



DUNGEONS &amp; DRAGONS

CHARACTER NAME

CHARACTER LEVEL, RACE, &amp; CLASS

EXPERIENCE

BACKGROUND

ALIGNMENT

DEITY

PLAYER NAME

**STRENGTH**

**PROFICIENCY BONUS**

- Strength  
 Dexterity  
 Constitution  
 Intelligence  
 Wisdom  
 Charisma
- CONDITIONAL

**SAVING THROWS**

- 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**

**PASSIVE PERCEPTION**

**INTELLIGENCE**

**WISDOM**

**CHARISMA**

**INITIATIVE**

**ARMOR**

SHIELD

STEALTH DISADVANTAGE

AC

**ARMOR CLASS**

MAXIMUM

HIT DICE

TEMPORARY

**CURRENT HIT POINTS**

DEATH SAVING THROWS

SPEED

FLY

CLIMB

SWIM

VISION

INSPIRATION

EXHAUSTION

**SPEED, SENSES, & CONDITIONS**

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

**Drow Magic.** You know the dancing lights cantrip. (Charisma)

**RACIAL TRAITS**

NAME

RANGE

ATTACK

DAMAGE / TYPE

**ATTACKS & SPELLCASTING**

**Darkvision.** You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light.

**Aberrant Mind.** An alien influence has wrapped its tendrils around you, warping you in both body and mind.

**Font of Magic (Bonus Action).** You have 2 Sorcery Points. You can transform unexpended sorcery points into one spell slot (2 > 1st, 3 > 2nd, 5 > 3rd, 6 > 4th, 7 > 5th) on your turn or you can expend one spell slot and gain a number of sorcery points equal to the slot's level.

**Invasive Thoughts (Bonus Action).** Magically create a telepathic link with one creature you can see within 30 feet of you. Until the link ends, you can telepathically speak to the target through the link, and if it understands at least one language, it can speak telepathically to you. The link lasts for 10 minutes, and it ends early if you are incapacitated or die, or if you use another bonus action to break the link or to establish this link with a different creature.

**Warped Being.** Your aberrant origin protects you from harm, your AC equals 14 while you aren't wearing armor.

**FEATURES & TRAITS**

**Armor Proficiencies.** –

**Weapon Proficiencies.** Dagger, Dart, Sling, Quarterstaff, Crossbow, Light

**Tool Proficiencies.** –

**Languages.** Common, Elvish, Undercommon, Deep Speech

**PROFICIENCIES & LANGUAGES**



CHARACTER NAME	GENDER	AGE	HEIGHT	WEIGHT
	EYES	SKIN		HAIR

CHARACTER PORTRAIT

ALLIES & ORGANIZATIONS

NAME  
SYMBOL

I refuse to become a victim, and I will not allow others to be victimized.  
I refuse to become a victim, and I will not allow others to be victimized.

PERSONALITY TRAITS

I'll stop the spirits that haunt me or die trying. (Any)

IDEAL

I keep my thoughts and discoveries in a journal. My journal is my legacy.

BOND

I am a purveyor of doom and gloom who lives in a world without hope.

FLAW

BACKGROUND STORY

You are no casual visitor to the Underdark, but instead have spent considerable time there learning its ways. You are familiar with the various races, civilizations, and settlements of the Underdark, as well as its major routes for travel. If you fail an Intelligence check to recall some piece of Underdark lore, you know a source you can consult for the answer unless the DM rules that the lore is unknown.

