

Andraste Teinithra

CHARACTER NAME

Merchant

BACKGROUND

Aasimar

SPECIES

Sorcerer

CLASS

Draconic Sorcery

SUBCLASS

12

LEVEL

109000

XP

AC

15

SHIELD

HIT POINTS

45

CURRENT

12

TEMP

98

MAX

HIT DICE

3

SPENT

12d6

MAX

DEATH SAVES

◆ ◆ ◆

SUCCESSSES

◆ ◆ ◆

FAILURES



PROFICIENCY BONUS

+4

INTELLIGENCE

+1

12

MODIFIER & SCORE

INITIATIVE

+2

SPEED

30 ft

SIZE

Medium

PASSIVE PERCEPTION

10

STRENGTH

-1

8

MODIFIER & SCORE

☐ -1 Saving Throw

☐ -1 Athletics

☐ +1 Saving Throw

☒ +5 Arcana

☐ +1 History

☐ +1 Investigation

☐ +1 Nature

☐ +1 Religion

DEXTERITY

+2

14

MODIFIER & SCORE

☐ +2 Saving Throw

☐ +2 Acrobatics

☐ +2 Sleight of Hand

☐ +2 Stealth

WISDOM

+0

10

MODIFIER & SCORE

☐ +0 Saving Throw

☒ +4 Animal Handling

☐ +0 Insight

☐ +0 Medicine

☐ +0 Perception

☐ +0 Survival

CONSTITUTION

+3

17

MODIFIER & SCORE

☒ +7 Saving Throw

CHARISMA

+5

20

MODIFIER & SCORE

☒ +9 Saving Throw

☐ +5 Deception

☒ +9 Intimidation

☐ +5 Performance

☒ +9 Persuasion

HEROIC INSPIRATION

☒

WEAPONS & DAMAGE CANTRIPS		
Name	Attack Bonus / DC, Damage & Type	Notes
+3 Magic Quarterstaff	+6, 1d6+2 bludgeoning	1d8+2 with two hands
Dagger	+6, 20/60, 1d4+2 piercing	
Shocking Grasp	+9, touch, 3d8 lightning	VS, can't take reactions

CLASS FEATURES	
<ul style="list-style-type: none">Innate Sorcery (spell save DC +1, adv. on spell attacks for 1 min., twice betw. long rests)Font of Magic (use up to 12 sorcery points betw. long rests)Metamagic (spell effects)Creating Spell Slots (use 2 sorcery points for one 1st level spell slot, 3 pts. for 2nd level slot, 5 pts. 3rd level, 6 pts. 4th level, 7 pts. 5th level)Draconic Resilience (h.p. boost, natural AC)Draconic Spells (always prepared)Sorcerous Restoration (recover 6 sorcery points in short rest)ElementalAffinity (poison resistance, +5 to spells causing poison damage)Sorcery Incarnate (bonus action and 2 sorcery points to reuse Innate Sorcery plus two metamagic options)	<ul style="list-style-type: none">Metamagic<ul style="list-style-type: none">Seeking Spell (for 1 sorcery point, reroll missed attack spell)Empower Spell (for 1 sorcery point, reroll up to 5 damage dice)Heighten Spell (for 2 sorcery points, target saves vs. spell with disadv.)

EQUIPMENT TRAINING & PROFICIENCIES

ARMOR TRAINING

◆ Light

◇ Heavy

◇ Medium

◇ Shields

WEAPONS

Simple Weapons

TOOLS

Navigator's Tools

SPECIES TRAITS

- Celestial Resistance (vs. necrotic, radiant)
- Darkvision (60 feet)
- Healing Hands (4d4s by touch betw. long rests)
- Celestial Legacy (Charisma-based; Light cantrip)
- Celestial Revelation (as bonus action once betw. long rests: Heavenly Wings to fly and +4 radiant attack/spell damage; Inner Radiance to glow, 4 radiant damage within 10 ft. and +4 radiant attack/spell damage; or Necrotic Shroud to cause fear (DC CHA save) and +4 necrotic attack/spell damage)

FEATS

Lucky. Gain 4 Luck Points, each of which may give adv. on an ability check, save, or attack, or impose disadv. on one attacker targeting you. Regain expended points in a long rest.

Sorcerous Burst Cantrip. Ranged Spell Attack: +9 to hit. Hit: 3d8 choice of acid, cold, fire, lightning, poison, psychic, or thunder damage; extra d8s on rolls of 8.

