

Jörmun Ragnar

CHARACTER NAME

Sorcerer 11

CLASS & LEVEL

Half-Orc

RACE

Acolyte

BACKGROUND

Neutral good

ALIGNMENT

Frederik

PLAYER NAME

0

EXPERIENCE POINTS

STRENGTH

+0

11

DEXTERITY

+3

16

CONSTITUTION

+1

12

INTELLIGENCE

+1

12

WISDOM

+0

11

CHARISMA

+4

18

No

INSPIRATION

+4

PROFICIENCY BONUS

- ☐ +0 Strength
- ☐ +3 Dexterity
- ☒ +5 Constitution
- ☐ +1 Intelligence
- ☐ +0 Wisdom
- ☒ +8 Charisma

SAVING THROWS

- ☐ +3 Acrobatics (Dex)
- ☐ +0 Animal Handling (Wis)
- ☒ +5 Arcana (Int)
- ☐ +0 Athletics (Str)
- ☐ +4 Deception (Cha)
- ☐ +1 History (Int)
- ☒ +4 Insight (Wis)
- ☒ +8 Intimidation (Cha)
- ☐ +1 Investigation (Int)
- ☐ +0 Medicine (Wis)
- ☐ +1 Nature (Int)
- ☐ +0 Perception (Wis)
- ☐ +4 Performance (Cha)
- ☒ +8 Persuasion (Cha)
- ☒ +5 Religion (Int)
- ☐ +3 Sleight of Hand (Dex)
- ☐ +3 Stealth (Dex)
- ☐ +0 Survival (Wis)

SKILLS

16

ARMOR CLASS

+3

INITIATIVE

30

SPEED

Hit Point Maximum 66

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 11d6

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

TODO

PERSONALITY TRAITS

TODO

IDEALS

TODO

BONDS

TODO

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Quarterstaf

+4

1d6/b

Dagger

+7

1d4+3/p

Dart

+7

1d4+3/p

Ragnars Staff of Acid

ATTACKS & SPELLCASTING

10

PASSIVE WISDOM (PERCEPTION)

Proficiencies:

Daggers, darts, slings, quarterstaves, light crossbows.

Languages:

Deep Speech, Under Common, Common, Orc

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP

PP

Pearl of Power, Ragnars Staff of Acid, Scrying Eye, Handy Haversack

EQUIPMENT

(See Features Page)

--Darkvision (60')
 --Draconic Resilience
 --Dragon Ancestor
 --Elemental Affinity
 --Empowered Spell
 --Font of Magic
 --Metamagic
 --Relentless Endurance
 --Savage Attacks
 --Shelter of the Faithful
 --Subtle Spell
 --Transmuted Spell

TODO:

FEATURES & TRAITS



Sorcerer 11

SPELLCASTING
CLASS

CHA

SPELLCASTING
ABILITY

16

SPELL SAVE DC

+8

SPELL ATTACK
BONUS

0

CANTRIPS

Acid Splash (V,S)
Dancing Lights (V,S,M) (C)
Mage Hand (V,S)
Mending (V,S,M)
Message (V,S,M)
Minor Illusion (S,M)
Prestidigitation (V,S)

SPELL
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

4

PREPARED

SPELL NAME

- ☒ Chromatic Orb (V,S,M) (\$)
- ☒ Detect Magic (V,S) (R, C)
- ☒ Ice Knife (S,M)
- ☒ Magic Missile (V,S)

2

3

- ☒ Detect Thoughts (V,S,M) (C)
- ☒ Misty Step (V)
- ☒ Scorching Ray (V,S)

3

3

- ☒ Counterspell (S)

4

3

- ☒ Dimension Door (V)
- ☒ Vitriolic Sphere (V,S,M)

5

2

- ☒ Dominate Person (V,S) (C)

6

1

- ☒ Globe Of Invulnerability (V,S,M) (C)

7

0

8

0

9

0

SPILLS KNOWN

Features and Magic Items

Jörmun Ragnar

SUBCLASSES

SUBCLASS: DRACONIC BLOODLINE

Your innate magic comes from draconic magic that was mingled with your blood or that of your ancestors. Most often, sorcerers with this origin trace their descent back to a mighty sorcerer of ancient times who made a bargain with a dragon or who might even have claimed a dragon parent. Some of these bloodlines are well established in the world, but most are obscure. Any given sorcerer could be the first of a new bloodline, as a result of a pact or some other exceptional circumstance.