BACKGROUND FEATURE

TRINKET

ADDITIONAL FEATURES

## ADVENTURING GEAR

# lb.

## MAGIC ITEMS

# lb.

ATTUNED MAGIC ITEMS

/

## VALUABLES — GEMS, ART OBJECTS, TRADE GOODS

# lb.

COPPER      SILVER      ELECTRUM      GOLD      PLATINUM

## ENCUMBRANCE — LIFTING AND CARRYING

WEIGHT CARRIED

CARRY CAPACITY

PUSH, DRAG, LIFT

/

## INVENTORY — ADVENTURING GEAR, ARMS, ARMOR, AND OTHER EQUIPMENT

## ADDITIONAL TREASURE

## STORED ITEM

# lb.

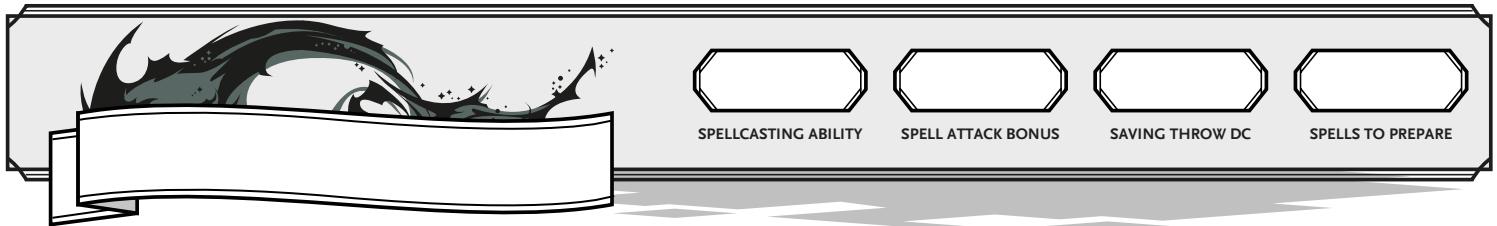
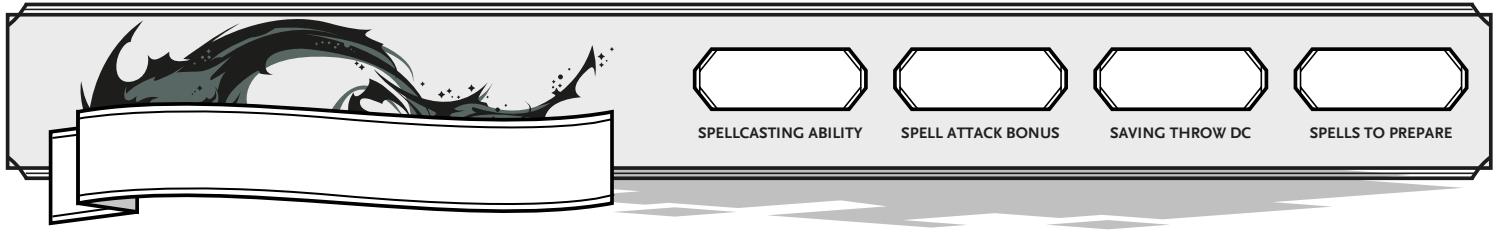
## STORED ITEM

# lb.

## STORED ITEMS

## INVENTORY — ITEM DESCRIPTIONS &amp; NOTES

## QUEST ITEMS &amp; TRINKETS



## Dancing Lights

### Evocation Cantrip

CASTING TIME	1 action
RANGE	120 feet
DURATION	Concentration, up to 1 minute
COMPONENTS	V, S, M (a bit of phosphorous or wychwood, or a glowworm)

You create up to four torch-sized lights within range, making them appear as torches, lanterns, or glowing orbs that hover in the air for the duration. You can also combine the four lights into one glowing vaguely humanoid form of Medium size. Whichever form you choose, each light sheds dim light in a 10-foot radius. As a bonus action on your turn, you can move the lights up to 60 feet to a new spot within range. A light must be within 20 feet of another light created by this spell, and a light winks out if it exceeds the spell's range.

*Draw Magic (Draw Descent)*

*Player's Handbook*

## Mind Sliver

### Enchantment Cantrip

CASTING TIME	1 action
RANGE	60 feet
DURATION	1 round
COMPONENTS	V

You drive a disorienting spike of psychic energy into the mind of one creature you can see within range. The target must make an Intelligence saving throw. Unless the saving throw is successful, the target takes 1d6 psychic damage, and the first time it makes a saving throw before the end of your next turn, it must roll a d4 and subtract the number rolled from the save.

This spell's damage increases by 1d6 when you reach certain levels: 5th level (2d6), 11th level (3d6), and 17th level (4d6).