Charisma

SPELLCASTING ABILITY

+5

SPELLCASTING MODIFIER

17

SPELL SAVE DC

+9

SPELL ATTACK BONUS

SPELL SLOTS

Total	Expended	Total	Expended	Total	Expended
Level 1 <u>4</u>	◆◆◆◇	Level 4 <u>3</u>	◆◆◇◇	Level 7 <u> </u>	◇◇◇
Level 2 <u>3</u>	◆◇◇◇	Level 5 <u>2</u>	◆◆◇◇	Level 8 <u> </u>	◇◇◇
Level 3 <u>3</u>	◆◆◆◇	Level 6 <u>1</u>	◇◇◇◇	Level 9 <u> </u>	◇◇◇

APPEARANCE

A tall, bronze skinned woman with knowing, hazel eyes, a turned-up nose, a softly shaped jaw and small lips. She has toned arms, and a broad torso with chiseled abs, is bald, usually wears a custom-made jacket, has tattoos fully covering her lower legs, left hand and feet.

BACKSTORY & PERSONALITY

After you escaped from a magical conflagration, you realized that though you were unharmed, you were not unchanged. You began to exhibit unusual abilities that you are just beginning to understand.

Neutral Good

ALIGNMENT

LANGUAGES

Common, Dwarvish, Elvish

EQUIPMENT

+3 Quarterstaff, two (2) daggers, spear, dungeoneer's pack (backpack, a crowbar, a hammer, 10 pitons, 10 torches, a tinderbox, 10 days' rations, waterskin, 50 feet of hempen rope on the side), navigator's tools (small spyglass, sextant, charts), arcane focus: crystal, belt pouch, set of common clothes, set of traveler's clothes, merchant's scale.

MAGIC ITEM ATTUNEMENT

◇ Amulet of the Planes

◇ Ring of Shooting Stars

◇ Robe of Scintillating Colors

COINS

CP	SP	EP	GP	PP
54	63		7259	

CANTRIPS & PREPARED SPELLS					
Level	Name	Casting Time	Range	Concentration, Ritual & Required Material	Notes
1	Charm Person	action	30ft	◇C ◇R ◇M	WIS save
1	Chromatic Orb	action	90ft	◇C ◇R ◇M	3d8 damage
1	Command	action	60ft	◇C ◇R ◇M	WIS save
1	Mage Armor	action	touch	◇C ◇R ◇M	AC 13 + DEX, 8h
1	Magic Missile	action	120ft	◇C ◇R ◇M	3x 1d4+1 force
1	Shield	reaction	self	◇C ◇R ◇M	+5 AC
2	Alter Self	action	self	◆C ◇R ◇M	1h
2	Dragon's Breath	bonus	touch	◆C ◇R ◇M	3d6, 20ft cone
2	Flaming Sphere	action	150ft	◆C ◇R ◇M	DEX Save, 2d6 fire
2	Scorching Ray	action	120ft	◇C ◇R ◇M	3x 2d6 fire
2	Spider Climb	action	touch	◆C ◇R ◇M	1h
3	Counterspell	reaction	60ft	◇C ◇R ◇M	DC 10+level
3	Dispel Magic	action	120ft	◇C ◇R ◇M	DC 10+level
3	Fear	action	self	◆C ◇R ◇M	WIS Save
3	Fireball	action	150ft	◇C ◇R ◇M	20ft, DEX, 8d6 fire
3	Fly	action	touch	◆C ◇R ◇M	60ft fly speed
3	Haste	action	30ft	◆C ◇R ◇M	
4	Arcane Eye	action	30ft	◆C ◇R ◇M	30ft dv, 30ft move
4	Charm Monster	action		◇C ◇R ◇M	
4	Vitriolic Sphere	action	150ft	◇C ◇R ◇M	DEX, 10d4+5d4 acid
5	Bigby's Hand	action	120ft	◆C ◇R ◇M	AC 20 STR 26 DEX 10
5	Hold Monster	action	90ft	◆C ◇R ◇M	WIS, not undead
5	Legend Lore	10min	self	◇C ◇R ◆M	
5	Summon Dragon	action	60ft	◆C ◇R ◆M	
5	Wall of Stone	action	120ft	◆C ◇R ◇M	
6	Charm Monster	action	30ft	◇C ◇R ◇M	WIS Save
6	Eyebite	action	self	◆C ◇R ◇M	1min, WIS Save
				◇C ◇R ◇M	
				◇C ◇R ◇M	
				◇C ◇R ◇M	