

Thorin

CHARACTER NAME

Sorcerer (1)

CLASS & LEVEL

Dragonborn

RACE

Acolyte

BACKGROUND

Neutral Good

ALIGNMENT

Tglassy

PLAYER NAME

EXPERIENCE POINTS

STRENGTH
15
+2

DEXTERITY
14
+2

CONSTITUTION
12
+1

INTELLIGENCE
8
-1

WISDOM
10
0

CHARISMA
16
+3

INSPIRATION

+2 PROFICIENCY BONUS

SAVING THROWS

- +2 Strength
- +2 Dexterity
- +3 Constitution
- 1 Intelligence
- 0 Wisdom
- +5 Charisma

SKILLS

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

15 ARMOR CLASS

+2 INITIATIVE

30 SPEED

Hit Point Maximum 8

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1d6 HIT DICE

SUCCESSES FAILURES DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME ATK BONUS DAMAGE/TYPE

- Breath Weapon. Cold, 15 ft. cone, 2d6 cold damage, DC11 con save.

ATTACKS & SPELLCASTING

Damage Resistances: cold

(additional features & traits on last page)

FEATURES & TRAITS

10 PASSIVE WISDOM (PERCEPTION)

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

Language Proficiencies: Celestial; Common; Draconic; Dwarvish

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP

PP

EQUIPMENT



Thorin

CHARACTER NAME

20

AGE

6' 7"

HEIGHT

250 lb

WEIGHT

Sky Blue

EYES

Silver Scales

SKIN

N/A

HAIR

CHARACTER APPEARANCE

NAME

SYMBOL

ALLIES & ORGANIZATIONS

TREASURE

Thorin was raised in a temple to a Dragon God, as an Acolyte. To his people, being born Dragon Touched, where the magic of their Draconic Ancestors awakens, makes one into a holy man, in the same vein as Priests (Clerics) and Holy Warriors (Paladin). Indeed, they are considered to be on the same level of holiness as these others.

Thorin was none of these things. Oh, he was the perfect Acolyte, always attending to his duties with care. But he could neither channel their god's power through prayer, lacked the conviction to gain power through oaths, and did not seem to have a spark of magical blood in him.

When the Korrud came and burnt his temple, he was taken as a slave, unable to protect himself.

He has toiled in the mountain for six long years, and has grown into an adult. He grew strong, tall, but he despaired.

But one day, the cold of the mountain seemed invigorating, rather than deadening. He felt a... calling from it. Something within him. Something...in his blood...

CHARACTER BACKSTORY



Sorcerer

SPELLCASTING CLASS

Charisma

SPELLCASTING ABILITY

13

SPELL SAVE DC

+5

SPELL ATTACK BONUS

0

CANTRIPS

Mending

Minor Illusion

Prestidigitation

Ray of Frost

3

6

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

2

PREPARED

SPELL NAME

Feather Fall

Magic Missile

SPELLS KNOWN

2

4

7

8

5

9

FEATURES & TRAITS

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

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

Shelter the Faithful. You and your companions can expect free healing at an establishment of your faith.

Level-1 transmutation 

Feather Fall

   

Choose up to five falling creatures within range. A falling creature's rate of descent slows to 60 feet per round until the spell ends. If the creature lands before the spell ends, it takes no falling damage and can land on its feet, and the spell ends for that creature.

Sorcerer DC13 Mod+5

Level-1 evocation 

Magic Missile

   

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 DC13 Mod+5

Transmutation cantrip 

Mending

   

This spell repairs a single break or tear in an object you touch, such as a broken chain link, two halves of a broken key, a torn cloak, or a leaking wineskin. As long as the break or tear is no larger than 1 foot in any dimension, you mend it, leaving no trace of the former damage. This spell can physically repair a magic item or construct, but the spell can't restore magic to such an object.

Sorcerer DC13 Mod+5

Illusion cantrip 

Minor Illusion

   

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 DC13 Mod+5 

Transmutation cantrip 

Prestidigitation

   

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 DC13 Mod+5

Evocation cantrip 

Ray of Frost

   

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 DC13 Mod+5

Minor Illusion (*reverse*)

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