

Eriador De Maoris

CHARACTER NAME

20 Sorcerer (Draconic Bloodline)

LEVEL & CLASS

PLAYER NAME

Noble

BACKGROUND

Half-Elf

RACE

355,000

EXPERIENCE

Next Level

STRENGTH

0

10

DEXTERITY

+4

18

CONSTITUTION

+4

18

INTELLIGENCE

0

10

WISDOM

0

10

CHARISMA

+5

20

0 STR 0 INT
+4 DEX 0 WIS
+10 CON +11 CHA

RESISTANCES

Force

Adv. vs. being charmed; Magic
can't put me to sleep

Mantle of Spell Res: advantage on
saving throws vs. spells

SAVING THROWS

+10 Acrobatics (Dex)
0 Animal Handling (Wis)
+6 Arcana (Int)
0 Athletics (Str)
+11 Deception (Cha)
+6 History (Int)
0 Insight (Wis)
+5 Intimidation (Cha)
0 Investigation (Int)
0 Medicine (Wis)
0 Nature (Int)
0 Perception (Wis)
+5 Performance (Cha)
+11 Persuasion (Cha)
0 Religion (Int)
+4 Sleight of Hand (Dex)
+10 Stealth (Dex)
0 Survival (Wis)
Tool

SKILLS

182

MAXIMUM
HIT POINTS

+6

PROFICIENCY
BONUS

17

ARMOR
CLASS

Temporary Hit Points:

CURRENT HIT POINTS

+4

INITIATIVE

SUCCESSSES

FAILURES

DEATH
SAVES

LEVEL DIE USED

20 d6+4

HIT DICE

ENCUMBERED

20 ft

SPEED

FEATURE

Font of Magic (Sorcery points)

MAX

20

RECOVER

LR

USED

LIMITED FEATURES

ACTIONS

Draconic Presence

BONUS ACTIONS

Font of Magic

Dragon Wings (start/stop)

Quickened Spell

REACTIONS

ACTIONS

ATTACK NAME

Dagger

PROF ABILITY

✓ Dex

RANGE

Melee, 20/60 ft

TO HIT

+10

DAMAGE

1d4+4

DAMAGE TYPE

Piercing

Finesse, light, thrown

DESCRIPTION

ATTACKS: WEAPONS & CANTRIPS

AC

13

DESCRIPTION

Draconic Resilience

Armor

Shield

4

Dex

Medium Armor Heavy Armor

Magic

Misc

Misc

ARMOR

INSPIRATION

19

ABILITY
SAVE DC

CHARISMA

AC

Light

Medium

Heavy

Shields

ARMOR

WEAPONS

Simple Martial Other Weapons:

Dagger, Dart, Light Crossbow, Quarterstaff, Sling

LANGUAGES

Common

TOOLS & OTHERS

Type of gaming set

Draconic

+1 from Noble

Elvish

+1 from Half-Elf

PROFICIENCIES

10

PASSIVE WISDOM (PERCEPTION)

