DUNGEONS & DRAGONS®

Amelia Higheth	Sorcerer [Pyromancer] (1)	Leah H
CHARACTER NAME	CLASS & LEVEL	PLAYER NAME
	Human	Chaotic Good
	RACE	ALIGNMENT	EXPERIENCE POINTS

STRENGTH	0 (11)
DEXTERITY	+3 (16)
CONSTITUTION	+2 (14)
INTELLIGENCE	0 (11)
WISDOM	0 (11)
CHARISMA	+3 (17)

INSPIRATION

+2 PROFICIENCY BONUS

○	0	Strength
○	+3	Dexterity
◉	+4	Constitution
○	0	Intelligence
○	0	Wisdom
◉	+5	Charisma

SAVING THROWS

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

SKILLS

13 ARMOR CLASS

+3 INITIATIVE

30 SPEED

Hit Point Maximum 8

CURRENT HIT POINTS

TEMPORARY HIT POINTS

1x(1d6+2) HIT DICE

SUCCESSES ○○○

FAILURES ○○○

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME	ATK BONUS	DAMAGE/TYPE
Dagger	+5	1d4+3 piercing
Sling	+5	1d4+3 bludgeoning

Number of Attacks: 1

ATTACKS & SPELLCASTING

Backpack
Bedroll
Glamerweave
Mess kit
Orb
Rations (1 day) x10
Rope, hempen
Tinderbox
Torch x10
Waterskin

EQUIPMENT

12 PASSIVE WISDOM (PERCEPTION)

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

Language Proficiencies: Common; Elvish; Undercommon

OTHER PROFICIENCIES & LANGUAGES

CP
SP
EP
GP 10
PP

TREASURE

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Amelia Higheth

CHARACTER NAME

19	4'0"	65
AGE	HEIGHT	WEIGHT
Blue	White	Blond
EYES	SKIN	HAIR

CHARACTER APPEARANCE

NAME

SYMBOL

ALLIES & ORGANIZATIONS

Clothes, traveler ’ s (1)

TREASURE

CHARACTER BACKSTORY

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Druid

SPELLCASTING CLASS

Wisdom	10	+2
SPELLCASTING ABILITY	SPELL SAVE DC	SPELL ATTACK BONUS

0 CANTRIPS

- Magic Stone
- Thorn Whip

SPELL LEVEL | SLOTS TOTAL | SLOTS EXPENDED

1 — 2

PREPARED | SPELL NAME

2

3

4

5

6

7

8

9

SPELLS KNOWN

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Sorcerer

SPELLCASTING CLASS

Charisma	13	+5
SPELLCASTING ABILITY	SPELL SAVE DC	SPELL ATTACK BONUS

SPELLS KNOWN

0 CANTRIPS

- Control Flames
- Fire Bolt
- Shocking Grasp
- Stepping Stones

SPELL LEVEL | SLOTS TOTAL | SLOTS EXPENDED

1 — 2

PREPARED | SPELL NAME

- Burning Hands
- Chromatic Orb

2

3

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----------Other Traits----------
Heart of Fire. Whenever you start casting a spell of 1st level or higher that deals fire damage, fiery magic erupts from you. This eruption causes creatures of your choice that you can see within 10 feet of you to take fire damage equal to half your sorcerer level
(minimum of 1).

Magic Initiate. Choose a class: bard, cleric, druid, sorcerer, warlock, or wizard. You learn two cantrips of your choice from that class ’ s spell list.
In addition, choose one 1st-level spell from that same list. You learn that spell and can cast it at its lowest level. Once you cast it, you must finish a long rest before you can cast it again.
Your spellcasting ability for these spells depends on the class you chose: Charisma for bard, sorcerer, or warlock; Wisdom for cleric or druid; or Intelligence for wizard.

