

Selesnya Initiate

CLASS & LEVEL

BACKGROUND

PLAYER NAME

CHARACTER NAME

RACE

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

INSPIRATION

PROFICIENCY BONUS

- ☐ Strength
- ☐ Dexterity
- ☐ Constitution
- ☐ Intelligence
- ☐ Wisdom
- ☐ Charisma

SAVING THROWS

- ☐ Acrobatics (Dex)
- ☐ Animal Handling (Wis)
- ☐ Arcana (Int)
- ☐ Athletics (Str)
- ☐ Deception (Cha)
- ☐ History (Int)
- ☐ Insight (Wis)
- ☐ Intimidation (Cha)
- ☐ Investigation (Int)
- ☐ Medicine (Wis)
- ☐ Nature (Int)
- ☐ Perception (Wis)
- ☐ Performance (Cha)
- ☐ Persuasion (Cha)
- ☐ Religion (Int)
- ☐ Sleight of Hand (Dex)
- ☐ Stealth (Dex)
- ☐ Survival (Wis)

SKILLS

ARMOR CLASS

INITIATIVE

SPEED

Hit Point Maximum

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

heal +increase hp max (no higher than normal max hp+5*level of highest level cast)

Hideous Laughter: DC 16 Wis save, makes the target fall prone laughing

Quarterstaff: +2. 1d6-1 bludgeoning
dagger. +4. 1d4+2 piercing

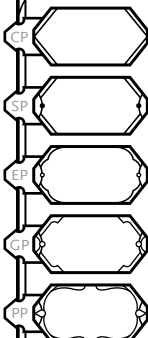
ATTACKS & SPELLCASTING

9

PASSIVE WISDOM (PERCEPTION)

Armor: none
Weapons: daggers, darts, slings, quarterstaff, light crossbow
Tools: artisan's tools, musical instrument
Languages: Common, Elven, Primordial, Sylvan, Loxodon

OTHER PROFICIENCIES & LANGUAGES



Backpack, bedroll, mess kit, tinderbox, 10 torches, 10 days of rations, waterskin, 50 ft of rope, Selesnya Insignia, Healer's kit, robes, set of common clothes, a pouch

EQUIPMENT

Sorcery points: you have a maximum number of sorcery points equal to $\text{ceil}(\text{charisma score}/(1+10/\text{level})) \times \text{level}$.

You regain these sorcery points at a rate of $\text{ceil}(\text{charisma}/(1+10/\text{level}))$ per hour of resting.

You use these sorcery points to cast spells (see page 3) and to put metamagic options onto your spells (see page 4).

You have a number of spells known by you equal to $1 + \text{level}$, plus a number of cantrips known to you equal to $3 + \text{ceil}(\text{level}/3)$. At level 10, you can expend a number of sorcery points equal to $\text{max}(\text{level of spell being replaced}, \text{level of spell replacing it})$ to replace any known leveled spell with another Sorcerer spell of level less than or equal to $\text{ceil}(\text{your level}/2)$ (same as for learning spells earlier).

Other traits:

Darkvision: you see into 60 feet of dim light as though it were bright light and into complete darkness as if it were dim light.

Fey Ancestry: you have advantage on saving throws against being charmed, and magic can't put you to sleep.

FEATURES & TRAITS



CHARACTER NAME

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

CHARACTER APPEARANCE

Maximum Sorcery points: 35 (7 per hour of resting)
Current Sorcery points:

SYMBOL

ALLIES & ORGANIZATIONS

6th level ability: Sorcerous Origin Feature, you can choose to get either the level 1 XOR level 6 feature of the Sorcerous Origin you choose.
10th level ability: you can expend a number of sorcery points equal to max(level of sorcerer spell you are trying to learn, level of spell you know that you are replacing) to replace one of your (1+sorcerer level) spells with another on your spell list.
14th level ability: Choose either 1st XOR 6th XOR 14th level Sorcerous Origin feature.
18th level ability: Choose either (1st XOR 6th XOR 14th XOR 18th level Sorcerous Origin feature) XOR (if you have at least a 13 Intelligence, then 1 level's worth of features from one Wizard School of Magic).
20th level ability: The cost of each metamagic option reduces by 1 (minimum 0).

ADDITIONAL FEATURES & TRAITS

CHARACTER BACKSTORY

TREASURE



Sorcery points maximum
= $\text{ceil}(\text{charisma score}/(1+10/\text{level})) \times \text{level}$

SPELLCASTING
CLASS

(20 currently)

SPELLCASTING
ABILITY

SPELL SAVE DC

SPELL ATTACK
BONUS

The cost of casting a spell at a given level of "spell slot" is $\text{ceil}(\text{level of slot}^2 \cdot 1 + \epsilon) \times \text{max}(1, \text{floor}(\text{level of slot} - \text{your Sorcerer level}/2))$ "sorcery points." ϵ being the small number strictly greater than 0.

0

CANTRIPS

3

cost: 11

6

1

Cost: 2

4

Cost: 19

7

2

Cost: 5

5

8

9

SPELLS KNOWN

SPELL
LEVEL

SPELL NAME

Metamagic options (choose up to your charisma modifier of them):

Subtle Spell: cost: 1

Ignore the verbal and somatic components of spells (allows casting underwater, while tied up, in area of Silence, etc)

Elemental spell: cost 1

When you cast a spell that deals damage $\in \{\text{acid, cold, fire, lightning, poison, thunder}\}$ deal another type in that set.