FEATURES

DARKVISION (60')

Source: Race

Accustomed to life underground, 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 color in darkness, only shades of gray.

DRACONIC RESILIENCE

Source: Sorcerer (Draconic Bloodline)

As magic flows through your body, it causes physical traits of your dragon ancestors to emerge. At 1st level, your hit point maximum increases by 1 and increases by 1 again whenever you gain a level in this class.

Additionally, parts of your skin are covered by a thin sheen of dragon-like scales. When you aren't wearing armor, your AC equals 13 + your Dexterity modifier.

This bonus is computed in the AC given on the Character Sheet above.

DRAGON ANCESTOR

Source: Sorcerer (Draconic Bloodline)

At 1st level, you choose one type of dragon as your ancestor. The damage type associated with each dragon is used by features you gain later

Dragon : Damage
Black : Acid
Blue : Lightning

Brass : Fire
Bronze : Lightning
Copper : Acid
Gold : Fire
Green : Poison
Red : Fire
Silver : Cold
White : Cold

You can speak, read, and write Draconic. Additionally, whenever you make a Charisma check when interacting with dragons, your proficiency bonus is doubled if it applies to the check.

ELEMENTAL AFFINITY

Source: Sorcerer (Draconic Bloodline)

Starting at 6th level, when you cast a spell that deals damage of the type associated with your draconic ancestry, add your Charisma modifier to that damage. At the same time, you can spend 1 sorcery point to gain resistance to that damage type for 1 hour

EMPOWERED SPELL

Source: Sorcerer (Metamagic)

When you roll damage for a spell, you can spend 1 sorcery point to reroll a number of the damage dice up to your Charisma modifier (minimum of one). You must use the new rolls. You can use Empowered Spell even if you have already used a different Metamagic option during the casting of the spell.

FONT OF MAGIC

Source: Sorcerer

At 2nd level, you tap into a deep wellspring of magic within yourself. This wellspring is represented by sorcery points, which allow you to create a variety of magical effects.

Sorcery Points: You have sorcery points equal to your Sorcerer Level. You can never have more sorcery points than shown on the table for your level. You regain all spent sorcery points when you finish a long rest.

Flexible Casting: You can use your sorcery points to gain additional spell slots, or sacrifice spell slots to gain additional sorcery points. You learn other ways to use your sorcery points as you reach higher levels. You can transform

unexpended sorcery points into one spell slot as a bonus action on your turn. The Creating Spell Slots table shows the cost of creating a spell slot of a given level. You can create spell slots no higher in level than 5th. As a bonus action on your turn, you can expend one spell slot and gain a number of sorcery points equal to the slot's level.

- 1st Level Slot <=> 2 sorcery points
- 2nd Level Slot <=> 3 sorcery points
- 3rd Level Slot <=> 5 sorcery points
- 4th Level Slot <=> 6 sorcery points
- 5th Level Slot <=> 7 sorcery points

METAMAGIC

Source: Sorcerer (Metamagic)

At 3rd level, you gain the ability to twist your spells to suit your needs. You gain two of the following Metamagic options of your choice. You gain another one at 10th and 17th level. You can use only one Metamagic option on a spell when you cast it, unless otherwise noted

RELENTLESS ENDURANCE

Source: Race (Half-Orc)

When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. You can't use this feature again until you finish a long rest.

SAVAGE ATTACKS

Source: Race (Half-Orc)

When you score a critical hit with a melee weapon attack, you can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

SHELTER OF THE FAITHFUL

Source: Background (Acolyte)

As an acolyte, you command the respect of those who share your faith, and you can perform the religious ceremonies of your deity. You and your adventuring companions can expect to receive free healing and care at a temple, shrine, or other established presence of your faith, though you must provide any material components needed for spells. Those who share your religion will support you (but only you) at a modest lifestyle.

You might also have ties to a specific temple dedicated to your chosen deity or pantheon, and you have a residence there. This could be the temple where you used to serve, if you remain on good terms with it, or a temple where you have found a new home. While near your temple, you can call upon the priests for assistance, provided the assistance you ask for is not

hazardous and you remain in good standing with your temple.

SUBTLE SPELL

Source: Sorcerer (Metamagic)

When you cast a spell, you can spend 1 sorcery point to cast it without any somatic or verbal components.

