

SORCERER

LEVEL 1 CHARACTER PROFILE



Name

Species: Human

Age: 22 years

Background: Hermit

Lawful Neutral: The honour code I live by defines my actions.

❖ *Fire can bring light to the darkness, but it can also harm those who get too close.* ❖

Character Stats

Strength

Dexterity

Constitution

Intelligence

Wisdom

Charisma

9

-1

12

+1

15

+2

14

+2

12

+1

16

+3

Total HP

Current HP

Armour Class

Speed

Initiative

9

14

30 ft

+1

Hit Die: d6 Total: 1 Used:

+2 Proficiency Bonus

Inspiration: 

STR -1	DEX +1	CON +4
INT +2	WIS +1	CHA +5

Saving Throws

Passive Perception (WIS) 11

Passive Investigation (INT) 12

Passive Insight (WIS) 13

Advantage: _____

Resistance: _____

Death Saving Throws  

Character Skills

Prof.	Mod.	Skill	Bonus
◇	DEX	Acrobatics	+1
◇	WIS	Animal Handling	+1
◇	INT	Arcana	+2
◇	STR	Athletics	-1
◆	CHA	Deception	+5
◇	INT	History	+2
◆	WIS	Insight	+3
◇	CHA	Intimidation	+3
◇	INT	Investigation	+2
◆	WIS	Medicine	+3
◇	INT	Nature	+2
◇	WIS	Perception	+1
◇	CHA	Performance	+3
◇	CHA	Persuasion	+3
◆	INT	Religion	+4
◇	DEX	Sleight of Hand	+1
◇	DEX	Stealth	+1
◇	WIS	Survival	+1
◇	_____	_____	_____
◇	_____	_____	_____
◇	_____	_____	_____
◇	_____	_____	_____

Proficiencies

Weapons:

Light crossbows, daggers, darts, slings, quarterstaves.

Armour:

Tools:

Herbalism kit

Other:

Languages

You can speak, read and write **Common**, **Draconic**, **Dwarvish** and **Infernal**.

Personality

I am used to spending time alone. Sometimes I can withdraw from those closest to me, as I fear my presence will bring them harm.

Ideals

Self-Knowledge. The more I know about myself, the safer my powers will become.

Bonds

I have been seeking answers about my true nature for many years, but have yet to find them.

Flaws

If I think something will provide me with knowledge, I have a habit of ignoring risks when pursuing it.

Action List

- ◆ Attack
- ◆ Disengage
- ◆ Hide
- ◆ Shove
- ◆ Unarmed Strike
- ◆ Dodge
- ◆ Improvise
- ◆ Use an Object
- ◆ Cast a Spell
- ◆ Grapple
- ◆ Ready
- ◆ Dash
- ◆ Help
- ◆ Search

Weapon Attacks

Weapon	Range	Hit	Damage
Light crossbow	80/320 ft	+3	1d8+1 piercing
Dagger	5 ft (20/60 ft)	+3	1d4+1 piercing
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

Notes

Spellcasting: Your character can cast spells. You can find a list of the spells they know, as well as a spell slot tracker, at the back of this booklet.

Class Features

Spellcasting: You can cast known Sorcerer spells using CHA as your spellcasting modifier (Spell DC 13, Spell Attack +5).

Preparing Spells: As a Sorcerer, you do not need to choose which spells you have access to at the beginning of each day. All your known spells are available to you.

Sorcerous Origin: Draconic Bloodline.

Dragon Ancestor: You have an Ancient Red Dragon in your ancestry. You can speak, read and write Draconic and you double your proficiency bonus for CHA checks involving Dragons of any kind.

Draconic Resilience: Your max HP increases by 1. When you aren't wearing armour, your AC equals 14.

Species and Background

Ability Score Increase: Your ability scores each increased by 1.

Age: Humans reach adulthood in their late teens and live less than a century.

Size: Your size is Medium.

Discovery: The quiet seclusion of your extended hermitage gave you access to a unique and powerful discovery. You recently found out that your powers

come from an Ancient Red Dragon named Fenerax. The dreadful beast hasn't been seen for many years, and has almost been forgotten by the people of the continent.

You believe Fenerax is alive, as he calls to you in your dreams. If true, this information would be startling to the townsfolk who live peacefully in the area. You feel driven to warn people about Fenerax's likely return.

