

HALF-ELF 3RD-LEVEL SORCERER (STORM SORCERY) LEVEL & CLASS

SAILOR

BACKGROUND

MEDIUM

DESCRIPTION

PLAYER

CHARACTER NAME

PROFICIENCY BONUS



DEXTERITY

14



Dexterity <u>+5</u> Constitution

_ Intelligence

_ Wisdom

SAVING THROWS



INTELLIGENCE

10

WISDOM

9

CHARISMA

_ Acrobatics (Dex)

Animal Handling (Wis)

Arcana (Int)

+3 Athletics (Str)

Deception (Cha)

O ____ History (Int)

O ____ Insight (Wis)

Intimidation (Cha)

O ____ Investigation (Int)

Medicine (Wis)

O ____ Nature (Int)

Perception (Wis)

Performance (Cha)

Persuasion (Cha)

_ Religion (Int)

O ____ Sleight of Hand (Dex)

O ____ Stealth (Dex)

O ____ Survival (Wis)

SKILLS

PASSIVE WISDOM

(PERCEPTION)





Total 3D6

HIT DICE

INITIATIVE

FEET SPEED

23 Hit Point Maximum **CURRENT HIT POINTS**

TEMPORARY HIT POINTS

SUCCESSES O=O=O FAILURES O=O=C DEATH SAVES

I WORK HARD SO I CAN PLAY HARD WHEN THE WORK IS DONE.

I STRETCH THE TRUTH FOR THE SAKE OF A GOOD STORY.

PERSONALITY TRAITS

FREEDOM. THE SEA IS FREEDOM - THE FREEDOM TO GO ANYWHERE AND DO ANYTHING.

IDEALS

RUTHLESS PIRATES MURDERED MY CAPTAIN AND CREWMATES, PLUDERED OUR SHIP, AND LEFT ME TO DIE. VENGEANCE WILL BE MINE

RONDS

MY PRIDE WILL PROBABLY LEAD TO MY DESTRUCTION.

FLAWS

ATK BONUS DAMAGE/TYPE LIGHT CROSSBOW! +4 1D8+2 PIERCING +4 DAGGER 2 1D4+2 PIERCING SPELLCASTING 3 +5 VARIABLE

YOU CAN FIRE A LIGHT CROSSBOW 80 FT., OR UP TO 320 FT. WITH DISADVANTAGE ON THE ATTACK ROLL

² YOU CAN THROW A DAGGER 20 FT., OR UP TO 60 FT. WITH DISADVANTAGE ON THE ATTACK ROLL.

³ YOUR **SPELLCASTING ABILITY** IS **CHARISMA.** WHEN CASTING A SPELL THAT REQUIRES YOUR TARGET TO MAKE A SAVING THROW, YOUR SPELL SAVE DC IS 13.

CANTRIPS. YOU KNOW THE DANCING LIGHTS. FIRE BOLT. RAY OF FROST, AND SHOCKING GRASP CANTRIPS.

KNOWN SPELLS. YOU KNOW THE CHROMATIC ORB, MAGE ARMOUR, WITCH BOLT, AND GUST OF WIND SPELLS.

SPELL SLOTS

(IST) (IST) (IST) (2ND) (2ND)

ATTACKS & SPELLCASTING

DARKVISION. YOU HAVE SUPERIOR VISION IN DARK AND DIM CONDITIONS. YOU CAN SEE IN DIM LIGHT WITHIN 60 FEET OF YOU AS IF IT WERE BRIGHT LIGHT, AND IN DARKNESS AS IF IT WERE DIM LIGHT. YOU CAN'T DISCERN COLOUR IN DARKNESS, ONLY SHADES OF GRAY.

FEY ANCESTRY. YOU HAVE ADVANTAGE ON SAVING THROWS AGAINST BEING CHARMED, AND MAGIC CAN'T PUT YOU TO SLEEP.

