



# RYLUN SIOBHAREK

Sorcerer 1  
CLASS & LEVEL  
Human  
RACE/ANCESTRY/HERITAGE

0  
EXPERIENCE POINTS  
PLAYER NAME  
Hermit  
BACKGROUND  
CAMPAIGN or PLAYER ID

STR  
-1  
9

+2 PROFICIENCY BONUS

ARMOR CLASS (AC) 12  
INITIATIVE +2  
SPEED 30 ft.

## FEATURES, TRAITS & MORE

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

DEX  
+2  
14

## SAVING THROWS

- 1 Strength Saves
  - +2 Dexterity Saves
  - +4 Constitution Saves \*
  - +0 Intelligence Saves
  - +1 Wisdom Saves
  - +5 Charisma Saves \*
- \* Prof. bonus added

HIT POINTS 8  
HIT DICE 1d6

DEATH SAVES: Success O O O Fail O O O

## Hermit Background [PHB p. 134]

- **Feature:** Discovery (great secret).
- **Traits:** Often silently lost in thoughts. Obsessed over a family secret.
- **Ideal:** Truth lies in knowing yourself.
- **Bond:** In hiding from enemies.
- **Flaw:** Enraged by interruptions.

CON  
+2  
15

## SKILLS

- +2 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) \*
- +2 Sleight of Hand (Dex)
- +2 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:* +4 to hit, reach 5 ft. 1d4+2 piercing damage. (If thrown, normal range to 20 ft.; disadvantage long range 21 to 60 ft.)

## Human Traits [PHB p. 29]

- Creature Type: Humanoid
- Age: 35 years old
- Medium Size (5' 6", 160 lbs.)

## Sorcerer Class Features [PHB p. 99]

- Wild Magic Surge (after casting spell, 1 in 20 chance of rolling on the effects table found on PHB p. 104)
- Tides Of Chaos (gain adv. on attack, ability or save roll once betw. long rests)

INT  
+0  
11

\* Prof. bonus added

11 PASSIVE WISDOM (PERCEPTION)

## MAGIC, FEATS & 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.

## EQUIPMENT & TREASURE

**Carried Gear [PHB, p. 143]:** 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 personal notes, a winter blanket. (This load is about 12 lbs.; add 1 lb. per 50 coins carried.)

## Magic Items [DMG p. 135]

- *potion of healing* (2d4+2 hp)

(a) *Item attuned to character.*

**Coins & Gems:** 6 gold pieces (gp); 41 silver pieces (sp); 17 copper pieces (cp); 2 gems (worth 10 gp each)

## Spellcasting [PHB p. 201]

Spell Attack Modifier +5  
Spell Save DC 13



**Cantrips Known:** *Fire Bolt, Friends, Light, Prestidigitation*

## Prepared Spells

1st Level (2 slots): *Mage Armor, Ray of Sickness*

## PROFICIENCIES & LANGUAGES

**Armor:** none

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

**Tools:** herbalism kit

**Saving Throws:** Constitution, Charisma

**Skills:** Arcana, Athletics, Deception, Intimidation, Medicine, Religion

**Languages:** Common, Giant, Gnomish

## ENCUMBRANCE

**Lifting & Carrying:** 135 lbs. max. carrying capacity; 270 lbs. pushing or dragging (speed -5 ft.); 270 lbs. max. lift.