Backstory

I have always had vivid dreams. As a child, I would dream of flying, then wake up with strained shoulders, as if the leathery wings I had imagined were real. After dreams of a dragon breathing fire, I would wake with the smell of smoke in my nostrils. When I told my parents about my visions, they comforted me, but were clearly worried. I decided to keep the dreams secret, but, they bled into reality on my 18th birthday. Horns started to grow on my head and

I was able to manipulate fire. My powers were fierce and unpredictable, as they still can be. Fearing I could harm my parents or siblings, I ran away, and lived in a small cave.

One day, I hope to learn how to control my powers and return home. For now, I take on odd jobs to get by, never staying in one place for long. My strange dreams continue, but I am slowly gathering more information about where my powers come from.

Physical Appearance



Age: 22 ♦ Height: 5 ft 8 in ♦ Weight: 160 lb

- I wear simple clothing that I made from discarded potato sacks and old rope.
- Horns, scales and claws suggest my biology is influenced by Draconic powers.

Notable Relationships

Emlo: My well-meaning father has no knowledge of magic, or what might have caused my unusual skills.

Mila: My mother told me that there were rumours of magic in her bloodline, but she had always doubted the claims.

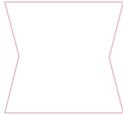
Fenerax: The enormous, red dragon who haunts my dreams. He calls to me, and repeats his name like a command.

