

Eismus

CHARACTER NAME

Sorcerer (4)

CLASS & LEVEL

Forced Tutelage

BACKGROUND

Tom

PLAYER NAME

Half-Elf/Half-Drow

RACE

Chaotic Good

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

-1

8

DEXTERITY

+1

12

CONSTITUTION

+2

14

INTELLIGENCE

+3

16

WISDOM

0

10

CHARISMA

+4

18

INSPIRATION

+2 PROFICIENCY BONUS

SAVING THROWS

- 1 Strength
- +1 Dexterity
- +4 Constitution
- +3 Intelligence
- 0 Wisdom
- +6 Charisma

SKILLS

- +1 Acrobatics (Dex)
- 0 Animal Handling (Wis)
- +5 Arcana (Int)
- 1 Athletics (Str)
- +6 Deception (Cha)
- +5 History (Int)
- 0 Insight (Wis)
- +6 Intimidation (Cha)
- +3 Investigation (Int)
- 0 Medicine (Wis)
- +3 Nature (Int)
- +2 Perception (Wis)
- +4 Performance (Cha)
- +6 Persuasion (Cha)
- +3 Religion (Int)
- +1 Sleight of Hand (Dex)
- +1 Stealth (Dex)
- 0 Survival (Wis)

ARMOR CLASS **14**

INITIATIVE **+1**

SPEED **30**

Hit Point Maximum **33**

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total **4d6**

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

Distrusting, lofty, and arrogant.

PERSONALITY TRAITS

Respect is to be earned and innocents to be cherished.

IDEALS

Always searching for more power and control over myself and the world around me.

BONDS

My arrogance hides my insecurities and general distrust of others.

FLAWS

NAME	ATK BONUS	DAMAGE/TYPE
Dagger	+3	1d4 + 1 piercing

ATTACKS & SPELLCASTING

Darkvision: 60 ft.

(additional features & traits on last page)

FEATURES & TRAITS

12 PASSIVE WISDOM (PERCEPTION)

Tool Proficiencies: Alchemist's Supplies

Weapon Proficiencies: Crossbow, light; Dagger; Dart; Quarterstaff; Sling

Language Proficiencies: Common; Deep Speech; Draconic; Elvish; Infernal

OTHER PROFICIENCIES & LANGUAGES

Cloth Robes (1);
Magical Bombs (10);
Potions of Poison (2)

EQUIPMENT



Eismus

CHARACTER NAME

34

AGE

Blue

EYES

6"2'

HEIGHT

Grey

SKIN

205

WEIGHT

Black

HAIR

Blank area for character appearance.

CHARACTER APPEARANCE

I have no allies or schools. Just my memories and maybe allies I make in the future.

NAME

SYMBOL

Blank area for allies and organizations.

ALLIES & ORGANIZATIONS

Blank area for treasure.

TREASURE

I am looking for the Dragon Temple of Zoindinth, elemental dragon of fire, to increase my power and learn the spells that will let me destroy my hometown. My hometown that shunned me so he can rebuild it in my own image.

CHARACTER BACKSTORY



Half-Drow, Sorcerer

SPELLCASTING CLASS

Charisma

SPELLCASTING ABILITY

14

SPELL SAVE DC

+6

SPELL ATTACK BONUS

0

CANTRIPS

- Dancing Lights
- Fire Bolt
- Minor Illusion
- Prestidigitation
- Ray of Frost
- True Strike

3

6

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

4

PREPARED

SPELL NAME

- Faerie Fire
- Magic Missile
- Shield
- Witch Bolt

SPELLS KNOWN

2

3

- Mirror Image
- Scorching Ray

4

7

8

5

9

-----Bonus Actions-----

Flexible Casting. You can convert sorcery points into spell slots (level - point cost: 1st - 2, 2nd - 3, 3rd - 5, 4th - 6, 5th - 7). You can also convert spell slots into sorcery points equal to the slot's level.

-----Other Traits-----

Draconic Resilience. +1 HP/level, unarmored AC 13 + DEX modifier.

Fey Ancestry. Advantage on charmed saves and immune to sleep magic.

Quickened Spell. Spend 2 sorcery pts. to convert a casting of a spell with 1 action casting time to 1 bonus-action.

Sorcery Points. You have 4 sorcery points (use 4 times/long rest).

Twinned Spell. Spend X sorcery pts. (min 1) to target two creatures with a single target spell, where X is the spell level.

Evocation cantrip

**Dancing Lights**

1 act. 120 ft V,S,M Conc, 1 min

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.

