SORCERER

NAME: Wrath

RACE: Tiefling
BACKGROUND: Costum
ALIGNMENT:
PLAYER NAME:
LEVEL: 5
EXP POINTS:

INSPIRATION
PROFICIENCY BONUS +3

ARMOR CLASS 1	ARMOR CLASS 2	INITIATIVE	SPEED
12	15	+2	30

CURRENT HIT POINTS:

MAX HIT POINTS: 35

TEMP. HIT POINTS

HIT DICE: D6 — MAX 5 — USED

DEATH SAVES: SUCCESSES ○○○ FAILURES ○○○

STRENGTH -2 — 6
- ☐ -2 SAVING THROWS
- ○ -2 ATHLETICS

DEXTERITY +2 — 14
- ☐ +2 SAVING THROWS
- ○ +2 ACROBATICS
- ○ +2 SLEIGHT OF HAND
- ○ +2 STEALTH

CONSTITUTION +2 — 14
- ■ +5 SAVING THROWS

INTELLIGENCE +1 — 13
- ☐ +1 SAVING THROWS
- ○ +1 ARCANA
- ○ +1 HISTORY
- ○ +1 INVESTIGATION
- ○ +1 NATURE
- ○ +1 RELIGION

WISDOM +2 — 14
- ☐ +2 SAVING THROWS
- ○ +2 ANIMAL HANDLING
- ○ +2 INSIGHT
- ● +5 MEDICINE
- ● +5 PERCEPTION
- ● +5 SURVIVAL

CHARISMA +5 — 20
- ■ +8 SAVING THROWS
- ○ +5 DECEPTION
- ● +8 INTIMIDATION
- ● +8 PERFORMANCE
- ○ +5 PERSUASION

PASSIVE PERCEPTION 15

OTHER LANGUAGES + PROFICIENCIES

Dagger, Darts, Slings, Quarterstaff, Light Crowssbow,

Violine

Common, Infernal, Sylvan

NAME:	ATK. BONUS:	DAMAGE/TYPE:
Firebolt	+8	1d10/fire
Dagger	+5	1d4+2/piercing
Dart	+5	1d4+2/piercing

CANTRIPS

Firebolt
Prestidigation
Frostbite
Dancing Lights
Thaumaturgy
Mage Hand

ATTACKS & SPELLCASTING

★ METAMAGIC ★

NAME	COST
Quickened Spell	2
Twinned Spell	Spell lvl

PERSONALITY TRAITS:

IDEALS:

BONDS:

FLAWS:

FEATURES & TRAITS

SORCERER'S ORIGIN
Phoenix

EQUIPMENT

625GP

R-N-W.NET