

Tjaart Schemer

CHARACTER NAME

Sorcerer 8

CLASS & LEVEL

Human

RACE

Soldier

BACKGROUND

ALIGNMENT

Pieter

PLAYER NAME

6500

EXPERIENCE POINTS

8

-1

STRENGTH



-1

SAVING THROW



+2

ATHLETICS

14

2

DEXTERITY



+2

SAVING THROW



+2

ACROBATICS



+5

SLEIGHT OF HAND



+2

STEALTH

15

2

CONSTITUTION



+5

SAVING THROW

8

-1

INTELLIGENCE



-1

SAVING THROW



-1

ARCANA



-1

HISTORY



-1

INVESTIGATION



-1

NATURE



-1

RELIGION

10

0

WISDOM



0

SAVING THROW



0

ANIMAL HANDLING



+3

INSIGHT



0

MEDICINE



+3

PERCEPTION



0

SURVIVAL

20

5

CHARISMA



+8

SAVING THROW



+5

DECEPTION



+8

INTIMIDATION



+5

PERFORMANCE



+5

PERSUASION

3

PROFICIENCY BONUS

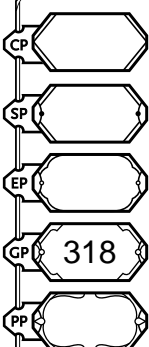
13

PASSIVE WISDOM (PERCEPTION)

CURRENT WEIGHT

120

MAX WEIGHT



Light crossbow (20 bolts)
Daggers(2)
Deck of cards
Paarse gebroken edelsteen van m'n vader (focus).

- Backpack
- Crowbar
- Hammer
- Pitons (10)
- Torches (10)
- Tinderbox
- rations (10)
- waterskin
- 50 ft. hempen rope.

EQUIPMENT

10

ARMOR CLASS

CONDITIONS

BOONS

+2

INITIATIVE

Current 3d6

HIT DICE

TEMP HP

CURRENT HIT POINTS

MAXIMUM HIT POINTS

30

SPEED

SUCCESSES

FAILURES

DEATH SAVES

NAME

ATK BONUS

DAMAGE/TYPE

Light crossbow

+4

1d8+2prc

Dagger

+4

1d4+2prc

Dagger (thrown 20/60 ft. range)
Light crossbow (80/320 ft range) 2h, loading.

Feat: Telekinetic

- Charisma +1

- Add 30ft to magehand, can make it invisible.

- As a bonus action: Telekinetically shove one creature you can see within 30ft. Target must succeed on strength save or be moved 5ft toward or away from you. A creature can willingly fail this save.

Spell Slot Level Sorcery Point Cost

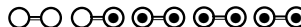
1st = 2, 2nd = 3, 3rd = 5, 4th = 6, 5th = 7

ATTACKS & SPELLCASTING

Lvl 1 slots



Lvl 2 slots



Lvl 3 slots



Lvl 4 slots



Sorcery Points



CLASS RESOURCES, AMMO & CHARGES

INSPIRATION

Braaf en onderdanig naar autoriteitsfiguren. Ook een ambitieuze blaaskaak. Naieve betweter

PERSONALITY TRAITS

Orde, regels en hiërarchie zijn goed. Mensen die regels overtreden zijn slecht

IDEALS

Mijn carrière bij de blauwe lelie. Mijn familie. Validatie door mijn moeder.

BONDS

Ik wil zo graag bij de elite van de blauwe lelie dat ik er alles voor op zou geven.

FLAWS

Weapons: Daggers, Darts slings, quartestaff, Light crossbow

Languages: Common

Tools: Playing cards, land vehicles

PROFICIENCIES & LANGUAGES

Eyes of Dark: 120ft. darkvision

- Cast darkness for 2 SP and see through that darkness.

Strength of the grave

- When damage reduces you to 0 hp. Make a charisma saving throw (DC5+dmg taken). On a succes you instead drop to 1 hit point. Cant use this if you are hit by radiant damage or a crit. If the saving throw succeeds you cant use this feature until you finish a long rest.

Metamagic:

- Subtle spell: When you cast a spell, spend 1 sorcery point to cast it without somatic or verbal components.

-Twinned spell: When you Cast a Spell that Targets only one creature and doesnt have a range of self, you can spend a number of sorcery points equal to the spells level to target a second creature in range with the same spell (1 sorcery point if the spell is a cantrip). To be eligible, a spell must be incapable of targeting more than one creature at the spells current level. For example, magic missile and scorching ray arent eligible, but ray of frost is.

- Magical guidance:

When you ability check fails, spend 1 spt to reroll, you must use the new roll.

War Caster:

Adv on Con saves for concentration.

You can perform the somatic components of spells even when you have weapons or a shield in one or both hands.

When a hostile creature's movement provokes an opportunity attack from you, you can use your reaction to cast a spell at the creature, rather than making an opportunity attack. The spell must have a casting time of 1 action and must target only that creature.

FEATURES & TRAITS



AGE	HEIGHT	WEIGHT
EYES	SKIN	HAIR

CHARACTER NAME

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME

Blauwe Lelie

SYMBOL

CHARACTER BACKSTORY

ADDITIONAL FEATURES & TRAITS

OTHER

Sorcerer/Charisma

SPELLCASTING
CLASS/ABILITY

6

Prepared Spells
Total

16

Spell Save DC

+8

Spell Attack
Bonus

0

CANTRIPS

Mage hand (60ft)

Minor Illusion

Acid Splash

Mind Sliver

Mending

SPELL LEVEL

SLOTS TOTAL

SLOTS REMAINING

1

4

PREPARED

SPELL NAME

Shield

Magic Missile

2

4

Hold Person

Vortex Warp

Tasha's Mind Whip

Darkness

Blidness / Deafness

3

3

Lightning Bolt

Counter Spell

4

1

Psychic Lance

5

6

7

8

9

SPELLS KNOWN

CLASS & LEVEL	RELATIONSHIP	ROLE
RACE	ALIGNMENT	EXPERIENCE POINTS

Strength -5

Dexterity -5

Constitution -5

Intelligence -5

Wisdom -5

Charisma -5

Passive Wisdom (Perception)

Current Weight 0 Max Weight

NAME	ATK BONUS	DAMAGE/TYPE

ATTACKS & SPELLCASTING

CLASS RESOURCES, AMMO & CHARGES

PROFICIENCIES & LANGUAGES

FEATURES & TRAITS

CONDITIONS

ARMOR CLASS

BOONS

INITIATIVE

SPEED

Current

HIT DICE

TEMP HP

CURRENT HIT POINTS

MAXIMUM HIT POINTS

SUCCESSES

FAILURES

DEATH SAVES

CP

SP

EP

GP

PP

EQUIPMENT

CLASS & LEVEL	RELATIONSHIP	ROLE
RACE	ALIGNMENT	EXPERIENCE POINTS

-5
STRENGTH

-5
DEXTERITY

-5
CONSTITUTION

-5
INTELLIGENCE

-5
WISDOM

-5
CHARISMA

PASSIVE WISDOM
(PERCEPTION)

CURRENT WEIGHT 0 MAX WEIGHT

[illegible]

CONDITIONS

ARMOR CLASS

BOONS

INITIATIVE

TEMP HP

SPEED

Current

HIT DICE

CURRENT HIT POINTS

MAXIMUM HIT POINTS

SUCCESS

FAILURES

DEATH SAVES

CP

SP

EP

GP

PP

EQUIPMENT