

Sorcerer 6 - Fey

Noble

CLASS & LEVEL

BACKGROUND

PLAYER NAME

High Elf

RACE

ALIGNMENT

FACTION

CHARACTER NAME

STRENGTH

10

DEXTERITY

16

+3

CONSTITUTION

12

+1

INTELLIGENCE

14

+2

WISDOM

10

-

CHARISMA

18

+4

INSPIRATION

+3

PROFICIENCY BONUS

- ☐ - Strength
- ☐ +3 Dexterity
- ☒ +4 Constitution
- ☐ +2 Intelligence
- ☐ - Wisdom
- ☒ +7 Charisma

SAVING THROWS

- ☐ +3 Acrobatics (Dex)
- ☐ - Animal Handling (Wis)
- ☒ +5 Arcana (Int)
- ☐ - Athletics (Str)
- ☒ +7 Deception (Cha)
- ☒ +5 History (Int)
- ☐ - Insight (Wis)
- ☐ +4 Intimidation (Cha)
- ☐ +2 Investigation (Int)
- ☐ - Medicine (Wis)
- ☒ +5 Nature (Int)
- ☐ - Perception (Wis)
- ☐ +4 Performance (Cha)
- ☒ +7 Persuasion (Cha)
- ☐ +2 Religion (Int)
- ☐ +3 Sleight of Hand (Dex)
- ☐ +3 Stealth (Dex)
- ☐ - Survival (Wis)

SKILLS

13

ARMOR CLASS

+3

INITIATIVE

30'

SPEED

Hit Point Maximum 32

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 6

d6 (4)

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

NAME

ATK BONUS

DAMAGE/TYPE

dagger*

+6

1d4 + 3

lgt xbow*

+6

1d8 + 3

*dagger finesse, light, thrown (range 20/60)

*light crossbow ammo (range 80/320), loading, two handed

ATTACKS & SPELLCASTING

10

PASSIVE WISDOM (PERCEPTION)

common, elvish, sylvan, draconic, primordial

Tools: gaming set (dice)

Weapon: daggers, darts, slings, quarterstaff, light crossbow

OTHER PROFICIENCIES & LANGUAGES

CP

125

light crossbow, bolts (20), dagger (2)

SP

EP

GP

PP

fine clothes, signet ring, scroll of pedigree, pouch

arcane focus, backpack, a bedroll, a mess kit, a tinderbox, 10 torches, 10 days of rations, a waterskin, 50 feet of hempen rope.

EQUIPMENT

DARKVISION 60'

FEY ANCESTRY.

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

SKILL VERSATILITY.

You gain proficiency in two skills of your choice.

METAMAGIC

Quickened Spell.

When you cast a spell that has a casting time of 1 action, you can spend 2 sorcery points to change the casting time to 1 bonus action for this casting.

Twinned Spell.

When you cast a spell that targets only one creature and doesn't have a range of self, you can spend a number of sorcery points equal to the spell's level to target a second creature in range with the same spell (1 sorcery point if the spell is a cantrip).

To be eligible, a spell must be incapable of targeting more than one creature at the spell's current level. For example, magic missile and scorching ray aren't eligible, but ray of frost and chromatic orb are.

FEATURES & TRAITS



Sorcerer (know 7) Sorcery points (6)

SPELLCASTING
CLASS

Charisma

SPELLCASTING
ABILITY

15

SPELL SAVE DC

+7

SPELL ATTACK
BONUS

0

CANTRIPS

acid splash
chill touch
fire bolt
ray of frost
poison spray
shocking grasp

SPELL
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

4

PREPARED

SPELL NAME

☐ magic missile
☐ mage armor

2

3

☐ hold person
☐ misty step

3

3

☐ fireball
☐ haste
☐ lightning bolt

4

5

6

7

8

9

SPILLS KNOWN



CHARACTER NAME

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

CHARACTER APPEARANCE

Position of Privilege

Thanks to your noble birth, people are inclined to think the best of you. You are welcome in high society, and people assume you have the right to be wherever you are. The common folk make every effort to accommodate you and avoid your displeasure, and other people of high birth treat you as a member of the same social sphere. You can secure an audience with a local noble if you need to.

CHARACTER BACKSTORY

SPELLCASTING

An event in your past, or in the life of a parent or ancestor, left an indelible mark on you, infusing you with arcane magic. This font of magic, whatever its origin, fuels your spells. See chapter 10 for the general rules of spellcasting and chapter 11 (or the Spells Listing) for the sorcerer spell list.

Cantrips

At 1st level, you know four cantrips of your choice from the sorcerer spell list. You learn additional sorcerer cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Sorcerer table.

Spell Slots

The Sorcerer table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these sorcerer spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

NAME

SYMBOL

ALLIES & ORGANIZATIONS

FONT OF 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.

ADDITIONAL FEATURES & TRAITS

SORCERY ORIGIN - FEY

Wild Knowledge

Starting at 1st level, you can speak, understand, and write Sylvan and gain proficiency in the Nature skill.

Fey Magic

Your link to nature allows you to learn spells from the druid class. When your Spellcasting feature lets you learn or replace a sorcerer cantrip or a sorcerer spell of 1st level or higher, you can choose the new spell from the druid spell list or the sorcerer spell list. You must otherwise obey all restrictions for selecting the spell, and it becomes a sorcerer spell for you.

Nature's Armor

Starting at 6th level, you can use a bonus action to make thorny vines cover your skin. The vines last for 1 hour. While this feature is active, your AC can't be less than 16, regardless of what kind of armor you wear, and creatures that hit you with melee attacks take piercing damage equal to half your sorcerer level (minimum 1). This damage counts as magical for the purpose of overcoming resistance and immunity to nonmagical damage. You must finish a short or long rest before you can use this feature again.

TREASURE