*Spellcasting (Sorcerer)*

*UA: Psionic Options Revisited*

## Prestidigitation

### Transmutation Cantrip

CASTING TIME	1 action
RANGE	10 feet
DURATION	Up to 1 hour
COMPONENTS	V, S

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.

*Spellcasting (Sorcerer)*

*Player's Handbook*

## Ray of Frost

### Evocation Cantrip

CASTING TIME	1 action
RANGE	60 feet
DURATION	Instantaneous
COMPONENTS	V, S

A frigid beam of blue-white light streaks toward a creature within range. Make a ranged spell attack against the target. On a hit, it takes 1d8 cold damage, and its speed is reduced by 10 feet until the start of your next turn. The spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

*Spellcasting (Sorcerer)*

*Player's Handbook*

## Shocking Grasp

### Evocation Cantrip

CASTING TIME	1 action
RANGE	Touch
DURATION	Instantaneous
COMPONENTS	V, S

Lightning springs from your hand to deliver a shock to a creature you try to touch. Make a melee spell attack against the target. You have advantage on the attack roll if the target is wearing armor made of metal. On a hit, the target takes 1d8 lightning damage, and it can't take reactions until the start of its next turn.

The spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

*Spellcasting (Sorcerer)*

*Player's Handbook*

## Arms of Hadar

### 1st-level conjuration

CASTING TIME	1 action
RANGE	Self (10-foot radius)
DURATION	Instantaneous
COMPONENTS	V, S

You invoke the power of Hadar, the Dark Hunger. Tendrils of dark energy erupt from you and batter all creatures within 10 feet of you. Each creature in that area must make a Strength saving throw. On a failed save, a target takes 2d6 necrotic damage and can't take reactions until its next turn. On a successful save, the creature takes half damage, but suffers no other effect.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.

*Psionic Spells (Sorcerer)*

*Player's Handbook*

## Chaos Bolt

### 1st-level evocation

CASTING TIME	1 action
RANGE	120 feet
DURATION	Instantaneous
COMPONENTS	V, S

You hurl an undulating, warbling mass of chaotic energy at one creature in range. Make a ranged spell attack against the target. On a hit, the target takes 2d8 + 1d6 damage. Choose one of the d8s. The number rolled on that die determines the attack's damage type, as shown below.

#### Damage Type

- 1 Acid
- 2 Cold
- 3 Fire
- 4 Force
- 5 Lightning
- 6 Poison
- 7 Psychic
- 8 Thunder

If you roll the same number on both d8s, the chaotic energy leaps from the target to a different creature of your choice within 30 feet of it. Make a new attack roll against the new target, and make a new damage roll, which could cause the chaotic energy to leap again. A creature can be targeted only once by each casting of this spell.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, each target takes 1d6 extra damage of the type rolled for each slot level above 1st.

*Spellcasting (Sorcerer)*

*Xanathar's Guide to Everything*

## Dissonant Whispers

### 1st-level enchantment

CASTING TIME	1 action
RANGE	60 feet
DURATION	Instantaneous
COMPONENTS	V

You whisper a discordant melody that only one creature of your choice within range can hear, wracking it with terrible pain. The target must make a Wisdom saving throw. On a failed save, it takes 3d6 psychic damage and must immediately use its reaction, if available, to move as far as its speed allows away from you. The creature doesn't move into obviously dangerous ground, such as a fire or a pit. On a successful save, the target takes half as much damage and doesn't have to move away. A deafened creature automatically succeeds on the save.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.

*Psionic Spells (Sorcerer)*

*Player's Handbook*

## Id Insinuation

### 1st-level enchantment

CASTING TIME	1 action
RANGE	60 feet
DURATION	Concentration, up to 1 minute
COMPONENTS	V, S

You unleash a torrent of conflicting desires in the mind of one creature you can see within range, impairing its ability to make decisions. The target must succeed on a Wisdom saving throw or be incapacitated. At the end of each of its turns, it takes 1d12 psychic damage, and it can then make another Wisdom saving throw. On a success, the spell ends on the target.

