



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



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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

5

8

2

5

9

SPELLS KNOWN

PREPARE

Mage Armour SPELL NAME

Bless

Cure Wounds



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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