

Yennefer of Vengerberg

CHARACTER NAME

Sorcerer 1

CLASS & LEVEL

Variant Human

RACE

Sage

BACKGROUND

Chaotic Neutral

ALIGNMENT

PLAYER NAME

EXPERIENCE POINTS

**STRENGTH**  
+0  
10

**DEXTERITY**  
+1  
12

**CONSTITUTION**  
+0  
10

**INTELLIGENCE**  
+2  
15

**WISDOM**  
+1  
12

**CHARISMA**  
+3  
16

INSPIRATION

+2 PROFICIENCY BONUS

SAVING THROWS

- +0 Strength
- +1 Dexterity
- +2 Constitution
- +2 Intelligence
- +1 Wisdom
- +5 Charisma

SKILLS

- +0 Acrobatics (Dex)
- +1 Animal Handling (Wis)
- +4 Arcana (Int)
- +0 Athletics (Str)
- +5 Deception (Cha)
- +2 History (Int)
- +1 Insight (Wis)
- +3 Intimidation (Cha)
- +2 Investigation (Int)
- +1 Medicine (Wis)
- +2 Nature (Int)
- +1 Perception (Wis)
- +3 Performance (Cha)
- +5 Persuasion (Cha)
- +2 Religion (Int)
- +0 Sleight of Hand (Dex)
- +0 Stealth (Dex)
- +0 Survival (Wis)

11 ARMOR CLASS

+1 INITIATIVE

30 ft SPEED

Hit Point Maximum \_\_\_\_\_

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total \_\_\_\_\_ HIT DICE

SUCCESSES ○○○○

FAILURES ○○○○ DEATH SAVES

Yennefer craves knowledge and power, and also serves as an adviser in noble courts.

PERSONALITY TRAITS

Yennefer is driven by the pursuit of power and control, so that she can remain independent and self-sufficient.

IDEALS

When she became a power sorceress, Yennefer gave up a future of being a mother. She wants the best of both worlds - power and family.

BONDS

She has trouble controlling her emotions.

FLAWS

NAME ATK BONUS DAMAGE/TYPE

Fire Bolt +5 1d10 fire

Dagger +2 1d4 P

Crossbow +2 1d8 P

ATTACKS & SPELLCASTING

Human Determination - Advantage on one attack roll, ability check, or saving throw per rest.

FEATURES & TRAITS

11 PASSIVE WISDOM (PERCEPTION)

Common

Deep Speech

OTHER PROFICIENCIES & LANGUAGES

CP Explorer's Pack

SP Dagger

EP Light Crossbow

CP Crossbow Bolts

PP

EQUIPMENT



Yennefer of Vengerberg

CHARACTER NAME

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME  
SYMBOL

CHARACTER BACKSTORY

ADDITIONAL FEATURES & TRAITS

TREASURE



# Sorcerer

SPELLCASTING CLASS

+3

SPELLCASTING ABILITY

13

SPELL SAVE DC

+5

SPELL ATTACK BONUS

0

## CANTRIPS

- Fire Bolt
- Light
- Frostbite
- Minor Illusion

3

6

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

2

PREPARED

SPELL NAME

- Burning Hands
- Mage Armor

4

7

8

5

9

SPELLS KNOWN