Half-Drow DC14 Mod+6

Level-1 evocation

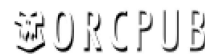
**Faerie Fire**

1 act. 60 ft V Conc, 1 min

Each object in a 20-foot cube within range is outlined in blue, green, or violet light (your choice). Any creature in the area when the spell is cast is also outlined in light if it fails a Dexterity saving throw. For the duration, objects and affected creatures shed dim light in a 10-foot radius. Any attack roll against an affected creature or object has advantage if the attacker can see it, and the affected creature or object can't benefit from being invisible.

Half-Drow DC14 Mod+6

Evocation cantrip

**Fire Bolt**

1 act. 120 ft V,S Inst

You hurl a mote of fire at a creature or object within range. Make a ranged spell attack against the target. On a hit, the target takes 1d10 fire damage. A flammable object hit by this spell ignites if it isn't being worn or carried. This spell's damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).

Sorcerer DC14 Mod+6

Level-1 evocation

**Magic Missile**

1 act. 120 ft V,S Inst

You create three glowing darts of magical force. Each dart hits a creature of your choice that you can see within range. A dart deals 1d4 + 1 force damage to its target. The darts all strike simultaneously, and you can direct them to hit one creature or several. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the spell creates one more dart for each slot level above 1st.

Sorcerer DC14 Mod+6

Illusion cantrip

**Minor Illusion**

1 act. 30 ft S,M 1 min

You create a sound or an image of an object within range that lasts for the duration. The illusion also ends if you dismiss it as an action or cast this spell again. If you create a sound, its volume can range from a whisper to a scream. It can be your voice, someone else's voice, a lion's roar, a beating of drums, or any other sound you choose. The sound continues unabated throughout the duration, or you can make discrete sounds at different times before the spell ends. If you create an image of an object—such as a chair, muddy footprints, or a small chest—it must be no larger than a 5-foot cube. The image can't create sound, light, smell, or any other sensory effect. Physical interaction with the image reveals it to be an illusion, because things can pass through it. If a creature uses its action to examine the sound or image, the creature can determine that it is an illusion with a successful Intelligence (Investigation) check against your spell save

Sorcerer DC14 Mod+6

Level-2 illusion

**Mirror Image**

1 act. Self V,S 1 min

Three illusory duplicates of yourself appear in your space. Until the spell ends, the duplicates move with you and mimic your actions, shifting position so it's impossible to track which image is real. You can use your action to dismiss the illusory duplicates. Each time a creature targets you with an attack during the spell's duration, roll a d20 to determine whether the attack instead targets one of your duplicates. If you have three duplicates, you must roll a 6 or higher to change the attack's target to a duplicate. With two duplicates, you must roll an 8 or higher. With one duplicate, you must roll an 11 or higher. A duplicate's AC equals 10 + your Dexterity modifier. If an attack hits a duplicate, the duplicate is destroyed. A duplicate can be destroyed only by an attack that hits it. It ignores all other damage and effects. The spell ends when all three duplicates are destroyed. A creature is unaffected by this spell if it can't see, if it relies

Sorcerer DC14 Mod+6

Transmutation cantrip

**Prestidigitation**

1 act. 10 ft V,S Up to 1 hr

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.

Sorcerer DC14 Mod+6

Evocation cantrip

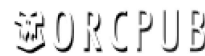
**Ray of Frost**

1 act. 60 ft V,S Inst

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).

Sorcerer DC14 Mod+6

Level-2 evocation

**Scorching Ray**

1 act. 120 ft V,S Inst

You create three rays of fire and hurl them at targets within range. You can hurl them at one target or several. Make a ranged spell attack for each ray. On a hit, the target takes 2d6 fire damage. At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you create one additional ray for each slot level above 2nd.

Sorcerer DC14 Mod+6

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Mirror Image *(reverse)*

on senses other than sight, such as blindsight, or if it can perceive illusions as false, as with truesight.

Minor Illusion *(reverse)*

DC. If a creature discerns the illusion for what it is, the illusion becomes faint to the creature.

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<p>Level-1 abjuration </p> <p>Shield</p> <p>   </p> <p>An invisible barrier of magical force appears and protects you. Until the start of your next turn, you have a +5 bonus to AC, including against the triggering attack, and you take no damage from magic missile.</p> <p>Sorcerer DC14 Mod+6</p>	<p>Divination cantrip </p> <p>True Strike</p> <p>   </p> <p>You extend your hand and point a finger at a target in range. Your magic grants you a brief insight into the target's defenses. On your next turn, you gain advantage on your first attack roll against the target, provided that this spell hasn't ended.</p> <p>Sorcerer DC14 Mod+6</p>	<p>Level-1 evocation </p> <p>Witch Bolt</p> <p>   </p> <p>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.</p> <p>Sorcerer DC14 Mod+6</p>
