D&D BEYOND

Arshoon Shadowreaper

CHARACTER NAME

Sorcerer 7 [Wild Magic]
CLASS & LEVEL

PLAYER NAME

Tiefling
RACE

Guild Artisan - Baldur's Ga
BACKGROUND

EXPERIENCE POINTS

STRENGTH	-1 (9)
DEXTERITY	+2 (14)
CONSTITUTION	+2 (14)
INTELLIGENCE	+1 (12)
WISDOM	+0 (10)
CHARISMA	+4 (18)

○	-1	Strength
○	+2	Dexterity
⊙	+5	Constitution
○	+1	Intelligence
○	+0	Wisdom
⊙	+7	Charisma

Saving Throw Modifiers

SAVING THROWS

○	+2	Acrobatics	DEX
○	+0	Animal Handling	WIS
○	+1	Arcana	INT
○	-1	Athletics	STR
Ⓟ	+7	Deception	CHA
○	+1	History	INT
Ⓟ	+3	Insight	WIS
Ⓟ	+7	Intimidation	CHA
○	+1	Investigation	INT
○	+0	Medicine	WIS
○	+1	Nature	INT
○	+0	Perception	WIS
○	+4	Performance	CHA
Ⓟ	+7	Persuasion	CHA
○	+1	Religion	INT
○	+2	Sleight of Hand	DEX
○	+2	Stealth	DEX
○	+0	Survival	WIS
○			
○			
○			

SKILLS

+2
INITIATIVE

ARMOR
14
CLASS

Resistances - Fire
DEFENSES

INSPIRATION

+3
PROFICIENCY BONUS

ABILITY SAVE DC

30 ft. (Walking)
SPEED

Max HP	Current HP	Temp HP
44		--

HIT POINTS

Total 7d6
HIT DICE

SUCCESSES ○○○
FAILURES ○○○
DEATH SAVES

=== WEAPONS ===
Crossbow, Light, Dagger, Dart, Quarterstaff, Sling

=== TOOLS ===
Painter's Supplies

=== LANGUAGES ===
Common, Elvish, Infernal

PROFICIENCIES & LANGUAGES

=== ACTIONS ===
Standard Actions
Attack, Cast a Spell, Dash, Disengage, Dodge, Help, Hide, Ready, Search, Use an Object, Opportunity Attack, Grapple, Shove, Improvise, Two-Weapon Fighting, Interact with an Object

Sorcery Points • 7 / Long Rest
You have limiteduse - No limited use data available sorcery points that you regain when you finish a long rest.

=== BONUS ACTIONS ===
Convert Sorcery Points
You can use your sorcery points to gain additional spell slots or sacrifice spell slots to gain additional sorcery points as a bonus action.

=== REACTIONS ===
Bend Luck
When another creature you can see makes an attack roll, an ability check, or a saving throw, you can use your reaction and spend 2 sorcery points to roll 1d4 and apply the number rolled as a bonus or penalty (your choice) to the creature's roll. You can do so after the roll but before any effects occur.

=== SPECIAL ===
Magical Guidance
When you make an ability check that fails, you can spend 1 sorcery point to reroll the d20, and you must use the new roll, potentially turning the failure into a

ACTIONS

10	PASSIVE WISDOM (PERCEPTION)
13	PASSIVE WISDOM (INSIGHT)
11	PASSIVE INTELLIGENCE (INVESTIGATION)

Darkvision 60 ft.

SENSES

NAME	HIT	DAMAGE/TYPE	NOTES
Crossbow, Light, +1	+6	1d8+3 Piercing	Simple, Ammunition, Loading, Range, Two-Handed, Range (80/320)
Dagger	+5	1d4+2 Piercing	Simple, Finesse, Light, Thrown, Range (20/60)
Dagger, +1	+6	1d4+3 Piercing	Simple, Finesse, Light, Thrown, Range (20/60)
Fire Bolt	+8	2d10 Fire	V/S
Unarmed Strike	+2	0 Bludgeoning	

WEAPON ATTACKS & CANTRIPS

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Arshoon Shadowreaper	Sorcerer 7 [Wild Magic]	

RACE	BACKGROUND	EXPERIENCE POINTS
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=== SORCERER FEATURES ===

* Additional Sorcerer Spells • TCoE 65
Your Sorcerer has additional spells available to them, as designated in Tasha's Cauldron of Everything.

