your next turn; +1d8 at CL 5, 11, and 17 | —    | Evoc   | 1 a  | 60 ft  | V,S  | Instantaneous   | P | 271 |

1ST LEVEL

| SPELL         | DESCRIPTION  | SAVE | SCHOOL | TIME | RANGE  | COMP    | DURATION      | B | PG. |
|---------------|--|------|--------|------|--------|---------|---------------|---|-----|
| Catapult      | Send 5+5/SL lb unattended object in 90 ft straight line; if hit crea save or 3d8+1d8/SL Bludg. dmg | Dex  | Trans  | 1 a  | 150 ft | S       | Instantaneous | E | 15  |
| Chromatic Orb | Spell attack for 3d8+1d8/SL Acid, Cold, Fire, Lightning, Poison or Thunder dmg (50gp)              | —    | Evoc   | 1 a  | 90 ft  | V,S,M,f | Instantaneous | P | 221 |
| Witch Bolt    | Spell attack 1d12+1d12/SL Lightning dmg; 1 a, if consecutive, for dmg again; ends if out of range  | —    | Evoc   | 1 a  | 30 ft  | V,S,M   | Conc, 1 min   | P | 289 |

2ND LEVEL

| SPELL   | DESCRIPTION  | SAVE | SCHOOL | TIME | RANGE | COMP  | DURATION      | B | PG. |
|---------|--|------|--------|------|-------|-------|---------------|---|-----|
| Shatter | 10-ft rad all 3d8+1d8/SL Thunder dmg; save halves; nonmagical unattended objects also take dmg | Con  | Evoc   | 1 a  | 60 ft | V,S,M | Instantaneous | P | 275 |

HIGH ELF SPELLS

Intelligence

SPELLCASTING ABILITY

+3

ATTACK MODIFIER

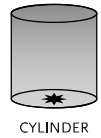
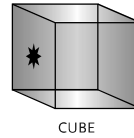
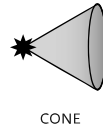
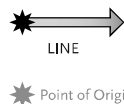
DC 11

SAVING THROW DC

CANTRIPS (0 LEVEL)

| KN SPELL  | DESCRIPTION  | SAVE | SCHOOL | TIME | RANGE | COMP | DURATION      | B | PG. |
|---|--|------|--------|------|-------|------|---------------|---|-----|
|  Sword Burst | All crea in range save or 1d6 Force damage; +1d6 at CL 5, 11, and 17 | Dex  | Conj   | 1 a  | 5 ft  | V    | Instantaneous | S | 143 |

# 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. Readyng a spell requires concentration.

## 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.

## RANGED ATTACK (ONE ATTACK)

Normal attack up to normal range (first number). Disadvantage on attack if target is within 5 ft or up to long range away (second number).

## 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 if item is being held by 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)

|       |   |
|-------|---|
| 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)                                     |

## 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.

## 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 ¼ 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 you 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).

## 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)

| PACE                  | MINUTE   | HOURLY  | 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) |          |         |          |                       |