Magic Stone

Druid Cantrip Transmutation DC 10 Spell Mod +2

1 B.A. **Touch** **V,S** **1 min**

You touch one to three pebbles and imbue them with magic. You or someone else can make a ranged spell attack with one of the pebbles by throwing it or hurling it with a sling. If thrown, a pebble has a range of 60 feet. If someone else attacks with a pebble, that attacker adds your spellcasting ability modifier, not the attacker's, to the attack roll. On a hit, the target takes bludgeoning damage equal to 1d6 + your spellcasting ability modifier. Whether the attack hits or misses, the spell then ends on the stone. If you cast this spell again, the spell ends on any pebbles still affected by your previous casting.

Thorn Whip

Druid Cantrip Transmutation DC 10 Spell Mod +2

1 Act. **30 ft** **V,S,M** **Inst**

The stem of a plant with thorns

You create a long, vine-like whip covered in thorns that lashes out at your command toward a creature in range. Make a melee spell attack against the target. If the attack hits, the creature takes 1d6 piercing damage, and if the creature is Large or smaller, you pull the creature up to 10 feet closer to you. This spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

Control Flames

Sorcerer Cantrip Transmutation DC 13 Spell Mod +5

1 Act. **60 ft** **S** **Inst**

You choose nonmagical flame that you can see within range and that fits within a 5-foot cube. You affect it in one of the following ways: • You instantaneously expand the flame 5 feet in one direction, provided that wood or other fuel is present in the new location. • You instantaneously extinguish the flames within the cube. • You double or halve the area of bright light and dim light cast by the flame, change its color, or both. The change lasts for 1 hour. • You cause simple shapes—such as the vague form of a creature, an inanimate object, or a location—to appear within the flames and animate as you like. The shapes last for 1 hour. 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.

Fire Bolt

Sorcerer Cantrip Evocation DC 13 Spell Mod +5

1 Act. **120 ft** **V,S** **Inst**

You hurl a mote of fire at a creature or object within range. Make a ranged spell attack against the target. On a hit, the target takes 1d10 fire damage. A flammable object hit by this spell ignites if it isn't being worn or carried. This spell's damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).

Shocking Grasp

Sorcerer Cantrip Evocation DC 13 Spell Mod +5

1 Act. **Touch** **V,S** **Inst**

Lightning springs from your hand to deliver a shock to a creature you try to touch. Make a melee spell attack against the target. You have advantage on the attack roll if the target is wearing armor made of metal. On a hit, the target takes 1d8 lightning damage, and it can't take reactions until the start of its next turn. The spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

Stepping Stones

Sorcerer Cantrip Evocation DC 13 Spell Mod +5

1 **0** **V,S** **1 Rnd per 4 leve**

This cantrip creates 4 disks of force approximately 1 foot in diameter. They can be placed anywhere within 20 feed of each other, and lat approximately 1 round per 4 levels of the wizard. Combat of any sort will destroy these very useful disks, so there are not used in combat. The disks cannot inflect any damage to anything due to the low level of energy used to create them.

Burning Hands

Sorcerer Level 1 Evocation DC 13 Spell Mod +5

1 Act. **Self** **V,S** **Inst**

As you hold your hands with thumbs touching and fingers spread, a thin sheet of flames shoots forth from your outstretched fingertips. Each creature in a 15-foot cone must make a Dexterity saving throw. A creature takes 3d6 fire damage on a failed save, or half as much damage on a successful one. The fire ignites any flammable objects in the area that aren't being worn or carried. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.

Chromatic Orb

Sorcerer Level 1 Evocation DC 13 Spell Mod +5

1 Act. **90 ft** **V,S,M** **Inst**

A diamond worth at least 50gp

You hurl a 4-inch-diameter sphere of energy at a creature that you can see within range. You choose acid, cold, fire, lightning, poison, or thunder for the type of orb you create, and then make a ranged spell attack against the target. If the attack hits, the creature takes 3d8 damage of the type you chose. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8 for each slot level above 1st.