* Hit Points • PHB 100

* Proficiencies • PHB 100

* Spellcasting • PHB 101
You can cast known sorcerer spells using CHA as your spellcasting modifier (Spell DC 15, Spell Attack +7). You can use an arcane focus as a spellcasting focus.

* Sorcerous Origin • PHB 101

| Wild Magic

* Wild Magic Surge • PHB 103
Once per turn, the DM can have you roll a d20 immediately after you cast a sorcerer spell of 1st level or higher. If you roll a 1, roll on the Wild Magic Surge table to create a magical effect.

* Tides of Chaos • PHB 103
Once per long rest, you can gain advantage on one attack roll, ability check, or saving throw. Before you regain use of this feature, the DM can have you roll on the Wild Magic Surge table after you cast a 1st level or higher spell. You then regain the use of this feature.

| 1 / Long Rest • Special

* Font of Magic • PHB 101
You have 7 sorcery points that you regain when you finish a long rest. You can use your sorcery points to gain additional spell slots or sacrifice spell slots to gain additional sorcery points as a bonus action.

| Sorcery Points: 7 / Long Rest • 1 Action

| Convert Sorcery Points: 1 Bonus Action

* Metamagic • PHB 101
You gain the ability to twist spells to suit your needs.

| Quickened Spell • PHB
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.

| Metamagic - Quickened Spell: Special

| Twinned Spell • PHB
You can spend sorcery points equal to a spell's level (1 for a cantrip) to target a second creature in range with the same spell, as long as the spell at the level it's being cast is incapable of targeting more than one creature.

| Metamagic - Twinned Spell: Special

* Sorcerous Versatility • TCoE 66
Whenever you reach a level in this class that grants the Ability Score Improvement feature, you can do one of the following, representing the magic within you flowing in new ways:
- Replace one of the options you chose for the Metamagic feature with a different Metamagic option available to you.
- Replace one cantrip you learned from this class's Spellcasting feature with another cantrip from the sorcerer spell list.

* Ability Score Improvement • PHB 102

* Magical Guidance • TCoE 66
When you make an ability check that fails, you can spend 1 sorcery point to reroll the d20, and you must use the new roll, potentially turning the failure into a success.

| Special

* Bend Luck • PHB 103
When another creature you can see makes an attack roll, an ability check, or a saving throw, you can use your reaction and spend 2 sorcery points to roll 1d4 and apply the number rolled as a bonus or penalty (your choice) to the creature's roll. You can do so after the roll but before any effects occur.

| 1 Reaction

=== TIEFLING RACIAL TRAITS ===

* Darkvision • BR 43
You can see in darkness (shades of gray) up to 60 ft.

* Hellish Resistance • BR 43
You have resistance to fire damage.

* Infernal Legacy • BR 43
You know the thaumaturgy cantrip. [3rd] You can cast hellish rebuke (2nd) once per long rest. [5th] You can cast darkness once per long rest. CHA is your spellcasting ability.

FEATURES & TRAITS

CP	0
SP	0
EP	0
GP	0
PP	2
WEIGHT CARRIED	65.04 lb.
ENCUMBERED	135 lb.
PUSH/DRAG/LIFT	270 lb.

NAME	QTY	WEIGHT
Crossbow, Light, +1	1	5 lb.
Dagger, +1	1	1 lb.
Dagger	1	1 lb.
Barrier Tattoo (Uncommon)	1	--
Bloodwell Vial, +1	1	--
Crossbow Bolts	20	1.5 lb.
Backpack	1	5 lb.
Bedroll	1	7 lb.
Case, Crossbow Bolt	1	1 lb.
Clothes, Traveler's	1	4 lb.
Flask or Tankard	1	1 lb.
Mess Kit	1	1 lb.
Potion of Healing	1	0.5 lb.
Rations (1 day)	10	20 lb.
Rope, Silk (50 feet)	1	5 lb.

