

Sorcerer 3

CLASS & LEVEL

Guild Artisan

BACKGROUND

PLAYER NAME

Goblin (Batiri)

RACE

Neutral

ALIGNMENT

900

EXPERIENCE POINTS

CHARACTER NAME

**STRENGTH**  
10  
+0

**DEXTERITY**  
16  
+3

**CONSTITUTION**  
14  
+2

**INTELLIGENCE**  
10  
+0

**WISDOM**  
12  
+1

**CHARISMA**  
14  
+2

INSPIRATION

+2 PROFICIENCY BONUS

SAVING THROWS

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

SKILLS

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

16 ARMOR CLASS

+3 INITIATIVE

30 ft. SPEED

Hit Point Maximum 23

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 3d6 HIT DICE

SUCCESSES FAILURES DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME ATK BONUS DAMAGE/TYPE

crossbow +5 1d8+3\*

dagger +5 1d4+3\*

\*crossbow range (80/320)  
\*thrown dagger range (20/60)

ATTACKS & SPELLCASTING

**DRACONIC BLOODLINE.**

**DRACONIC ANCESTOR (BLACK).**  
Whenever you make a Charisma check when interacting with dragons, your proficiency bonus is doubled if it applies to the check.

**SORCERY POINTS (3).**  
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.

Spell Slot Level (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 sorcery points equal to the slot's level.

**METAMAGIC.**  
You have the ability to twist your spells to suit your needs. You can use only one Metamagic option on a spell when you cast it, unless otherwise noted.

**Quicken 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.

**Subtle Spell.**  
When you cast a spell, you can spend 1 sorcery point to cast it without any somatic or verbal components.

FEATURES & TRAITS

11 PASSIVE WISDOM (PERCEPTION)

**Weapons.**  
Dagger, Dart, Sling, Quarterstaff, Light Crossbow

**Tools.**  
Artisan's Tools (Leatherworker's Tools)

**Languages.**  
Common, Chultan, Draconic, Goblin

OTHER PROFICIENCIES & LANGUAGES

light crossbow, 20 bolts, 2 daggers, component pouch, dungeoneer's pack, leatherworker's tools, letter of introduction from your guild, traveler's clothes, pouch

15

EQUIPMENT



AGE	HEIGHT	WEIGHT
EYES	SKIN	HAIR

CHARACTER NAME

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME

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SYMBOL

**GUILD MEMBERSHIP.**  
 As an established and respected member of a guild, you can rely on certain benefits that membership provides. Your fellow guild members will provide you with lodging and food if necessary, and pay for your funeral if needed. In some cities and towns, a guildhall offers a central place to meet other members of your profession, which can be a good place to meet potential patrons, allies, or hirelings.  
 Guilds often wield tremendous political power. If you are accused of a crime, your guild will support you if a good case can be made for your innocence or the crime is justifiable. You can also gain access to powerful political figures through the guild, if you are a member in good standing. Such connections might require the donation of money or magic items to the guild's coffers.  
 You must pay dues of 5 gp per month to the guild. If you miss payments, you must make up back dues to remain in the guild's good graces.

**BACKSTORY.**  
 Abandoned in the back alleys of Port Nyanzaru, you grew up on the streets, surviving any way you can. It wasn't until your first foray as a porter out into the jungle that you realized that you were different from other batiri.. ebon scales covered most of your body, protecting you from harm where they had none. And then... the magic. Where did you come from if not from pure goblin stock?

CHARACTER BACKSTORY

Darkvision 60 ft.

**FURY OF THE SMALL.**  
 When you damage a creature with an attack or a spell and the creature's size is larger than yours, you can cause the attack or spell to deal extra damage to the creature. The extra damage equals your level. Once you use this trait, you can't use it again until you finish a short or long rest.

**NIMBLE ESCAPE.**  
 You can take the Disengage or Hide action as a bonus action on each of your turns.

**DRACONIC RESILIENCE.**  
 As magic flows through your body, it causes physical traits of your dragon ancestors to emerge. At 1st level, your hit point maximum increases by 1 and increases by 1 again whenever you gain a level in this class.  
 Additionally, parts of your skin are covered by a thin sheen of dragon-like scales. When you aren't wearing armor, your AC equals 13 + your Dexterity modifier.

ADDITIONAL FEATURES & TRAITS

TREASURE



# Sorcerer

SPELLCASTING CLASS

Charisma

SPELLCASTING ABILITY

12

SPELL SAVE DC

+4

SPELL ATTACK BONUS

0

## CANTRIPS

- Acid Splash
- Fire Bolt
- Mending
- Prestidigitation

3

6

SPELL LEVEL	SLOTS TOTAL	SLOTS EXPENDED
1	4	

- PREPARED
- SPELL NAME
- Expeditious Retreat
  - Shield
  - Sleep

2

2

- Alter Self

4

7

8

5

9

SPELLS KNOWN