



# 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  
**14 +1 30 ft.**

SPEED

FEATURES, TRAITS & MORE

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

**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)

**Class Features [PHB p. 99]**

- Green Dragon Ancestor (double proficiency bonus to Charisma with dragons)
- Draconic Resilience (extra hit points added to total)

**Spellcasting [PHB p. 201]**

**Spell Attack Modifier +5**  
**Spell Save DC 13**

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

**Prepared Spells**

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

**Background Features [PHB p. 134]**

- Discovery (great secret)

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

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.)

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.

INT  
**+0**  
11

WIS  
**+1**  
12

CHA  
**+3**  
17

**11** PASSIVE WISDOM  
(PERCEPTION)

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,

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.

Infernal

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

## « BACK TO GENERATE ANOTHER CHARACTER

**[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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