TRANSMUTED SPELL

Source: Sorcerer (Jörmun)

Change spell to acid

MAGIC ITEMS

PEARL OF POWER

Requires Attunement: True

Rarity:

While this pearl is on your person, you can use an action to speak its Command Word and regain one expended spell slot. If the expended slot is of 4th Level or higher, the new slot is 3rd Level. Once you have used the pearl, it can't be used again until the next dawn.

SCRYING EYE

Requires Attunement: True

Rarity:

This item allows a person to cast the scrying spell for up to 10 minutes. Once you have used the item, it can't be used again until the next dawn.

RAGNARS STAFF OF ACID

Requires Attunement: True

Rarity: rare

This magic staff can be used as an arcane focus. When you cast a spell dealing ACID damage to a creature add an extra 1d8 of ACID damage.

-"Melf's acid arrow " Can be casted at level 3 once per dawn

Spell Descriptions

Jörmun Ragnar

ACID SPLASH

Conjuration Cantrip

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

You hurl a bubble of acid. Choose one creature within range, or choose two creatures within range that are within 5 feet of each other. A target must succeed on a Dexterity saving throw or take 1d6 acid damage.

At Higher Levels: This spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

CHROMATIC ORB

Evocation Level 1

Casting Time: 1 action
Duration: Instantaneous
Range: 90 feet
Components: V, S, M (A diamond worth at least 50 gp)

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 or higher, the damage increases by 1d8 for each slot level above 1st.

COUNTERSPELL

Abjuration Level 3

Casting Time: Special
Duration: Instantaneous
Range: 60 feet
Components: S

1 reaction, which you take when you see a creature within 60 feet of you casting a spell
You attempt to interrupt a creature in the process of casting a spell. If the creature is

casting a spell of 3rd level or lower, its spell fails and has no effect. If it is casting a spell of 4th level or higher, make an ability check using your spellcasting ability. The DC equals 10+ the spell's level. On a success, the creature's spell fails and has no effect.

At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, the interrupted spell has no effect if its level is less than or equal to the level of the spell slot you used.

DANCING LIGHTS

Evocation Cantrip (concentration)

Casting Time: 1 action
Duration: Concentration, up to 1 minute
Range: 120 feet
Components: V, S, M (A bit of phosphorus or wychwood, or a glowworm)

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.

DETECT MAGIC

Divination Level 1 (ritual, concentration)

Casting Time: 1 action
Duration: Concentration, up to 10 minutes
Range: Self
Components: V, S

For the duration, you sense the presence of magic within 30 feet of you. If you sense magic in this way, you can use your action to see a faint aura around any visible creature or object in the area that bears magic, and you learn its school of magic, if any.

The spell can penetrate most barriers, but is blocked by 1 foot of stone, 1 inch of common

metal, a thin sheet of lead, or 3 feet of wood or dirt.

DETECT THOUGHTS

Divination Level 2 (concentration)

Casting Time: 1 action

Duration: Concentration, up to 1 minute

Range: Self

Components: V, S, M (A copper piece)

For the duration, you can read the thoughts of certain creatures. When you cast the spell and as your action on each turn until the spell ends, you can focus your mind on any one creature that you can see within 30 feet of you. If the creature you choose has an Intelligence of 3 or lower or doesn't speak any language, the creature is unaffected.

You initially learn the surface thoughts of the creature—what is most on its mind in that moment. As an action, you can either shift your attention to another creature's thoughts or attempt to probe deeper into the same creature's mind. If you probe deeper, the target must make a Wisdom saving throw. If it fails, you gain insight into its reasoning (if any), its emotional state, and something that looms large in its mind (such as something it worries over, loves, or hates). If it succeeds, the spell ends. Either way, the target knows that you are probing into its mind, and unless you shift your attention to another creature's thoughts, the creature can use its action on its turn to make an Intelligence check contested by your Intelligence check; if it succeeds, the spell ends.

Questions verbally directed at the target creature naturally shape the course of its thoughts, so this spell is particularly effective as part of an interrogation.

You can also use this spell to detect the presence of thinking creatures you can't see. When you cast the spell or as your action during the duration, you can search for thoughts within 30 feet of you. The spell can penetrate barriers, but 2 feet of rock, 2 inches of any metal other than lead, or a thin sheet of lead blocks you. You can't detect a creature with an Intelligence of 3 or lower or one that doesn't speak any language.

