

Sorceror 2 CLASS & LEVEL Triton

INITIATIVE

CURRENT HIT POINTS

TEMPORARY HIT POINTS

ATK BONUS

+4

+1

Guiding Bolt: att. +4, dmg 4d6/r

RACE

12

ARMOR

Total

Dagger

Dart

Quarterstaff

Hit Point Maximum _

2d6

HIT DICE

Adopted

30

(30 swim)

SPEED

SUCCESSES O-O-O

FAILURES O-O-O

DEATH SAVES

1d4+2/p

1d6-1/b

1d4+2/p

Neutral good ALIGNMENT

Fly PLAYER NAME

Milestone

EXPERIENCE POINTS

STRENGTH -1

9

PROFICIENCY BONUS

INSPIRATION

DEXTERITY +2

14

CONSTITUTION +2

14

INTELLIGENCE +1

WISDOM +0 10

CHARISMA +3 16

O _-/ Strength

O +2 Dexterity +4 Constitution

+/ Intelligence O +0 Wisdom

+5 Charisma

SAVING THROWS

O +2 Acrobatics (Dex)

O +0 Animal Handling (Wis)

+3 Arcana (Int)

O -/ Athletics (Str)

O +3 Deception (Cha) O +/ History (Int)

+2 Insight (Wis)

O +3 Intimidation (Cha)

+3 Investigation (Int)

O +0 Medicine (Wis)

O +/ Nature (Int)

O +0 Perception (Wis)

O +3 Performance (Cha) O +3 Persuasion (Cha)

O +1 Religion (Int)

O +2 Sleight of Hand (Dex)

O +2 Stealth (Dex) +2 Survival (Wis)

SKILLS

ATTACKS & SPELLCASTING

10

PASSIVE WISDOM (PERCEPTION)

Languages: Elvish, Common,

Primordial.

Weapons: Quarterstaff, Sling, Dart,

Dagger, Light Crossbow. Other: Herbalism Kit.

EP GP

PP

Quarterstaff, Sling, 20 Dart, Dagger, Backpack, Bedroll, Mess Kit, Tinderbox, 10 Torches, 10 Days of Rations, 50 Feet of Waterskin, Hempen Rope, Scroll Case, Winter Blanket, Common Herbalism Clothes, Kit. Pouch

Weight: 82.25 lb Capacity: 135 lb

EQUIPMENT

I love learning about new things, partially about other races and sub-races work. I enjoy puzzles and thinking things through. I always felt out of place, like a swan raised by ducks, or maybe a duck raised by swans...

PERSONALITY TRAITS

Belonging: Everyone should know where they belong (good). Opinions: Everyone is entitled to there own opinions, of course this includes myself (Any).

I must find my birth parents, they have to be out there. All I want is to find a place where I belong.

BONDS

I hoard what's mine, I'm quite possessive. I don't like others touching my things, or parting with what's mine. I am aware that I'm different, making it hard for myself to get close to others.

Features

Amphibious Control Air and Water Divine Magic Emissary Of The Sea Favored by the Gods Font of Magic Guardians of the Depths Trust Issues

FEATURES & TRAITS



Nende Firiel

CHARACTER NAME

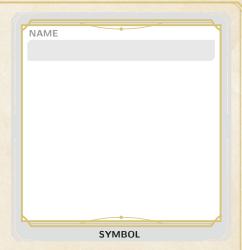
21	1,60m	98 lbs
AGE	HEIGHT	WEIGHT
Amber	Blue	Bright Green
EYES	SKIN	HAIR



CHARACTER APPEARANCE

Attack when I was twelve, had to flee towards the forbidden tunnels, got lost, then swept away, and ended up with the elves.

With my adoptive brothers and sisters, I tried to help in collecting food. We went out hunting, gathering food. And I tried to help them, but did so in my own way, helped by the arcane powers granted to me by Mizket.



ALLIES & ORGANIZATIONS

ADDITIONAL FEATURES & TRAITS

CHARACTER background

TREASURE



Sorceror 2

SPELLCASTING CLASS

CHA

SPELLCASTING ABILITY

13
SPELL SAVE DC

+5

SPELL ATTACK BONUS

	(*_	
0 CANTRIPS	3	6
Guidance		
	0	0
Mage Hand	0	0
Ray Of Frost	0	0_
Thaumaturgy	0	0
	0	0
	0	0
	0	0
	0	0
	0	0
SLOTS TOTAL SLOTS EXPENDED		
	0	
1 3	0	7
	0	X
Cure Wounds	0	0
Fog Cloud		
		0
Guiding Bolt	4	0
Mage Armor		0
● Sleep	0	0
0	0	0
0	0	0
0	0	0
		0
0		0
0	0	
0_	0	
		8
0	0	
0	0	0
	0	0
2	0	0
2	0	
		0
0	0	0
0		0
0	5	0
0		
0	0	9
0	0	
0	0	0
0	0	0
0	0	0
0	0	0
0	0	0
0	0	0
0	0	0