

Arinae

CHARACTER NAME

Sorcerer (1)

CLASS & LEVEL

Half-Elf

RACE

Sage

BACKGROUND

Chaotic Good

ALIGNMENT

Jess Dempsey - DOTS

PLAYER NAME

0

EXPERIENCE POINTS

STRENGTH

9

-1

DEXTERITY

10

0

CONSTITUTION

12

+1

INTELLIGENCE

14

+2

WISDOM

14

+2

CHARISMA

17

+3

INSPIRATION

+2

PROFICIENCY BONUS

- 1 Strength
- 0 Dexterity
- +3 Constitution
- +2 Intelligence
- +2 Wisdom
- +5 Charisma

SAVING THROWS

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

SKILLS

13

ARMOR CLASS

+1

INITIATIVE

30

SPEED

Hit Point Maximum 7

7

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1d6/level

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

I'm willing to listen to every side of an argument before I make my own judgement

PERSONALITY TRAITS

Logic - emotions must not cloud our logical thinking

IDEALS

(Ancient text modified) The location of my home holds terrible secrets that must not fall into the wrong hands

BONDS

I am easily distracted by the promise of information

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Dagger (2) +3 1d4 + 1 piercing

Quarterstaff +2 1d6 bludgeoning

ATTACKS & SPELLCASTING

Darkvision: 60 ft.

Fey Ancestry. Advantage on charmed saves and immune to sleep magic

*history: Sage Specialty - Researcher (p 138) recalling lore: If you don't know a piece of info you often know where to find it

*persuasion: charisma checks with dragons - proficiency bonus doubles (p 102)

14

PASSIVE WISDOM (PERCEPTION)

Weapon Proficiencies: light crossbow, dagger, dart, quarterstaff, sling

Languages: Common, Elvish, Draconic, Celestial, Gnomish, Undercommon

OTHER PROFICIENCIES & LANGUAGES

CP

Arcane focus - crystal necklace.

SP

Explorer's pack (backpack, bedroll, mess kit, tinderbox, 10 torches, 10 days of rations, waerskin, 50ft of rope), common clothes, small knife, bottle of black ink, quill, letter with question from dead colleague

EP

GP

10

PP

EQUIPMENT

FEATURES & TRAITS



Arinae

CHARACTER NAME

Young Adult

AGE

Purple

EYES

Tall

HEIGHT

Pale

SKIN

Slim

WEIGHT

Purple

HAIR



CHARACTER APPEARANCE

NAME

SYMBOL

ALLIES & ORGANIZATIONS

****Not shared with party members****

I am a half-elf, born of a human adventurer father and high elf guardian mother. I was born and raised by both parents in the elf society, but my father died while out on a quest when I was still a child. No one knows very much about my father's past, and it is too painful for my mother to talk about so it remains a mystery. My elf family is an ancient line of mountain forest dwelling people with an affinity for fire magic who protect and care for certain dragon families; those who share the blood of our ancestors and those who have become friends. Everyone in the family, including the very few half-elves, can perform some basic magic. Those with the most skill and strength become our guardians and warriors. Once I hit adulthood, my power grew exponentially and I was able to control all elements. I became the first sorcerer our family had seen in many generations. After learning as much as I could from our elders, it was time to begin my quest. Joined by the newborn dragon who had imprinted on me at the time of my power's growth, I decided to travel in search of the best sorcerers in the land to further my knowledge.

CHARACTER BACKSTORY

Draconic Resilience. +1 HP/level, unarmored AC 13 + DEX modifier (see PHB 102).

ADDITIONAL FEATURES & TRAITS

TREASURE