TEMPESTUOUS MAGIC. IMMEDIATELY BEFORE OR AFTER YOU CAST A SPELL OF 1ST LEVEL OR HIGHER, YOU CAN USE YOUR BONUS ACTION TO FLY UP TO 10 FT. WITHOUT PROVOKING OPPORTUNITY ATTACKS.

FONT OF MAGIC. YOU HAVE 3 SORCERY POINTS WITH WHICH TO MANIPULATE YOUR MAGICAL POWER:

CREATE SPELL SLOTS. AS A BONUS ACTION, YOU CAN SPEND 2 SORCERY POINTS TO CREATE ONE IST LEVEL SPELL SLOT, OR SPEND 3 SORCERY POINTS TO CREATE ONE 2ND LEVEL SPELL SLOT.

CONVERT SPELL SLOTS TO SORCERY POINTS. AS A BONUS ACTION, YOU CAN EXPEND ONE SPELL SLOT AND GAIN A NUMBER OF SORCERY POINTS EQUAL TO THE SLOT'S LEVEL

SPENT SORCERY POINTS ARE RESTORED AFTER A LONG REST.

METAMAGIC. YOU CAN SPEND YOUR SORCERY POINTS TO MODIFY A SPELL IN THE FOLLOWING WAYS:

QUICKENED SPELL WHEN YOU CAST A SPELL THAT HAS A CASTING TIME OF 1 ACTION, YOU CAN SPEND 2 SORCERY POINTS TO CHANGE THE CASTING TIME TO 1 BONUS ACTION FOR THIS CASTING.

TWINNED SPELL WHEN YOU CAST A SPELL THAT TARGETS ONLY ONE CREATURE AND DOESN'T HAVE A RANGE OF 'SELF,' YOU CAN SPEND A NUMBER OF SORCERY POINTS EQUAL TO THE SPELL'S LEVEL (OR I SORCERY POINT IF THE SPELL IS A CANTRIP) TO TAGET A SECOND CREATURE IN RANGE WITH THE SAME SPELL.

SHIP'S PASSAGE. YOU CAN SECURE FREE PASSAGE ON A SAILING SHIP FOR YOU AND YOUR COMPANIONS. YOU MIGHT SAIL ON THE SHIP YOU SERVED ON, OR ANOTHER CAPTAINED BY A FORMER CREWMATE). BECAUSE YOU'RE CALLING IN A FAVOUR, YOU CAN'T BE CERTAIN OF A SCHEDULE OR ROUTE THAT WILL MEET YOUR EVERY NEED.

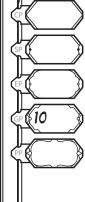
SHIP YOU HAVE GOOD RELATIONS WITH (PERHAPS ONE IN RETURN FOR YOUR FREE PASSAGE, YOU AND YOUR COMPANOINS ARE EXPEECTED TO ASSIST THE CREW DURING THE VOYAGE.

FEATURES & TRAITS

PROFICIENCIES. DAGGERS, DARTS, SLINGS, QUARTERSTAVES, LIGHT CROSSBOWS, NAVIGATOR'S TOOLS, VEHICLES (WATER).

11

ANGUAGES, COMMON, ELVISH, GNOMISH, PRIMORDIAL (AQUAN, AURAN, IGNAN, TERRAN).



DAGGERS (2) ARCANE FOCUS BACKPACK BEDROLL MESS KIT TINDERBOX TORCHES ()()()()()()()()()()

RATIONS ()()()()()()()()()() WATERSKIN 50 FT. HEMPEN ROPE 50 FT. SILK ROPE. DRAGON'S TALON NECKLACE (LUCKY CHARM) SET OF COMMON CLOTHES

BELT POUCH

DIAMOND (WORTH 50 GP)1 YOU NEED THIS TO CAST CHROMATIC ORB **EQUIPMENT**

OTHER PROFICIENCIES & LANGUAGES

CANTRIPS

DANCING LIGHTS

Evocation cantrip

Casting Time: 1 action Range: 120 feet

Commonanta V.C. M.

