



LIARYN FIENDBLOOD

Sorcerer 1
CLASS & LEVEL

0
EXPERIENCE POINTS

Erin
PLAYER NAME

Tiefling
RACE

Hermit
BACKGROUND

CAMPAIGN or PLAYER ID

STR
-1
8

+2 PROFICIENCY BONUS

ARMOR CLASS (AC) **INITIATIVE** **SPEED**
14 +1 30 ft.

FEATURES, TRAITS & MORE
Alignment: Neutral. I will help others, but avoid serious personal risks or loyalties that don't benefit me.

DEX
+1
13

SAVING THROWS
-1 Strength Saves
+1 Dexterity Saves
+4 Constitution Saves *
+0 Intelligence Saves
+1 Wisdom Saves
+5 Charisma Saves *
* Prof. bonus added

Armor Worn: None (Draconic Resilience feature)

HIT POINTS **HIT DICE**
9 1d6

DEATH SAVES: Success O O O Fail O O O

- Tiefling Traits [PHB p. 42]**
- Age: 27-years-old
 - Medium Size (5' 1", 134 lbs.)
 - Darkvision (60 feet)
 - Hellish Resistance (vs. fire)
 - Infernal Legacy (Charisma-based; Thaumaturgy cantrip)

CON
+2
14

SKILLS

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

WEAPON & UNARMED ATTACKS

Basic Attack. One target per Attack action.

Quarterstaff. *Melee Weapon Attack:* +1 to hit, reach 5 ft. *Hit:* 1d6+1 bludgeoning damage. (If used two-handed in melee, does 1d8+1 damage.)

Dagger. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. 1d4+1 piercing damage. (If thrown, normal range to 20 ft.; disadvantage long range 21 to 60 ft.)

- Class Features [PHB p. 99]**
- Green Dragon Ancestor (double proficiency bonus to Charisma with dragons)
 - Draconic Resilience (extra hit points added to total)

INT
+0
11

Spellcasting [PHB p. 201]

Spell Attack Modifier +5
Spell Save DC 13

WIS
+1
12

* Prof. bonus added

MAGIC & SPECIAL ATTACKS

Fire Bolt Cantrip. *Ranged Spell Attack:* +5 to hit, targets one creature or object within 120 ft. range. *Hit:* 1d10 fire damage and unattended flammable objects catch on fire.

Cantrips Known: *Dancing Lights, Fire Bolt, Message, Prestidigitation*

CHA
+3
17

11 PASSIVE WISDOM (PERCEPTION)

Prepared Spells
1st Level (2 slots): *Mage Armor, Magic Missile*

- Background Features [PHB p. 134]**
- Discovery (great secret)

PROFICIENCIES & LANGUAGES

Armor: none

Weapons: dagger, dart, light crossbow, quarterstaff, sling

Tools: herbalism kit

Saving Throws: Constitution, Charisma

Skills: Arcana, Deception, Intimidation, Medicine, Religion

Languages: Common, Gnomish, Draconic, Infernal

EQUIPMENT & TREASURE

Carried Gear: two (2) daggers, quarterstaff, herbalism kit (clippers, mortar and pestle, pouches and vials of herbs), set of common clothes, a scroll case stuffed full of notes from your studies or prayers, a winter blanket

Lifting and Carrying: 120 lbs. max. carrying capacity; 240 lbs. pushing or dragging (speed -5 ft.); 240 lbs. max. lift.

Coins & Gems: 5 gold pieces (gp); 3 silver pieces (sp); 64 copper pieces (cp); 3 gems (worth 10 gp each)

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[PHB] = page number reference to the *Dungeons & Dragons Player's Handbook* (5th edition) by Mike Mearls and Jeremy Crawford, published August 19, 2014, by Wizards of the Coast (ISBN-10: 0786965606; ISBN-13: 978-0786965601). **[VGtM]** = *Volo's Guide To Monsters* (ISBN 9780786966073), [available from a gaming store near you](#).

[EEPG] = Elemental Evil Player's Companion, available for download from <https://dnd.wizards.com/products/tabletop-games/rpg-products/player's-companion>

CONTACT (especially about typos, glitches and othre errors)

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