Darkvision 60 ft

SENSES

NAME TOTAL

↑↑↑↑↑↑↑↑↑↑↑↑↑↑↑↑

AMMUNITION

NAME TOTAL

↑↑↑↑↑↑↑↑↑↑↑↑↑↑↑↑

AMMUNITION

- **Draconic Resilience (Draconic Bloodline 1, PHB 102)**
 - When I am not wearing armor, my AC is 13 + Dexterity modifier
 - My hit point maximum increases by an amount equal to my sorcerer level
- **Gold Dragon Ancestor (Draconic Bloodline 1, PHB 102)**
 - I have draconic ancestry with gold dragons, which are affiliated with fire damage
 - When interacting with dragons, if I can add my proficiency bonus, I can double it
- **Spellcasting (Sorcerer 1, PHB 101) [6 cantrips & 15 spells known]**
 - I can cast sorcerer cantrips/spells that I know, using Charisma as my spellcasting ability
 - I can use an arcane focus as a spellcasting focus
- **Font of Magic (Sorcerer 2, PHB 101) [Sorcery points, 20× per long rest]**
 - As a bonus action, I can use sorcery points to create spell slots and vice versa
 - I can convert spell slots to sorcery point at a rate of 1 point per spell slot level
 - I can convert sorcery point to spell slots at the following rate:
 - Level 1 for 2 sorcery points; level 2 for 3 sorcery points; level 3 for 5 sorcery points
 - Level 4 for 6 sorcery points; level 5 for 7 sorcery points
- **Metamagic (Sorcerer 3, PHB 101) [4 known]**
 - Use the "Choose Features" button above to add a Metamagic option to the third page
 - I can use only 1 Metamagic option on a spell unless otherwise written
- **Fire Elemental Affinity (Draconic Bloodline 6, PHB 102) [1 sorcery point]**
 - I add my Charisma modifier to one damage roll of a spell if it does fire damage
 - When I do this, I can spend 1 sorcery point to gain fire resistance for 1 hour
- **Dragon Wings (Draconic Bloodline 14, PHB 103)**
 - As a bonus action, unless armor is in the way, I can sprout dragon wings from my back
 - I gain a fly speed equal to my current speed until I dismiss the wings as a bonus action
- **Draconic Presence (Draconic Bloodline 18, PHB 103) [5 sorcery points]**
 - As an action, I create 60-ft radius aura of awe/fear for concentration up to 1 minute
 - All hostiles in this aura must make a Wis save or be charmed (awe) or frightened (fear)
 - They make their saves at the beginning of their turns
 - A creature that succeeds on the save is immune to my aura for 24 hours
- **Sorcerous Restoration (Sorcerer 20, PHB 102)**
 - I regain 4 expended sorcery points whenever I finish a short rest

- ◆ **Quickened Spell** (Metamagic Option, PHB 102) [2 sorcery points]
If the spell has a casting time of 1 action, I can cast it as a bonus action
- ◆ **Empowered Spell** (Metamagic Option, PHB 102) [1 sorcery point]
If the spell uses damage dice, I can reroll my Charisma modifier number of damage dice
I can Empower a spell even if I use another Metamagic option on it
- ◆ **Twinned Spell** (Metamagic Option, PHB 102) [1 sorcery point per spell level, minimum 1]
If spell/contrip has a target of one and not self, I can aim it at second target within range
- ◆ **Extended Spell** (Metamagic Option, PHB 102) [1 sorcery point]
If the spell has a duration of at least 1 min, I can double it, up to 24 hours

NOTES

ADVENTURING GEAR	#	LB	ADVENTURING GEAR	#	LB
SUBTOTAL			SUBTOTAL		

EXTRA EQUIPMENT

OTHER HOLDINGS

FEAT: _____

FEAT: _____

FEAT: _____

FEAT: _____

FEATS

MAGIC ITEM:	<div></div> mantle of spell resistance	<input checked="" type="radio"/> Attuned
Advantage vs. spell saving throws		
<div></div> <div></div> <div></div> <div></div> <div></div>		
MAGIC ITEM:	<div></div> Brooch of shielding	<input checked="" type="radio"/> Attuned
Resistance to force dmg, immunity to magic missile		
<div></div> <div></div> <div></div> <div></div> <div></div>		
MAGIC ITEM:	<div></div> Helm of comprehending languages	<input type="radio"/> Attuned
<div></div> <div></div> <div></div> <div></div> <div></div>		
MAGIC ITEM:	<div></div>	<input type="radio"/> Attuned
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MAGIC ITEM:	<div></div>	<input type="radio"/> Attuned
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Eriador De Maoris

CHARACTER NAME

GENDER	AGE	Medium SIZE	HEIGHT	WEIGHT
ALIGNMENT	FAITH	HAIR	EYES	SKIN

CHARACTER PORTRAIT

ALLIES & ORGANIZATIONS

ORGANIZATION

SYMBOL

APPEARANCE

Wealthy

LIFESTYLE

DAILY PRICE

4 gp

ENEMIES

CHARACTER HISTORY

[illegible][illegible]

Eriador De Maoris

CHARACTER NAME

1ST LEVEL	2ND LEVEL	3RD LEVEL	4TH LEVEL	5TH LEVEL	6TH LEVEL	7TH LEVEL	8TH LEVEL	9TH LEVEL
○○	○○	○○	○○	○○	○	○	○	○
○○	○	○	○	○	○	○		

SPELL SLOTS

SORCERER SPELLS

Charisma

SPELLCASTING ABILITY

+11

ATTACK MODIFIER

DC 19

SAVING THROW DC

CANTRIPS (0 LEVEL)

SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
Blade Ward	Until the end of your next turn, Bludgeoning, Piercing, and Slashing dmg resist. vs. weapons	—	Abjur	1 a	Self	V,S	1 rnd	P	218
Control Flames	Nonmagical flame up to 5 cu ft; instant: expand/extinguish, 1h: brighten/dim/color/create shapes	—	Trans	1 a	60 ft	S	Instant. or 1 h	E	16
Fire Bolt	Spell attack for 1d10 Fire dmg; unattended flammable objects ignite; +1d10 at CL 5, 11, and 17	—	Evoc	1 a	120 ft	V,S	Instantaneous	P	241
Mage Hand	Create spectral hand for simple tasks or carry up to 10 lb; 1 a to control; can't have multiple instances	—	Conj	1 a	30 ft	V,S	1 min (D)	P	256
Mending	Repair a single broken object no larger than 1 cu ft; can't restore magic to broken magic item	—	Trans	1 min	Touch	V,S,M	Instantaneous	P	259
True Strike	1 creature against whom you gain advantage on your next attack roll	—	Div	1 a	30 ft	S	Conc, 1 rnd	P	284

1ST LEVEL

SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
Charm Person	1+1/SL humanoids save or charmed; crea adv. on save if you or your allies are fighting it	Wis	Ench	1 a	30 ft	V,S	1 h	P	221
Feather Fall	5 creatures descent only 60 ft/rnd for duration or until landed, taking no falling damage	—	Trans	1 rea	60 ft	V,M	1 min	P	239
Magic Missile	3+1/SL darts hit creature(s) you can see for 1d4+1 Force dmg per dart	—	Evoc	1 a	120 ft	V,S	Instantaneous	P	257

2ND LEVEL

SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
Spider Climb	1 gains climbing speed equal to walking speed; can go on walls and ceilings with hands free	—	Trans	1 a	Touch	V,S,M	Conc, 1 h	P	277

3RD LEVEL

SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
Counterspell	Stop a spell being cast; make DC 10+SL spellcasting ability check if above the spell slot lvl used	—	Abjur	1 rea	60 ft	S	Instantaneous	P	228
Dispel Magic	Dispel any magical effect on crea or object; make DC 10+SL spellcasting ability check if above SL used	—	Abjur	1 a	120 ft	V,S	Instantaneous	P	234
Fly	1+1/SL willing creatures gain fly 60 ft speed	—	Trans	1 a	Touch	V,S,M	Conc, 10 min	P	243

4TH LEVEL

SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
Greater Invisibility	1 crea invisible until end of the spell; anything the target is wearing or carrying is also invisible	—	Illus	1 a	Touch	V,S	Conc, 1 min	P	246

5TH LEVEL

SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
Cone of Cold	8d8+1d8/SL Cold dmg; save halves; crea killed become frozen statues until thawed	Con	Evoc	1 a	60-ft cone	V,S,M	Instantaneous	P	224

6TH LEVEL

SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
Chain Lightning	Lightning bolt 1 crea and 3+1/SL crea within 30 ft; 10d8 Lightning dmg; save halves	Dex	Evoc	1 a	150 ft	V,S,M	Instantaneous	P	221

7TH LEVEL

SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
Delayed Blast Fireball	Create bead; at chosen moment, or if conc. is broken, 20-ft rad 12d6+1d6/SL Fire dmg; save halves	Dex	Evoc	1 a	150 ft	V,S,M	Conc, 1 min	P	230
Teleport	You, 8 willing crea, or an object teleport to a place you know, have seen, or can describe; see book	—	Conj	1 a	10 ft	V	Instantaneous	P	281

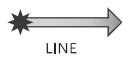
8TH LEVEL

SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
Dominate Monster	1 crea save or charmed, follows telepathic commands, 1 a for complete control; SL9: conc, 8h	Wis	Ench	1 a	60 ft	V,S	Conc, 1 h	P	235
Sunburst	60-ft rad all 12d6 Radiant dmg, 1 min blind; save halves and not blinded; save at end of each turn	Con	Evoc	1 a	150 ft	V,S,M	Instantaneous	P	279

9TH LEVEL

SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
Meteor Swarm	4× 40-ft rad all 20d6 Bludgeoning dmg and 20d6 Fire dmg; save halves; areas do not stack	Dex	Evoc	1 a	1 mile	V,S	Instantaneous	P	259

PLAYER REFERENCE



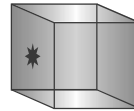
LINE



Point of Origin



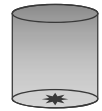
CONE



CUBE



SPHERE



CYLINDER

AREA OF EFFECT

ATTACK (ACTION)

Make one melee or ranged attack with a weapon, or multiple attacks with the 'Extra Attack' class feature. (See the 'Attack Action' section below.)

