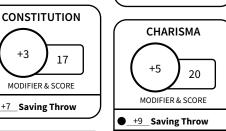
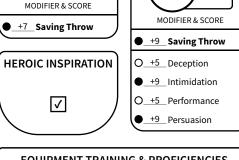


WEAPONS & DAMAGE CANTRIPS MODIFIER & SCORE Attack Bonus / DC, Damage & Type Notes O_+1_Saving Throw **STRENGTH** +3 Magic Quarterstaff +6, 1d6+2 bludgeoning 1d8+2 with two hands • +5 Arcana O_+1_ History +6, 20/60, 1d4+2 piercing Dagger O<u>+1</u> Investigation **Shocking Grasp** +9, touch, 3d8 lightning VS, can't take reactions MODIFIER & SCORE O_+1_Nature O_+1_Religion O_-1_Saving Throw O_-1_Athletics **WISDOM DEXTERITY**

+0 10 14 MODIFIER & SCORE O_+0_Saving Throw MODIFIER & SCORE ● _+4 _ Animal Handling O_+2_Saving Throw O_+0_Insight O_+2_Acrobatics O_+0_Medicine O_+2_Sleight of Hand O<u>+0</u> Perception O_+2_Stealth O_+0_Survival





+3

EQUIPMENT TRAINING & PROFICIENCIES							
ARMOR TRAINING	◆ Light ◇ Medium	♦ Heavy ♦ Shields					
WEAPONS Simple Weapons							
TOOLS Navig	ator's Tools						

CLASS FEATURES

- 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)
- Elemental Affinity (poison resistance, +5 to spells causing poison damage)
- Sorcery Incarnate (bonus action and 2 sorcery points to reuse Innate Sorcery plus two metamagic options)

Metamagic

- 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.)

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	3	$\diamond \diamond \diamond$	Level 7	$\Diamond \Diamond$
Level 23_	$\bullet \diamond \diamond$	Level 5	2	$\Diamond\Diamond\Diamond$	Level 8	\Diamond
Level 33_	$\diamond \diamond \diamond$	Level 6	_1_	$\Diamond \Diamond$	Level 9	\Diamond

	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	

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

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							
СР	SP	EP	GP	PP			
54	63		7259				

Disclaimer: No liability is assumed for lost gaming experience when using this character sheet.

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