Notes

Currency



Platinum



Gold



Electrum



Silver

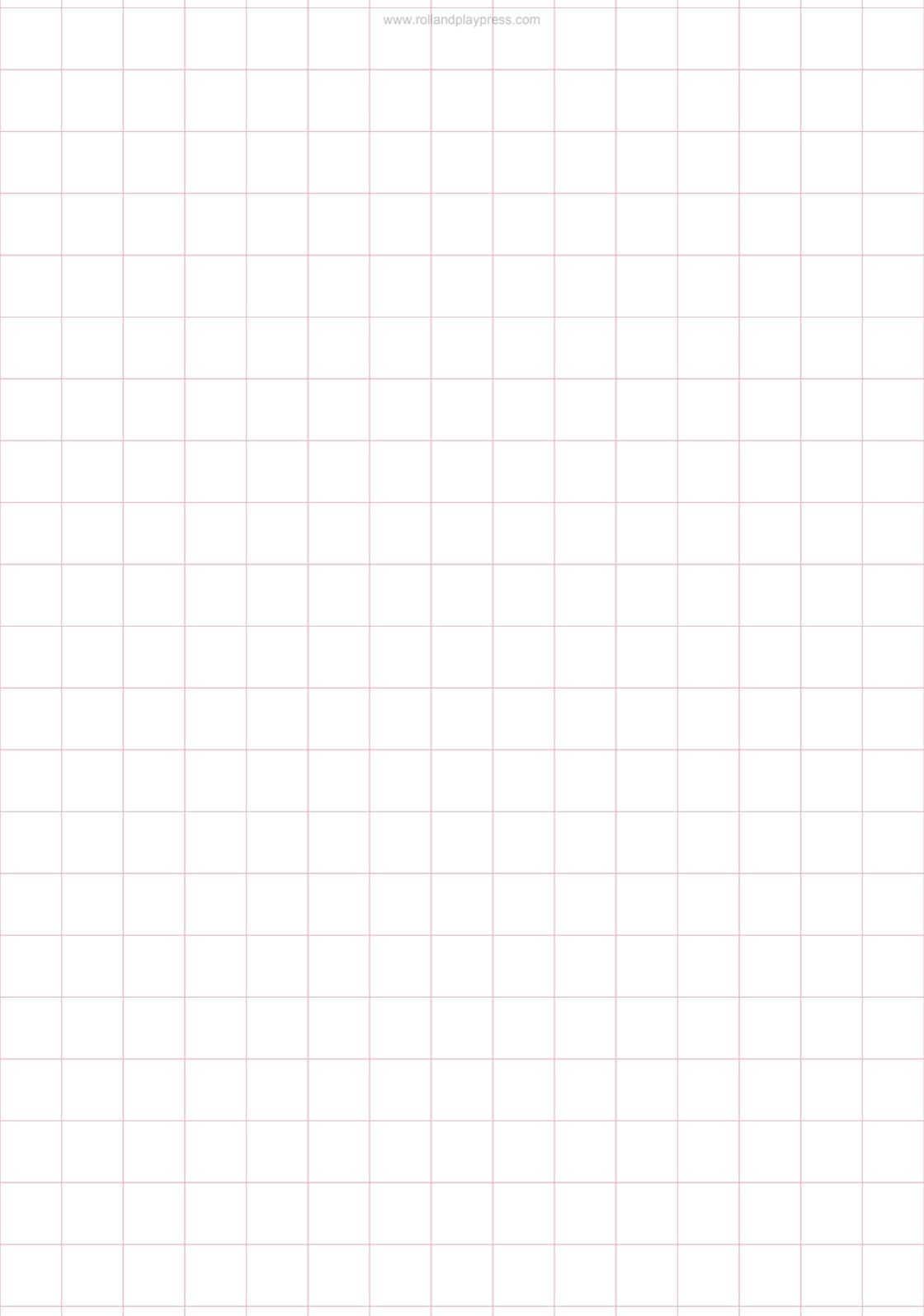


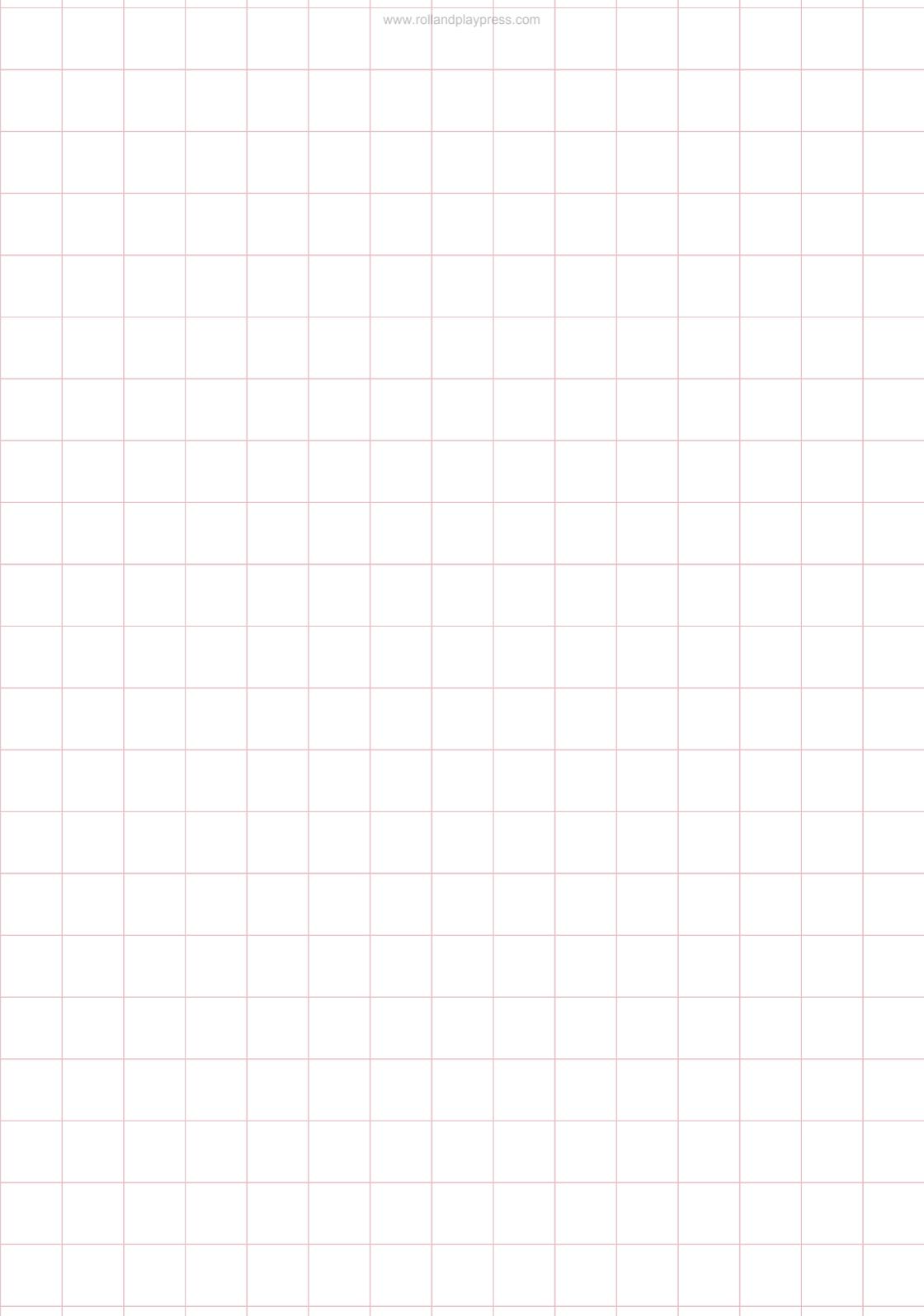
Copper

Coin Type	Copper	Silver	Electrum	Gold	Platinum
Copper	1	1/10	1/50	1/100	1/1000
Silver	10	1	1/5	1/10	1/100
Electrum	50	5	1	1/2	1/20
Gold	100	10	2	1	1/10
Platinum	1000	100	20	10	1

Equipment

Name	Quantity	Weight
Dagger	2	2 lb
Light crossbow	1	5 lb
Crossbow bolts	20	1.5 lb
Blanket	1	3 lb
Scroll case	1	1 lb
Commoner's clothes	1	3 lb
Component pouch	1	2 lb
Herbalism kit	1	3 lb
Bedroll	1	7 lb
Mess kit	1	1 lb
Rations (1 day)	3	6 lb
Hempen rope (50 ft)	1	10 lb





Spell Slots

0	Cantrips
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Lv	Slots	Remaining
2	0	

Lv	Slots	Remaining
4	0	

Prep	Spell Name
●	<u>Mage Hand</u>
●	<u>Fire Bolt</u>
●	<u>Mending</u>
●	<u>Dancing Lights</u>
○	_____
○	_____
○	_____
○	_____

Prep	Spell Name
○	_____
○	_____
○	_____
○	_____
○	_____
○	_____
○	_____
○	_____

Prep	Spell Name
○	_____
○	_____
○	_____
○	_____
○	_____
○	_____
○	_____
○	_____

Lv	Slots	Remaining
1	2	

Lv	Slots	Remaining
3	0	

Lv	Slots	Remaining
5	0	

Prep	Spell Name
●	<u>Burning Hands</u>
●	<u>Detect Magic</u>
○	_____
○	_____
○	_____
○	_____
○	_____
○	_____
○	_____
○	_____

Prep	Spell Name
○	_____
○	_____
