

Sorcerer (D. Soul) [2]

CLASS & LEVEL

Neutral Good

ALIGNMENT

Aasimar (Protector)

RACE



Noble

BACKGROUND

Scott S

PLAYER NAME

600

EXPERIENCE POINTS

Aeson gios Cretheus

CHARACTER NAME

STRENGTH

8

-1

DEXTERITY

14

2

CONSTITUTION

12

1

INTELLIGENCE

10

0

WISDOM

14

2

CHARISMA

17

3

0

INSPIRATION

2

PROFICIENCY BONUS

☐ -1

Strength

☐ 2

Dexterity

☒ 3

Constitution

☐ 0

Intelligence

☐ 2

Wisdom

☒ 5

Charisma

SAVING THROWS

☐ 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)

SKILLS

12

PASSIVE WISDOM (PERCEPTION)

Daggers

Darts

Slings

Quarterstaves

Light Crossbows

Common, Undercommon, Celestial

OTHER PROFICIENCIES & LANGUAGES

12

ARMOR CLASS

4

INITIATIVE

30'

SPEED

HIT POINT MAX

12

CURRENT HIT POINTS

TEMPORARY HIT POINTS

TOTAL

2

d6

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

NAME	ATK BONUS	DAMAGE/TYPE
Dagger	+4	1d4 +2 P
Light Crossbow	+4	1d8 +2 P

ATTACKS & SPELLCASTING

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

EQUIPMENT

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

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



DUNGEONS & DRAGONS

Aeson gios Cretheus

CHARACTER NAME

17

AGE

6'0" (183 cm) (+16) 190 lb (86 kg)

HEIGHT

WEIGHT

Golden Brown

EYES

Light Tan

SKIN

Blonde

HAIR

FACTION

CHARACTER
APPEARANCE

ALLIES & ORGANIZATIONS

ADDITIONAL FEATURES & TRAITS

TREASURE

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 warded 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 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



DUNGEONS & DRAGONS

Sorcerer (Divine Soul)

SPELLCASTING CLASS

Charisma

SPELLCASTING
ABILITY

13

SPELL SAVE DC

5

SPELL ATTACK
BONUS

0

CANTRIPS

Light

Spare the Dying

Prestidigitation

Fire Bolt

Mage Hand

3

6

SPELL
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

4

4

7

PREPARED

Mage Armour SPELL NAME

Bless

Cure Wounds

2

5

9

SPELLS KNOWN



Aeson gios Cretheus

CHARACTER NAME

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