CAST A SPELL (CASTING TIME OF THE SPELL)

Effect depends on the spell being cast.

DASH (ACTION)

Gain your speed as extra movement for this turn.

DISENGAGE (ACTION)

Your movement doesn't provoke opportunity attacks for the rest of the turn.

DODGE (ACTION)

Attack rolls from attackers you can see have disadvantage and you have advantage on Dex saving throws until the start of your next turn, until you become incapacitated or your speed drops to 0.

ESCAPE (ACTION)

Escape a grapple by winning a Str (Athletics) or Dex (Acrobatics) check vs. grappler's Str (Athletics) check.

HELP (ACTION)

Give an ally advantage on next ability check or attack roll vs. an opponent within 5 ft of you, if done before the start of your next turn.

HIDE (ACTION)

Hide from those that can't perceive you. Your Dex (Stealth) check is the DC for anybody's Wis (Perception) check to discover you.

OVERRUN (ACTION OR BONUS ACTION) (DMG 272)

Move through hostile's space once by winning opposing Str (Athletics) check. Advantage if you are larger or disadvantage if you are smaller than the opponent.

READY (ACTION)

Choose an action that you will take in response to a set trigger. Taking the action uses your reaction. Readyng a spell requires concentration.

SEARCH (ACTION)

Search for something, possibly with a Wis (Perception) or Int (Investigation) check.

TUMBLE (ACTION OR BONUS ACTION) (DMG 272)

Move through hostile's space once by winning opposing Dex (Acrobatics) check.

USE OBJECT (ACTION)

You can interact with an object once per turn for free. A second interaction and special cases take an action to complete (e.g. draw a second weapon, equip a shield, drink a potion, retrieve an item from a backpack).

COMBAT ACTIONS

(PHB 192)

MELEE ATTACK (ONE ATTACK)

Normal attack on target within 5 ft. If attacking with a light melee weapon in one hand, allowed to make an attack with a light melee weapon in other hand as a bonus action, see 'Two-Weapon Fighting'. If either weapon has the thrown property, it may be thrown as part of this action.

RANGED ATTACK (ONE ATTACK)

Normal attack up to normal range (first number). Disadvantage on the attack if a hostile is within 5 ft that is not incapacitated or the target is up to long range away (second number).

TWO-WEAPON FIGHTING (BONUS ACTION WITH ATTACK ACTION)

If making an attack with a light melee weapon in one hand, allowed to make an attack with a light melee weapon in other hand as a bonus action. This off-hand attack can't add a positive ability score modifier to the damage roll. If the weapon has the thrown property, it may be thrown as part of this action.

DISARM (INSTEAD OF ONE ATTACK) (DMG 271)

Knock an item from grasp by winning weapon attack roll vs. opponent's Str (Athletics) or Dex (Acrobatics) check. Disadvantage if item is being held by two or more hands. Larger opponents have advantage and smaller have disadvantage.

GRAPPLE (INSTEAD OF ONE ATTACK)

With a free hand, give the grappled condition to an opponent that is within reach and up to one size larger than you by winning Str (Athletics) check vs. opponent's Str (Athletics) or Dex (Acrobatics) check.

MARK (WITH MELEE ATTACK) (DMG 271)

With a melee attack you can mark the target of that attack. The next opportunity attack against the marked target before the end of your next turn has advantage and doesn't cost you your reaction.

SHOVE (INSTEAD OF ONE ATTACK)

Move opponent 5 ft or make prone by winning opposing Str (Athletics) check. Disadvantage if trying to move the opponent to a side rather than to directly away from you.

ATTACK ACTION

(PHB 195)

MOVE (LIMITED BY MOVEMENT SPEED)

You can move your movement speed every turn. You can break up your movement between actions. You can switch back and forth between different types (e.g. from flying to walking), by subtracting the distance already moved from the new speed.

You can freely move through a nonhostile's space, and through a hostile's space if it is two sizes larger or smaller than you. Another creature's space counts as difficult terrain.

CLIMB / SWIM (AT ½ SPEED)

May involve a Str (Athletics) check if the climb / swim is difficult.

CRAWL (AT ½ SPEED)

Crawl while prone (see conditions). Dropping prone costs no movement speed.

DIFFICULT TERRAIN (AT ½ SPEED)

Moving through difficult terrain costs twice as much speed. Another creature's space counts as difficult terrain.

JUMP

After moving at least 10 feet on foot, you can jump you Str score in feet straight forward, or 3 + your Str modifier in feet up. The jump distance is halved when performing a standing jump.

