

| | | |
|---------------|----------------------------------------------------------------------------------|-------------------|
| CLASS & LEVEL |  | BACKGROUND |
| ALIGNMENT | CHARACTER NAME | PLAYER NAME |
| RACE | | EXPERIENCE POINTS |

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

INSPIRATION

PROFICIENCY BONUS

SAVING THROWS

- ___ Strength
- ___ Dexterity
- ___ Constitution
- ___ Intelligence
- ___ Wisdom
- ___ Charisma

SKILLS

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

| | | |
|-------------|------------|-------|
| ARMOR CLASS | INITIATIVE | SPEED |
| _____ | _____ | _____ |

HIT POINT MAX

17

CURRENT HIT POINTS

TEMPORARY HIT POINTS

| | |
|---------------------------------------------------------------------|---------------------------------------------------------------------------|
| <p>TOTAL</p> <p style="font-size: 1.5em;">1d6+1</p> <p>HIT DICE</p> | <p>SUCCESSES</p> <p>○○○</p> <p>FAILURES</p> <p>○○○</p> <p>DEATH SAVES</p> |
|---------------------------------------------------------------------|---------------------------------------------------------------------------|

| NAME | ATK BONUS | DAMAGE/TYPE |
|------|-----------|-------------|
| | | |
| | | |
| | | |
| | | |
| | | |
| | | |
| | | |
| | | |
| | | |
| | | |

ATTACKS & SPELLCASTING

| | | | | |
|----|----|----|----|----|
| CP | SP | EP | GP | PP |
| | | | 10 | |

EQUIPMENT

PERSONALITY TRAITS

- I often look to others to determine how I'm meant to act in certain situations
- I don't always grasp humanoid manners, so I'm often blunt and nosy

IDEALS

- Freedom. I'm finally free from my captors and I'm going to make the most of it
- Curiosity. I have an insatiable curiosity about the new world around me

BONDS

- I seek out memoirs, journals, and tales to collect memories
- I keep a low profile to avoid being recognized

FLAWS

- I don't trust easily and assume everyone will betray me if they know the truth
- I was made to manipulate people; when I'm having trouble, I fall back on that

(+4) Sage Lore: Astronomy

(+4) Sage Lore: Meteorology

Darkvision

-60 ft range

Doppelganger

- As an action I can polymorph into any humanoid I have seen or back into my true form. My statistics, other than size, don't change. Any equipment I'm wearing or carrying is not transformed. I revert to my true form when I die.

Roll to Cast

- Whenever you cast a spell using spell slots, roll d20 + your prof bonus (+2). The baseline DC to cast the spell is 10 + its level. If you fail, compare the face value on the d20 to the MISCASE TABLE. Unless specifically stated on the miscast result (or Overchanneling), your spell still takes effect.

->When you gain Font of Magic at 2nd level, you can expend Sorcery Points after rolling to gain a bonus equal to the # of points spent.

Innate Magic

- You don't rely on components and are your own spellcasting focus--unless the spell component has a gold cost
- You radiate magic when a creature casts detect magic on you; it appears to be a kind of magic reflected by your Sorcerous Bloodline.
- Add detect magic to your Spells Known, without counting against that limit.

FEATURES & TRAITS

PASSIVE WISDOM (PERCEPTION)

Armor: none

Weapons: daggers, darts, slings, quarterstaves, light crossbows

Tools: none

Languages: common, deep speech, undercommon

OTHER PROFICIENCIES & LANGUAGES



CHARACTER NAME

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

FACTION

CHARACTER APPEARANCE

Overchannel

- You may attempt to cast sorcerer spells beyond your normal ability. You must expend a total number of spell slots equal to the level of the spell you're attempting, using your highest spell slots first. If you fail your roll to cast, the Overchanneled spell fails to take effect.

- For each level above the max spell level you can cast, you suffer a -1 penalty on your roll to cast and you suffer a level of exhaustion after casting the spell. If casting the spell would take you below your max levels of exhaustion, you cannot attempt the spell – it is beyond your power. You may expend Sorcery Points equal to the difference between the spell's level and the highest spell level you can normally cast to negate this exhaustion.

- For example, an 8th level sorcerer with 18 Charisma tries to cast reverse gravity, a 7th level spell, when they can only cast 4th level spells. They suffer a -3 penalty on their

DC 17 roll to cast, giving them a net roll of 1d20 + 4, or a 40% chance of success. Regardless of the outcome they suffer 3 levels of exhaustion, unless they expend 3 Sorcery Points.

ALLIES & ORGANIZATIONS

Background: Researcher

- When you attempt to learn or recall a piece of lore, if you do not know that information, you often know where and from whom you can obtain it. Usually, this information comes from a library, scriptorium, university, or a sage or other learned person or creature. Your DM might rule that the knowledge you seek is secreted away in an almost inaccessible place, or that it simply cannot be found. Unearthing the deepest secrets of the multiverse can require an adventure or even a whole campaign.

Font of Magic

- You have 2 sorcery points, and you gain more as you reach higher levels, as shown in the Sorcery Points column of the Sorcerer table. You can never have more sorcery points than shown on the table for your level. You regain all spent sorcery points when you finish a long rest.

- Flexible Casting: you can create sorcery points using spell slots and vice versa, according to the table conversion

> as a bonus action, you can expend one spell slot and regain sorcery points equal to the slot's level

> as a bonus action, you can expend sorcery points to recover a spell slot of fifth level or lower; this slot goes away after a long rest

Metamagic

- Heightened Spell

> when you cast a spell that forces a creature to make a saving throw to resist its effects, you can spend 3 sorcery points to give one target disadvantage on its first saving throw made against the spell.

- Quickened Spell

> when you cast a spell, you can spend 1 sorcery point to cast it without any somatic or verbal components.

ADDITIONAL FEATURES & TRAITS

Telepathic Speech

- As a bonus action, you can choose one creature w/in 30ft of you to speak telepathically to. You can speak like this w/in a number of miles equal to your Charisma modifier. You must speak in a shared language. This lasts for a number of mins equal to your sorcerer level. It ends early if you are incapacitated or die or if you use this ability to form a connection with a different creature.

CHARACTER BACKSTORY

TREASURE