Twinned spell: cost: $\max(1, \text{sorcery point cost of spell}) \times (\text{number of additional targets})$

If you cast a spell that targets a creature, you target additional creatures (each one multiplying the cost).

Esoteric spell: cost: 2

When you cast a spell that deals damage $\in \{\text{force, necrotic, psychic, radiant}\}$ deal another type in that set.

Extended spell: cost: $(\text{duration multiplier} - 1)$

When you cast a spell that has a duration of 1 minute or longer, the duration is now $\text{duration} \times \text{duration multiplier}$.

Careful spell: cost: 1

choose a number of creatures in the area of effect of a spell up to your charisma modifier to automatically succeed the saving throw.

Distant spell: cost 1

When you cast a spell with a range ≥ 5 ft, the range is doubled. Spells with range of touch have a range of 30 ft.

Empowered spell: cost 1

You have advantage on up to your charisma modifier of damage die rolls for a spell.

Heightened spell: cost 3

One target has disadvantage on the saving throw of a spell.

Kinetic spell: cost 2

A spell with a saving throw now has either a strength or dexterity saving throw.

Persistent spell: cost $3 + 2 \times (\text{additional durations of 6s})$

You ignore the concentration requirement of a spell for an initial duration of 6s (a round of combat) and can continue to do so for additional durations of 6s.

Quickened spell: cost: $\text{factorial}(\text{new level of speed} - \text{previous level of speed})$

You increase the level of speed at which a spell is cast between the following levels in that order:

1) 1 action

3) 1 bonus action (i.e. 2 sorcery points to cast a 1 action spell in 1 bonus action)

5) 1 reaction (i.e. 24 sorcery points to cast a 1 action spell in 1 reaction)

6) casting the spell immediately at the start of combat when you are surprised (as in, you otherwise have no action, reaction or movement when you are surprised otherwise (this can be used at higher levels to simply “nope” someone cutting your throat in your sleep)). (i.e. 120 sorcery points to cast a 1 action spell immediately at the start of combat when surprised, or 6 sorcery points to cast 1 bonus action spell immediately when surprised at the start of combat (i.e. misty step to safety), or 2 sorcery points to cast 1 reaction spell immediately when surprised at the start of combat.)

Guided spell: cost: 2

<This is the only metamagic option stackable with itself>

A spell that targets a creature and uses an attack roll has 1 level of advantage on one attack roll. This is stackable on top of having any number of levels of advantage on an attack against a target. You spend the 2 sorcery points after you know the attack misses: i.e. this metamagic option results in you continuously spending 2 sorcery points until the attack finally hits.

Warped spell: cost: 4

A spell with a saving throw now has either an intelligence or charisma saving throw.

Willful Spell: cost 2

A spell with a saving throw now has either a Constitution or Wisdom saving throw.

When you cast a spell, you can choose any of the metamagic options you have prepared (a number=charisma modifier) to be associated with that spell.

You can change which ones you have prepared after a long rest (8 hours).

Selesnya Spells (these are Sorcerer spells for you):

Cantrips: druidcraft, friends

1st: animal friendship, charm person

2nd: aid, animal messenger, calm emotions, warding bond

3rd: Plant growth, speak with plants

4th: Aura of Life, conjure minor elementals

5th: Awaken, Commune with Nature

Common actions (use one of these instead of making an attack or otherwise using your action in one round):

1. Dash: you gain extra movement equal to your speed for that round.
2. Disengage: you can move away from hostile creatures while avoiding opportunity attacks (which require those opponents to use their reaction to make an attack)
3. Dodge: while you have speed left and are not incapacitated, you have advantage on dexterity saving throws (roll the d20 twice and take the higher number), and attacks against you have disadvantage (roll the d20 twice and take the lower number).
4. Help: while within 5 ft of a creature, you can give that creature advantage on one ability check or attack.
5. Hide: make a Dexterity (Stealth) check to try to beat the passive perception of creatures. You can only do this while the creatures you are hiding from are unable to see you. Attacks you make from being unseen have advantage. Attacks against you towards where you actually are are at disadvantage, and attacking where an unseen target is not is an attack that automatically misses.
6. Search: depending on what kind of thing you are looking for, I will either ask you to make a Wisdom (Perception) check, or an Intelligence (Investigation) check as you devote your attention to finding something.
7. Use an object, you can do something simple with one object for free (like drawing a sword), but to use an additional object or to do something that requires more time or care will require you to use your action.

Miscellaneous things to do on your turn:

- * Going Prone: It is free to do (doesn't cost action, bonus action, movement or reaction), it imposes disadvantage on ranged attacks from more than 5 feet away and imposes disadvantage on your own attacks rolls while you are prone, but it gives advantage on attacks against you to attackers within 5 ft of you. It takes 1/2 of your movement in order to stand back up (as in, you must have at least 15 ft of movement left to get back up, more if you have other bonuses to your speed).
- * Ready action: you use your action and your reaction to do just ONE thing you could do as an action when a triggering event happens during the 6 seconds (this is very useful for archers in order to hit someone at the moment that someone drops invisibility during the course of making an attack or casting a spell (standard for the 2nd level Invisibility spell) or for a ranged attack on someone as soon as they get up from being prone).
- * Grapple: Takes 1 action. You make a Strength (Athletics) check against someone in melee, that person makes a competing check of 1d20+max(Strength (Athletics) modifier, Dexterity (Acrobatics) modifier). If the competing check fails, then the grappled target's speed is reduced to 0 and can't benefit from any feature that increases speed unless they use their action to break free of the grapple (same check) or the grappling effect (or creature) is destroyed/incapacitated.