

Aeson gios Cretheus

CHARACTER NAME

Sorcerer (D. Soul) [2]

CLASS & LEVEL

Noble

BACKGROUND

Scott S

PLAYER NAME

Aasimar (Protector)

RACE

Neutral Good

ALIGNMENT

600

EXPERIENCE POINTS

STRENGTH

8

-1

DEXTERITY

14

2

CONSTITUTION

12

1

INTELLIGENCE

10

0

WISDOM

14

2

CHARISMA

17

3

0

INSPIRATION

2

PROFICIENCY BONUS

- SAVING THROWS
- ☐ -1 Strength
 - ☐ 2 Dexterity
 - ☒ 3 Constitution
 - ☐ 0 Intelligence
 - ☐ 2 Wisdom
 - ☒ 5 Charisma

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

12

ARMOR CLASS

4

INITIATIVE

30'

SPEED

Hit Point Maximum 12

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 2

d6
HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

The common folk love me for my kindness and generosity.
My favour, once lost, is lost forever.

PERSONALITY TRAITS

It is my duty to protect and care for the people beneath me.

IDEALS

I am in love Alcimede, the heir of a rival trading family that my family despises.

BONDS

I hide a truly scandalous secret that could ruin my family forever (I am a sorcerer, not a cleric, and Tashalar hates arcane magic).

FLAWS

NAME ATK BONUS DAMAGE/TYPE

Dagger +4 1d4 +2 P

Light Crossbow +4 1d8 +2 P

ATTACKS & SPELLCASTING

12

PASSIVE WISDOM (PERCEPTION)

Daggers
Darts
Slings
Quarterstaves
Light Crossbows

Common, Undercommon, Celestial

OTHER PROFICIENCIES & LANGUAGES

CP

8

SP

3

EP

GP

13

PP

Sorcerer:
Light Crossbow
20 bolts in Quiver
Arcane Focus
2 Daggers
Dungeoneers pack

Noble:
Set of fine clothes
Signet Ring
Scroll of Pedigree
25gp - 11gp,6sp,2cp

EQUIPMENT

Aasimar (Protector):

Darkvision, 60 feet
Resistance to necrotic and radiant damage
Healing Hands (Lvl) HP, 1/long rest
Light Bearer (know the Light cantrip)
Languages: Common, Celestial

Sorcerer (Divine Soul):

Divine Magic (Good) - Know Cure Wounds
Favoured by Gods: +2d4 to save or attack, 1/short
Persuasion, Deception
(2nd) Font of Magic, 2pts (1 more 1st level slot)

Noble:

History, Sleight of Hand
Lanceboard Set (Chess)
Language: Undercommon
Position of Privilege

FEATURES & TRAITS



Aeson gios Cretheus

CHARACTER NAME

17
AGE

Golden Brown
EYES

6'0" (183 cm) (+16)
HEIGHT

Light Tan
SKIN

190 lb (86 kg)
WEIGHT

Blonde
HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

Background: Noble

I was born to a humble family of merchants in Tashalar, but in that country the heads of the ruling families traditionally sponsor any Aasimar born in their consortia, as they are seen as an omen of the favour of the gods. As such, I was afforded the best education and upbringing and ward by the ruling family - I was de facto an adopted member of that family.

I grew up in luxury, but never forgot my roots. When my Aasimar heritage blossomed into Sorcery, my Guide admitted that he was a distant ancestor of mine. Since that time I have refused to use her actual name (Agathangelos) and only ever refer to her as 'Grandma'. It has greatly affected our relationship - I am ever mocking, but in a good natured way. She takes it well.


At this time, she advised me to take a temporary leave from my homeland and travel the world to learn my art. This was wise advice, considering Tashalar's attitudes to arcane magic. So far, I have hidden my magic's nature from my family and people. Everyone at home thinks I am a Cleric.

I will return to Tashalar one day, ready to lead my family into the future - and reform Tashalar's prejudice against Sorcery.

CHARACTER BACKSTORY

ADDITIONAL FEATURES & TRAITS

TREASURE



Sorcerer (Divine Soul)

Charisma
SPELLCASTING ABILITY

13
SPELL SAVE DC

5
SPELL ATTACK BONUS

SPELLCASTING CLASS

0

CANTRIPS

Light

Spare the Dying

Prestidigitation

Fire Bolt

Mage Hand

1

4

PROPOSED

Mage Armour

SPELL NAME

Bless

Cure Wounds

2

3

4

5

6

7

8

9

SPELLS KNOWN



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Backpacks can hold no more than 30 lbs of gear.

Note weight of items to not exceed the packs 30lbs limit.

Note the quantity of certain items for quick reference.

Your treasure pouch is not part of your backpack so its weight will not count.

Backpack



Crowbar

Grappling Hook (2gp)

Small Pocket 1

Hammer

10 Pitons

Small Pocket 2

Tinderbox

Signal whistle (5cp)

Steel mirror (5gp)

Small Pocket 3

2 bags caltrops (2gp)

Box of chalk (5 sticks) (5cp)

Small Pocket 4

Flap Pouch

Waterskin

5 oil flasks (5sp)

Middle Pouch

10 days rations

5 sacks (5cp)

Bed Roll

Rope 50 feet hempen

Ammo

Torches 10

Treasure Purse

Copper =

Silver =

Electrum =

Gold =

Platinum =

Additional Treasure

Bedroll (1gp)

Travellers clothes (2gp)

Soap (2cp)

Main Pouch