

Sorceror 2 **CLASS & LEVEL** Triton RACE

Adopted Neutral good

ALIGNMENT

Flr PLAYER NAME

Milestone **EXPERIENCE POINTS** 

STRENGTH

**INSPIRATION** 

-1

**PROFICIENCY BONUS** 

DEXTERITY +2

14

CONSTITUTION +2

14

INTELLIGENCE +1 12

WISDOM +0 10

CHARISMA +3 16

10

+2

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 +/ Religion (Int)

O +2 Sleight of Hand (Dex)

O +2 Stealth (Dex)

PASSIVE WISDOM (PERCEPTION)

+2 Survival (Wis)

**SKILLS** 

12 ARMOR CLASS

+2 INITIATIVE

30 (30 swim) SPEED

Hit Point Maximum

CURRENT HIT POINTS

**TEMPORARY HIT POINTS** 

Total 2d6

HIT DICE

Dagger

Quarterstaff

Dart

SUCCESSES O=O=O FAILURES O=O=O **DEATH SAVES** 

1d4+2/p 1d6-1/b

1d4+2/p

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

+4

+1

+4

ATTACKS & SPELLCASTING

Languages: Elvish, Common, Primordial. Weapons: Quarterstaff, Sling, Dart,

Dagger, Light Crossbow. Other: Herbalism Kit.

EP PP 🗟

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

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

RONDS

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.

FLAWS

**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

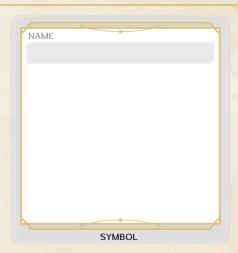
21	1,60m	98 lbs
AGE	HEIGHT	WEIGHT
Amber	Blue	Bright Green
EYES	SKIN	HAIR



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		
I naumaturgy	0	0
	0	0
	0	0
	0	0
	0	0
	0	0
SLOTS TOTAL SLOTS EXPENDED	0	
1 3	0	
1 3		7
Cure Wounds	0	0
Fog Cloud		0
Guiding Bolt	4	0
Mage Armor		0
● Sleep	0	0
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