*Spellcasting (Sorcerer)*

*UA: Fighter, Rogue, and Wizard*

## Witch Bolt

1st-level evocation

CASTING TIME 1 action

RANGE 30 feet

DURATION Concentration, up to 1 minute

COMPONENTS V, S, M (a twig from a tree that has been struck by lightning)

A beam of crackling, blue energy lances out toward a creature within range, forming a sustained arc of lightning between you and the target. Make a ranged spell attack against that creature. On a hit, the target takes 1d12 lightning damage, and on each of your turns for the duration, you can use your action to deal 1d12 lightning damage to the target automatically. The spell ends if you use your action to do anything else. The spell also ends if the target is ever outside the spell's range or if it has total cover from you.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, the initial damage increases by 1d12 for each slot level above 1st.

RANGE

ATTACK

DAMAGE

RANGE

ATTACK

DAMAGE

Spellcasting (Sorcerer)

Player's Handbook

RANGE

ATTACK

DAMAGE

Many creatures in the worlds of D&D, especially those that dwell underground, have darkvision. Within a specified range, a creature with darkvision can see in darkness as if the darkness were dim light, so areas of darkness are only lightly obscured as far as that creature is concerned. However, the creature can't discern color in darkness, only shades of gray.

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

You know the *dancing lights* cantrip. When you reach 3rd level, you can cast the faerie fire spell once with this trait and regain the ability to do so when you finish a long rest. When you reach 5th level, you can also cast the darkness spell once with this trait and regain the ability to do so when you finish a long rest. Charisma is your spellcasting ability for these spells.

An alien influence has wrapped its tendrils around you, warping you in both body and mind. Perhaps a psychic splinter lodged in your psyche after you suffered domination by an aboleth. Maybe you were born somewhere tainted by the Far Realm, a planar blot that changed you forever. Or perhaps mind flayers kidnapped you, subjecting you to the nightmarish process of ceremorphosis—but the transformation failed and left you altered.

### UNIQUE DISTURBANCE

Regardless of its genesis, the Aberrant Mind origin imparts a sense of eeriness to the character or their surroundings. This can be as subtle as when your sorcerer reads a creature's mind with detect thoughts, anyone in their immediate vicinity experiences a faint but pervasive sense of dread. Or it could be unmistakable, such as sweating a sheen of viscous mucus when you're scared, or your pupils squirming when you're excited. Consider the potentially unspeakable source of your sorcerer's powers, and use that as a guide to weave threads of eeriness throughout your magic.

At 2nd level, you tap into a deep wellspring of magic within yourself. This wellspring is represented by sorcery points, which allow you to create a variety of magical effects.

### SORCERY POINTS

You have 2 sorcery points, and you gain more as you reach higher levels, as shown in the Sorcery Points column of the Sorcerer table. You can never have more sorcery points than shown on the table for your level. You regain all spent sorcery points when you finish a long rest.

### FLEXIBLE CASTING

You can use your sorcery points to gain additional spell slots, or sacrifice spell slots to gain additional sorcery points. You learn other ways to use your sorcery points as you reach higher levels.

**Creating Spell Slots.** You can transform unexpended sorcery points into one spell slot as a bonus action on your turn. The Creating Spell Slots table shows the cost of creating a spell slot of a given level. You can create spell slots no higher in level than 5th.

Any spell slot you create with this feature vanishes when you finish a long rest.

### CREATING SPELLSLOTS

#### Spell Slot Level Sorcery Point Cost

1st	2
2nd	3
3rd	5
4th	6
5th	7

**Converting a Spell Slot to Sorcery Points.** As a bonus action on your turn, you can expend one spell slot and gain a number of

At 1st level, you gain the ability to use a bonus action to magically create a telepathic link with one creature you can see within 30 feet of you. Until the link ends, you can telepathically speak to the target through the link, and if it understands at least one language, it can speak telepathically to you. The link lasts for 10 minutes, and it ends early if you are incapacitated or die, or if you use another bonus action to break the link or to establish this link with a different creature.

Starting at 1st level, your aberrant origin protects you from harm. Your body might have a coating of viscous slime, tough hide, scales, or an invisible psionic barrier (choose the form of protection when you gain this feature). Whatever form the protection takes, your AC equals  $13 +$  your Dexterity modifier while you aren't wearing armor.