NAME	QTY	WEIGHT
Soap	1	--
Tinderbox	1	1 lb.
Torch	5	5 lb.
Waterskin	1	5 lb.
Whetstone	1	1 lb.

ATTUNED MAGIC ITEMS	QTY	WEIGHT
Barrier Tattoo (Uncommon)	1	--
Bloodwell Vial, +1	1	--

EQUIPMENT

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D&D BEYOND

Arshoon Shadowreaper

CHARACTER NAME

Male	18	Medium	5' 6"	155
GENDER	AGE	SIZE	HEIGHT	WEIGHT
Chaotic Good	Tymora	Gray	Blue	Black
ALIGNMENT	FAITH	SKIN	EYES	HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

I'm a snob who looks down on those who can't appreciate fine art. I'm well known for my work, and I want to make sure everyone

PERSONALITY TRAITS

Freedom. Everyone should be free to pursue his or her own livelihood. (Chaotic)

IDEALS

I created a great work for someone, and then found them unworthy to receive it. I'm still looking for

BONDS

I'm horribly jealous of anyone who can outshine my handiwork. Everywhere I go, I'm surrounded by

FLAWS

CHARACTER BACKSTORY

ADDITIONAL NOTES

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Sorcerer

SPELLCASTING CLASS

CHA	16	+8
SPELLCASTING ABILITY	SPELL SAVE DC	SPELL ATTACK BONUS

PREP	SPELL NAME	SOURCE	SAVE/ATK	TIME	RANGE	COMP	DURATION	PAGE REF	NOTES
	=== CANTRIPS ===	(At Will)							
O	Fire Bolt	Sorcerer	+8	1A	120 ft.	V,S	Instantaneous	PHB 242	V/S
O	Prestidigitation	Sorcerer	--	1A	10 ft.	V,S	1 hour	PHB 267	D: 1h, V/S
O	Minor Illusion	Sorcerer	--	1A	30 ft./5 ft. Cube	S,M	1 minute	PHB 260	D: 1m, 5 ft. Cube, S/M
O	Shape Water	Sorcerer	--	1A	30 ft./5 ft. Cube	S	Instantaneous	EE 164	5 ft. Cube, S
O	Mage Hand	Sorcerer	--	1A	30 ft.	V,S	1 minute	PHB 256	D: 1m, V/S
O	Thaumaturgy	Infernal Legacy	--	1A	30 ft.	V	1 minute	PHB 282	D: 1m, V
	=== 1st LEVEL ===	4 Slots OOOO							
O	Shield	Sorcerer	--	1R	Self	V,S	1 round	PHB 275	D: 1Rnd, V/S
O	Magic Missile	Sorcerer	--	1A	120 ft.	V,S	Instantaneous	PHB 257	V/S
O	Absorb Elements	Sorcerer	--	1R	Self	S	1 round	EE 150	D: 1Rnd, S
	=== 2nd LEVEL ===	3 Slots OOO							
O	Maximilian's Earthen Grasp <C>	Sorcerer	STR 16	1A	30 ft./5 ft. Square	V,S,M	Concentration, up to 1 minute	EE 161	D: 1m, 5 ft. Square, V/S/M
O	Misty Step	Sorcerer	--	1BA	Self	V	Instantaneous	PHB 260	V
O	Hellish Rebuke	Infernal Legacy	DEX 16	1R	60 ft.	V,S	Instantaneous	PHB 250	1/LR, V/S
O	Darkness <C>	Infernal Legacy	--	1A	60 ft./15 ft. Sphere	V,M	Concentration, up to 10 minutes	PHB 230	1/LR, D: 10m, 15 ft. Sphere, V/M
	=== 3rd LEVEL ===	3 Slots OOO							
O	Fireball	Sorcerer	DEX 16	1A	150 ft./20 ft. Sphere	V,S,M	Instantaneous	PHB 241	20 ft. Sphere, V/S/M
O	Counterspell	Sorcerer	--	1R	60 ft.	S	Instantaneous	PHB 228	Special: (See Description)*, S
	=== 4th LEVEL ===	1 Slots O							
O	Greater Invisibility <C>	Sorcerer	--	1A	Touch	V,S	Concentration, up to 1 minute	PHB 246	D: 1m, V/S

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