Once you detect the presence of a creature in this way, you can read its thoughts for the rest of the duration as described above, even if you can't see it, but it must still be within range.

DIMENSION DOOR

Conjuration Level 4

Casting Time: 1 action

Duration: Instantaneous

Range: 500 feet

Components: V

You teleport yourself from your current location to any other spot within range. You arrive at exactly the spot desired. It can be a place you can see, one you can visualize, or one you can describe by stating distance and direction, such as "200 feet straight downward" or "upward to the northwest at a 45-degree angle, 300 feet".

You can bring along objects as long as their weight doesn't exceed what you can carry. You can also bring one willing creature of your size or smaller who is carrying gear up to its carrying capacity. The creature must be within 5 feet of you when you cast this spell.

If you would arrive in a place already occupied by an object or a creature, you and any creature traveling with you each take 4d6 force damage, and the spell fails to teleport you.

DOMINATE PERSON

Enchantment Level 5 (concentration)

Casting Time: 1 action

Duration: Concentration, up to 1 minute

Range: 60 feet

Components: V, S

You attempt to beguile a humanoid that you can see within range. It must succeed on a Wisdom saving throw or be charmed by you for the duration. If you or creatures that are friendly to you are fighting it, it has advantage on the saving throw.

While the target is charmed, you have a telepathic link with it as long as the two of you are on the same plane of existence. You can use this telepathic link to issue commands to the creature while you are conscious (no action required), which it does its best to obey. You can specify a simple and general course of action, such as "Attack that creature", "Run over there", or "Fetch that object". If the creature completes the order and doesn't receive further direction from you, it defends and preserves itself to the best of its ability.

You can use your action to take total and precise control of the target. Until the end of your next turn, the creature takes only the actions you choose, and doesn't do anything that you don't allow it to do. During this time you can also cause the creature to use a reaction, but this requires you to use your own reaction as well.

Each time the target takes damage, it makes a new Wisdom saving throw against the spell. If the saving throw succeeds, the spell ends.

At Higher Levels: When you cast this spell using a 6th-level spell slot, the duration is concentration, up to 10 minutes. When you use a 7th-level spell slot, the duration is concentration, up to 1 hour. When you use a spell slot of 8th level or higher, the duration is concentration, up to 8 hours.

GLOBE OF INVULNERABILITY

Abjuration Level 6 (concentration)

Casting Time: 1 action

Duration: Concentration, up to 1 minute

Range: Self (10-foot radius)

Components: V, S, M (A glass or crystal bead that shatters when the spell ends)

An immobile, faintly shimmering barrier springs into existence in a 10-foot radius around you and remains for the duration.

Any spell of 5th level or lower cast from outside the barrier can't affect creatures or objects within it, even if the spell is cast using a higher level spell slot. Such a spell can target creatures and objects within the barrier, but the spell has no effect on them. Similarly, the area within the barrier is excluded from the areas affected by such spells.

At Higher Levels: When you cast this spell using a spell slot of 7th level or higher, the barrier blocks spells of one level higher for each slot level above 6th.

ICE KNIFE

Conjuration Level 1

Casting Time: 1 action

Duration: Instantaneous

Range: 60 feet

Components: S, M ()

(a drop of water or piece of ice) You create a shard of ice and fling it at one creature within range. Make a ranged spell attack against the target. On a hit, the target takes 1d10 piercing damage. Hit or miss, the shard then explodes. The target and each creature within 5 feet of the point where the ice exploded must succeed on a Dexterity saving throw or take 2d6 cold damage. **At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, the cold damage increases by 1d6 for each slot level above 1st.

MAGE HAND

Conjuration Cantrip

Casting Time: 1 action

Duration: 1 minute

Range: 30 feet

Components: V, S

A spectral, floating hand appears at a point you choose within range. The hand lasts for the duration or until you dismiss it as an action. The hand vanishes if it is ever more than 30 feet away from you or if you cast this spell again.

You can use your action to control the hand. You can use the hand to manipulate an object, open an unlocked door or container, stow or retrieve an item from an open container, or pour the contents out of a vial. You can move the hand up to 30 feet each time you use it.

The hand can't attack, activate magical items, or carry more than 10 pounds.