STAND UP (COSTS ½ SPEED)

Standing up from being prone costs half your movement speed for this turn.

MOVEMENT

(PHB 182)

FORCED MARCH

Marching more than 8 hours per day requires a Con saving throw at DC 10 + 1 per additional hour, at the end of each additional hour. If failed, suffer one level of exhaustion (see conditions).

FOOD (ONE POUND PER DAY)

Go without food for 3 + Con modifier of consecutive days (1 day minimum). At the end of each day beyond that, suffer one level of exhaustion (see conditions).

WATER (ONE GALLON PER DAY)

If only half a gallon is consumed, DC 15 Con saving throw at end of day. If failed or consumed less than half, suffer one level of exhaustion, or two levels of exhaustion if currently already exhausted (see conditions).

FALLING

1d6 bludgeoning damage per 10 feet fallen, to a maximum of 20d6. End prone if taken any damage from the fall.

SUFFOCATING

Hold breath for 1 + Con modifier in minutes (30 seconds minimum). After that, survive for Con modifier in rounds, after which drop to 0 hit points and dying.

SHORT REST

A short rest takes 1 hour of doing nothing too strenuous. At the end of the rest, spend hit dice to regain hit points.

LONG REST

A long rest takes 8 hours with nothing too strenuous for more than 1 hour of that. Regain all hit points and half hit dice at end. If food and water are consumed, reduce exhaustion level by 1. Maximum of 1 long rest per 24 hours.

ENVIRONMENT

(PHB 183)

LEVEL	EFFECT (CUMULATIVE)
1	Disadvantage on ability checks
2	Speed halved
3	Disadvantage on attacks / saves
4	Hit Point maximum halved
5	Speed reduced to 0
6	Death

EXHAUSTION (PHB 291)

BLINDED

Fail checks involving sight. Attacks have disadvantage. Enemy attacks have advantage.

CHARMED

Can't harm/attack charmer. Charmer has advantage on ability checks to interact socially.

DEAFENED

Fail checks involving hearing.

FRIGHTENED

Disadvantage to checks/attacks while the source of fear is in sight. Can't willingly move closer to the source of fear.

GRAPPLED

Speed 0, regardless of bonus. Ends when grappler is incapacitated or when moved out of grappler's reach by an effect.

INCAPACITATED

Can't take actions or reactions.

INVISIBLE

Can't be seen (normally), but still make noise and tracks. Attacks have advantage. Enemy attacks have disadvantage.

PARALYZED

Incapacitated. Can't move or speak. Fail Str and Dex saving throws. Enemy attacks have advantage. Enemy attacks within 5 ft are critical hits.

PETRIFIED

Incapacitated. Can't move or speak. Unaware of surroundings. Resistance to all damage. Immune to poison / disease. Fail Str and Dex saving throws. Enemy attacks have advantage. Stop aging. Weight increases by factor 10.

POISONED

Disadvantage on attack rolls and ability checks.

PRONE

Crawl (at ½ speed) or stand up (costs ½ speed). Attacks have disadvantage. Enemy attacks have advantage within 5 ft and disadvantage if further away.

RESTRAINED

Speed 0, regardless of bonus. Disadvantage on Dex saving throws. Attacks have disadvantage. Enemy attacks have advantage.

STUNNED

Incapacitated. Can't move. Can speak only falteringly. Fail Str and Dex saving throws. Enemy attacks have advantage.

UNCONSCIOUS

Incapacitated. Can't move or speak. Unaware of surroundings. Drop everything. Fail Str and Dex saving throws. Enemy attacks have advantage. Enemy attacks within 5 ft are critical hits.

CONDITIONS

(PHB 290)

LIGHTLY OBSCURED	(dim light)	Disadvantage on sight Perception checks
HEAVILY OBSCURED	(darkness)	Effectively blinded (see conditions)
BLINDSIGHT		Out to range, perceive without sight.
DARKVISION		Out to range, treat dim light as bright light. Can't see colors.
TRUESIGHT		Out to range, perceive everything regardless of (magical) darkness, invisibility, illusions, shapechanging, or etherealness.

LIGHT & VISION

(PHB 183)

PACE	MINUTE	HOURLY	DAY	EFFECT
Fast	400 feet	4 miles	30 miles	-5 passive Perception
Normal	300 feet	3 miles	24 miles	—
Slow	200 feet	2 miles	18 miles	Able to use stealth

TRAVEL PACE (PHB 182)