○	_____
○	_____
○	_____
○	_____
○	_____
○	_____
○	_____
○	_____

Prep	Spell Name
○	_____
○	_____
○	_____
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○	_____
○	_____
○	_____

Preparing Spells: As a Sorcerer, you do not need to choose which spells you have access to at the beginning of each day. All your known spells are available to you.

Spell Slots

Lv	Slots	Remaining
6	0	

Lv	Slots	Remaining
8	0	

Prep	Spell Name
⬢	_____
⬢	_____
⬢	_____
⬢	_____
⬢	_____
⬢	_____
⬢	_____
⬢	_____

Prep	Spell Name
⬢	_____
⬢	_____
⬢	_____
⬢	_____
⬢	_____
⬢	_____
⬢	_____
⬢	_____

Lv	Slots	Remaining
7	0	

Lv	Slots	Remaining
9	0	

Prep	Spell Name
⬢	_____
⬢	_____
⬢	_____
⬢	_____
⬢	_____
⬢	_____
⬢	_____
⬢	_____

Prep	Spell Name
⬢	_____
⬢	_____
⬢	_____
⬢	_____
⬢	_____
⬢	_____
⬢	_____
⬢	_____

Spell Ability Mod.

CHARISMA

Spell Save DC

13

8 + Proficiency Bonus
+ CHA modifier

Spell Attack

+5

Proficiency Bonus
+ CHA modifier

Exhaustion

1 ⬢
Disadvantage on all ability checks
2 ⬢
Movement speed reduced by half
3 ⬢
Disadvantage on attack rolls and saving throws
4 ⬢
Hit point maximum reduced by half
5 ⬢
Movement speed reduced to zero
6 ⬢
Death

Experience

Level
Current Experience
Experience Needed



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