

Rolend

Player: Tim

Human Sorcerer 2 - CR 1/4

Chaotic Neutral Humanoid; Atheist; Background: **Hermit**;

Height: **5' 7"**; Weight: **115lb**.

Ability	Score	Modifier	Saving Throw
STR STRENGTH	11	0	+0
DEX DEXTERITY	15	+2	+2
CON CONSTITUTION	12	+1	+3
INT INTELLIGENCE	14	+2	+2
WIS WISDOM	11	0	+0
CHA CHARISMA	17	+3	+5

AC	15	Initiative	+2	Speed	30 ft
Proficiency	+2	Inspiration			
HP	14	HD	2d6	Death Saves	
Damage / Current HP		HD Used		Success/Fail	
Number of Attacks	1				



5th Edition SRD

Skill Name	Total	Ability	Prof	Temp
Acrobatics	+2	DEX (2)	-	
Animal Handling	+0	WIS (0)	-	
Arcana	+4	INT (2)	+2	
Athletics	+0	STR (0)	-	
Deception	+3	CHA (3)	-	
History	+2	INT (2)	-	
Insight	+0	WIS (0)	-	
Intimidation	+3	CHA (3)	-	
Investigation	+2	INT (2)	-	
Medicine	+2	WIS (0)	+2	
Nature	+2	INT (2)	-	
Perception	+0	WIS (0)	-	
Performance	+3	CHA (3)	-	
Persuasion	+5	CHA (3)	+2	
Religion	+4	INT (2)	+2	
Sleight of Hand	+2	DEX (2)	-	
Stealth	+2	DEX (2)	-	
Survival	+0	WIS (0)	-	

Passive Perception: 10

Other Proficiencies:

Tools: Herbalism kit (+2)

Weapons: Crossbow, light; Dagger; Dart; Quarterstaff; Sling

Special Abilities

Discovery
 Draconic Resilience
 Dragon Ancestor (Black)
 Font of Magic

Gear

Total Weight Carried: 0 lbs,
(Maximum: 165 lbs)

Money -

Tracked Resources

Sorcery Points (2/long rest) ☐☐

Languages

Common

Draconic

Draconic

Elvish

Spell Slots

1st level ☐☐☐

Spells & Powers

Sorcerer spells known (CL 2nd)

Spell Save DC 13 **Spell Attack** +5

1st—*burning hands*, *chaos bolt*

Cantrips—*control flames*, *fire bolt*, *gust*, *mending*

Other Spells & Powers

Feats, Bonus Spells:

Proficiencies Spells:

Experience & Wealth

Experience Points: **532**/900

Current Cash: **You have no money!**

Role Playing