

Bashyew

CHARACTER NAME

Sorcerer [Draconic Bloodline] (1)

CLASS & LEVEL

Tiefling

RACE

BACKGROUND

Chaotic Good

ALIGNMENT

PLAYER NAME

150

EXPERIENCE POINTS

STRENGTH

-1

8

DEXTERITY

+1

13

CONSTITUTION

+1

12

INTELLIGENCE

0

11

WISDOM

+2

14

CHARISMA

+3

17

INSPIRATION

+2

PROFICIENCY BONUS

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

SAVING THROWS

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

SKILLS

14

ARMOR CLASS

+1

INITIATIVE

30

SPEED

Hit Point Maximum 8

CURRENT HIT POINTS

TEMPORARY HIT POINTS

1x(1d6+1)

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

A measured and considered response is preferable to rash action, but both have their place.

The world is cold and cruel enough without me adding to the suffering.

PERSONALITY TRAITS

Trust is earned through actions and sacrifice.

IDEALS

Blood, Faith, Friends.

BONDS

If it's not fun, why do it?

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Dagger

+3

1d4+1 piercing

Sling

+3

1d4+1 bludgeoning

Quarterstaff

+1

1d6-1 bludgeoning

Number of Attacks: 1

Crossbow, light. +3, 1d8+1 piercing

ATTACKS & SPELLCASTING

12

PASSIVE WISDOM (PERCEPTION)

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

Language Proficiencies:
Common; Draconic; Infernal

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP

PP

15

TREASURE

EQUIPMENT

Backpack

Clothes, traveler's

Crossbow bolt x20

Crowbar

Hammer

Piton x10

Rations (1 day) x10

Rope, hempen

Signet ring

Staff

Tinderbox

Torch x10

Waterskin



Bashyew

CHARACTER NAME

19

AGE

Red

EYES

5' 10"

HEIGHT

White (albino)

SKIN

140 lbs

WEIGHT

White

HAIR

Image not processed
128k max size



CHARACTER APPEARANCE

NAME

SYMBOL

ALLIES & ORGANIZATIONS

TREASURE

CHARACTER BACKSTORY



Sorcerer, Tiefling

SPELLCASTING
CLASS

Charisma

SPELLCASTING
ABILITY

13

SPELL SAVE DC

+5

SPELL ATTACK
BONUS

0

CANTRIPS

Frostbite
Mage Hand
Ray of Frost
Thaumaturgy

SPELL
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

2

PREPARED

SPELL NAME

☐ Feather Fall
☐ Ice Knife

3

6

7

4

8

2

5

9

SPELLS KNOWN

Darkvision: 60 ft.

Damage Resistances: fire

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

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

Hellish Resistance. Resistance to fire damage.

Infernal Legacy. You know thaumaturgy and can cast once per day. CHA is the spellcasting ability.

Frostbite

Sorcerer Cantrip Evocation DC 13 Spell Mod +5

1 Act. 60 ft V,S Inst



You cause numbing frost to form on one creature that you can see within range. The target must make a Constitution saving throw. On a failed save, the target takes 1d6 cold damage, and it has disadvantage on the next weapon attack roll it makes before the end of its next turn. The spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

Mage Hand

Sorcerer Cantrip Conjuration DC 13 Spell Mod +5

1 Act. 30 ft V,S 1 min



A spectral, floating hand appears at a point you choose within range. The hand lasts for the duration or until you dismiss it as an action. The hand vanishes if it is ever more than 30 feet away from you or if you cast this spell again. You can use your action to control the hand. You can use the hand to manipulate an object, open an unlocked door or container, stow or retrieve an item from an open container, or pour the contents out of a vial. You can move the hand up to 30 feet each time you use it. The hand can't attack, activate magic items, or carry more than 10 pounds.

Ray of Frost

Sorcerer Cantrip Evocation DC 13 Spell Mod +5

1 Act. 60 ft V,S Inst



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).

Thaumaturgy

Tiefling Cantrip Transmutation DC 13 Spell Mod +5

1 Act. 30 ft V Up to 1 min



You manifest a minor wonder, a sign of supernatural power, within range. You create one of the following magical effects within range: • Your voice booms up to three times as loud as normal for 1 minute. • You cause flames to flicker, brighten, dim, or change color for 1 minute. • You cause harmless tremors in the ground for 1 minute. • You create an instantaneous sound that originates from a point of your choice within range, such as a rumble of thunder, the cry of a raven, or ominous whispers. • You instantaneously cause an unlocked door or window to fly open or slam shut. • You alter the appearance of your eyes for 1 minute. If you cast this spell multiple times, you can have up to three of its 1-minute effects active at a time, and you can dismiss such an effect as an action.

Feather Fall

Sorcerer Level 1 Transmutation DC 13 Spell Mod +5

1 reAct. 60 ft V,M 1 min



A small feather or piece of down

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.

Ice Knife

Sorcerer Level 1 Conjuration DC 13 Spell Mod +5

1 Act. 60 ft S,M Inst



A drop of water or piece of ice

You create a shard of ice and fling it at one creature within range. Make a ranged spell attack against the target. On a hit, the target takes 1d10 piercing damage. Hit or miss, the shard then explodes. The target and each creature within 5 feet of it must succeed on a Dexterity saving throw or take 2d6 cold damage. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the cold damage increases by 1d6 for each slot level above 1st.