Components: V, S, M (a bit of phosphorus or

wychwood, or a glowworm)

Duration: Concentration, up to 1 minute

You create up to four torch-sized lights within range, making them appear as torches, lanterns, or glowing orbs that hover in the air for the duration. You can also combine the four lights into one glowing vaguely humanoid form of Medium size. Whichever form you choose, each light sheds dim light in a 10-foot radius.

As a bonus action on your turn, you can move the lights up to 60 feet to a new spot within range. A light must be within 20 feet of another light created by this spell, and a light winks out if it exceeds the spell's range.

FIRE BOLT

Evocation cantrip

Casting Time: 1 action Range: 120 feet Components: V, S Duration: Instantaneous

You hurl a mote of fire at a creature or object within range. Make a ranged spell attack (+5) against the target. On a hit, the target takes **1d10** *fire* damage. A flammable object hit by this spell ignites if it isn't being worn or carried.

RAY OF FROST

Evocation cantrip

Casting Time: 1 action Range: 60 feet Components: V, S Duration: Instantaneous

A frigid beam of blue-white light streaks toward a creature within range. Make a ranged spell attack (+5) against the target. On a hit, it takes **1d8** cold damage, and its speed is reduced by 10 feet until the start of your next turn.

SHOCKING GRASP

Evocation cantrip

Casting Time: 1 action Range: Touch Components: V, S Duration: Instantaneous

Lightning springs from your hand to deliver a shock to a creature you try to touch. Make a melee spell attack (+5) against the target. You have advantage on the attack roll if the target is wearing armor made of metal. On a hit, the target takes **1d8** *lightning* damage, and it can't take reactions until the start of its next turn.

KNOWN SPELLS

CHROMATIC ORB

1st-level evocation

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (a diamond worth at

least 50 gp)

Duration: Instantaneous

You hurl a 4-inch diameter sphere of energy at a creature that you can see within range. You choose *acid*, *cold*, *fire*, *lightning*, *poison*, or *thunder* for the type of orb you create, and then make a ranged spell attack against the target. If the attack hits, the creature takes **3d8** damage of the type you chose.

At Higher Levels. When you cast this spell using a spell slot of 2nd level, the damage increases to 4d8.

GUST OF WIND

2nd-level evocation

Casting Time: 1 action Range: Self (60-foot line)

Components: V, S, M (a legume seed) **Duration:** Concentration, up to 1 minute

A line of strong wind 60 feet long and 10 feet wide blasts from you in a direction you choose for the spell's duration. Each creature that starts its turn in the line must succeed on a Strength saving throw or be pushed 15 feet away from you in a direction following the line.

Any creature in the line must spend 2 feet of movement for every 1 foot it moves when moving closer to you.

The gust disperses gas or vapor, and it extinguishes candles, torches, and similar unprotected flames in the area. It causes protected flames, such as those of lanterns, to dance wildly and has a 50 percent chance to extinguish them.

As a bonus action on each of your turns before the spell ends, you can change the direction in which the line blasts from you.

Mage Armour

1st-level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S, M (a piece of cured leather)

Duration: 8 hours

You touch a willing creature who isn't wearing armor, and a protective magical force surrounds it until the spell ends. The target's base AC becomes 13 + its Dexterity modifier. The spell ends if the target dons armor or if you dismiss the spell as an action.

WITCH BOLT

1st-level evocation

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a twig from a tree that

has been struck by lightning)

Duration: Concentration, up to 1 minute A beam of crackling, blue energy lances out toward a creature within range, forming a sustained arc of lightning between you and the target. Make a ranged spell attack (+5) against that creature. On a hit, the target takes **1d12** *lighning* damage, and on each of your turns for the duration, you can use your action to deal **1d12** *lightning* damage to the target automatically. The spell ends if you use your action to do anything else. The spell also ends if the target is ever outside the spell's range or if it has total cover from you.

At Higher Levels. When you cast this spell using a spell slot of 2nd level, the initial damage increases to 2d12.