MAGIC MISSILE

Evocation Level 1

Casting Time: 1 action

Duration: Instantaneous

Range: 120 feet

Components: V, S

You create three glowing darts of magical force. Each dart hits a creature of your choice that you can see within range. A dart deals 1d4 + 1 force damage to its target. The darts all strike simultaneously and you can direct them to hit one creature or several.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the spell creates one more dart for each slot level above 1st.

MENDING

Transmutation Cantrip

Casting Time: 1 minute

Duration: Instantaneous

Range: Touch

Components: V, S, M (Two lodestones)

This spell repairs a single break or tear in an object you touch, such as broken chain link, two halves of a broken key, a torn cloak, or a leaking wineskin.

As long as the break or tear is no larger than 1 foot in any dimension, you mend it, leaving no trace of the former damage.

This spell can physically repair a magic item or construct, but the spell can't restore magic to such an object.

MESSAGE

Transmutation Cantrip

Casting Time: 1 action

Duration: 1 round

Range: 120 feet

Components: V, S, M (A short piece of copper wire)

You point your finger toward a creature within range and whisper a message. The target (and only the target) hears the message and can reply in a whisper that only you can hear.

You can cast this spell through solid objects if you are familiar with the target and know it is beyond the barrier. Magical silence, 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood blocks the spell. The spell doesn't have to follow a straight line and can travel freely around corners or through openings.

MINOR ILLUSION

Illusion Cantrip

Casting Time: 1 action

Duration: 1 minute

Range: 30 feet

Components: S, M (A bit of fleece)

You create a sound or an image of an object within range that lasts for the duration. The illusion also ends if you dismiss it as an action or cast this spell again.

If you create a sound, its volume can range from a whisper to a scream. It can be your voice, someone else's voice, a lion's roar, a beating of drums, or any other sound you choose. The sound continues unabated throughout the duration, or you can make discrete sounds at different times before the spell ends.

If you create an image of an object such as a chair, muddy footprints, or a small chest it must be no larger than a 5-foot cube. The image can't create sound, light, smell, or any other sensory effect. Physical interaction with the image reveals it to be an illusion, because things can pass through it.

If a creature uses its action to examine the sound or image, the creature can determine that it is an illusion with a successful Intelligence (Investigation) check against your spell save DC. If a creature discerns the illusion for what it is, the illusion becomes faint to the creature.

MISTY STEP

Conjuration Level 2

Casting Time: 1 bonus action

Duration: Instantaneous

Range: Self

Components: V

Briefly surrounded by silvery mist, you teleport up to 30 feet to an unoccupied space that you can see.

PRESTIDIGITATION

Transmutation Cantrip

Casting Time: 1 action

Duration: Up to 1 hour

Range: 10 feet

Components: V, S

This spell is a minor magical trick that novice spellcasters use for practice. You create one of the following magical effects within range: -You create an instantaneous, harmless sensory effect, such as a shower of sparks, a puff of wind, faint musical notes, or an odd odor. -You instantaneously light or snuff out a candle, a torch, or a small campfire. -You instantaneously clean or soil an object no larger than 1 cubic foot. -You chill, warm, or flavor up to 1 cubic foot of nonliving material for 1 hour. -You make a color, a small mark, or a symbol appear on an object or a surface for 1 hour. -You create a nonmagical trinket or an illusory image that can fit in your hand and that lasts until the end of your next turn. If you cast this spell multiple times, you can have up to three of its non-instantaneous effects active at a time, and you can dismiss such an effect as an action.

SCORCHING RAY

Evocation Level 2

Casting Time: 1 action

Duration: Instantaneous

Range: 120 feet

Components: V, S

You create three rays of fire and hurl them at targets within range. You can hurl them at one target or several. Make a ranged spell attack for each ray. On a hit, the target takes 2d6 fire damage.

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, you create one additional ray for each slot level above 2nd.

VITRIOLIC SPHERE

Evocation Level 4

Casting Time: 1 action

Duration: Instantaneous

Range: 150 feet

Components: V, S, M (A drop of giant slug bile)

You point at a location within range, and a glowing, 1-foot-diameter ball of emerald acid streaks there and explodes in a 20-foot-radius sphere. Each creature in that area must make a Dexterity saving throw. On a failed save, a creature takes 10d4 acid damage and another 5d4 acid damage at the end of its next turn. On a successful save, a creature takes half the initial damage and no damage at the end of its next turn.

At Higher Levels: When you cast this spell using a spell slot of 5th level or higher, the initial damage increases by 2d4 for each slot level above 4th.