

Borivik

CHARACTER NAME

Sorcerer 1

CLASS & LEVEL

Rashemi

RACE

Acolyte

BACKGROUND

Lawful Neutral

ALIGNMENT

Jack Timmins

PLAYER NAME

0

EXPERIENCE POINTS

STRENGTH

-1

9

DEXTERITY

+2

15

CONSTITUTION

+2

14

INTELLIGENCE

+1

12

WISDOM

+0

10

CHARISMA

+2

15

0

INSPIRATION

+2

PROFICIENCY BONUS

- ☐ -1 Strength
- ☐ +2 Dexterity
- ☒ +4 Constitution
- ☐ +1 Intelligence
- ☐ +0 Wisdom
- ☒ +4 Charisma

SAVING THROWS

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

SKILLS

15

ARMOR CLASS

+2

INITIATIVE

30

SPEED

Hit Point Maximum 9

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1d6

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

Nothing can shake my optimistic attitude but what lies underneath is a determination for vengeance. While I am lawful there are some evildoers who deserve to meet the gods.

PERSONALITY TRAITS

I hope to rise above my station and gain enough power to become the Zulkir of necromancy and defeat Aznar Thrul of Priador. My holy symbol is a skeletal arm holding balanced scales (Kelemvor).

IDEALS

I owe my freedom to the mulan priest who saved me from captivity and experimentation. I owe my power to a red dragon whose blood runs through my veins.

BONDS

Once I pick a goal, I become obsessed with it to the detriment of my own life. I will sacrifice a great deal to obtain power.

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Dagger

+4

1d4+2/p

Light crossb

+4

1d8+2/p

Armor: No Armor
Shield: No shield

ATTACKS & SPELLCASTING

10

PASSIVE WISDOM (PERCEPTION)

Proficiencies:

Daggers, darts, slings, quarterstaves, light crossbows.

Languages:

Common, Deep Speech, Draconic, Infernal, Orc

OTHER PROFICIENCIES & LANGUAGES

CP

0

SP

0

EP

0

GP

10

PP

0

Pouch (1), Clothes, common (1), Leather (1), Crossbow bolt (20), Waterskin (1), Bedroll (1), Incense (5), Rations (1 day) (10), Rope, hempen (1), Vestements (1), Tinderbox (1), Mess kit (1), Backpack (1), Torch (10), Explorer's Pack (1), Component pouch (1), A pendant with my holy symbol (1)

EQUIPMENT

(See Features Page)
--Draconic Resilience
--Dragon Ancestor
--Shelter of the Faithful
=====

FEATURES & TRAITS



Sorcerer 1

SPELLCASTING
CLASS

CHA

SPELLCASTING
ABILITY

12

SPELL SAVE DC

+4

SPELL ATTACK
BONUS

0

CANTRIPS

Chill Touch (V,S)

Fire Bolt (V,S)

Mold Earth (S)

True Strike (S) (C)

SPELL
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

2

PREPARED

SPELL NAME

☒ False Life (V,S,M)

☒ Ray Of Sickness (V,S)

3

0

6

0

7

0

4

0

8

0

2

0

5

0

9

0

SPELLS KNOWN

Features and Magic Items

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Subclasses

Subclass: Draconic Bloodline

Your innate magic comes from draconic magic that was mingled with your blood or that of your ancestors. Most often, sorcerers with this origin trace their descent back to a mighty sorcerer of ancient times who made a bargain with a dragon or who might even have claimed a dragon parent. Some of these bloodlines are well established in the world, but most are obscure. Any given sorcerer could be the first of a new bloodline, as a result of a pact or some other exceptional circumstance.

Features

Draconic Resilience

Source: Sorcerer (Draconic Bloodline)

As magic flows through your body, it causes physical traits of your dragon ancestors to emerge. At 1st level, your hit point maximum increases by 1 and increases by 1 again whenever you gain a level in this class.

Additionally, parts of your skin are covered by a thin sheen of dragon-like scales. When you aren't wearing armor, your AC equals 13 + your Dexterity modifier.

This bonus is computed in the AC given on the Character Sheet above.

Dragon Ancestor

Source: Sorcerer (Draconic Bloodline)

At 1st level, you choose one type of dragon as your ancestor. The damage type associated with each dragon is used by features you gain later

Dragon : Damage

Black : Acid

Blue : Lightning

Brass : Fire

Bronze : Lightning

Copper : Acid

Gold : Fire

Green : Poison

Red : Fire

Silver : Cold

White : Cold

You can speak, read, and write Draconic. Additionally, whenever you make a Charisma check when interacting with

dragons, your proficiency bonus is doubled if it applies to the check.

Shelter of the Faithful

Source: Background (Acolyte)

As an acolyte, you command the respect of those who share your faith, and you can perform the religious ceremonies of your deity. You and your adventuring companions can expect to receive free healing and care at a temple, shrine, or other established presence of your faith, though you must provide any material components needed for spells. Those who share your religion will support you (but only you) at a modest lifestyle.

You might also have ties to a specific temple dedicated to your chosen deity or pantheon, and you have a residence there. This could be the temple where you used to serve, if you remain on good terms with it, or a temple where you have found a new home. While near your temple, you can call upon the priests for assistance, provided the assistance you ask for is not hazardous and you remain in good standing with your temple.

Magic Items

Spell Descriptions

Borivik

Chill Touch

Necromancy Cantrip

Casting Time: 1 action

Duration: 1 round

Range: 120 feet

Components: V, S

You create a ghostly, skeletal hand in the space of a creature within range.

Make a ranged spell attack against the creature to assail it with the chill of the grave. On a hit, the target takes 1d8 necrotic damage, and it can't regain hit points until the start of your next turn. Until then, the hand clings to the target. If you hit an undead target, it also has disadvantage on attack rolls against you until the end of your next turn.

At Higher Levels: This spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

False Life

Necromancy Level 1

Casting Time: 1 action

Duration: 1 hour

Range: Self

Components: V, S, M (A small amount of alcohol or distilled spirits)

Bolstering yourself with a necromantic facsimile of life, you gain 1d4 + 4 temporary hit points for the duration.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, you gain 5 additional temporary hit points for each slot level above 1st.

Fire Bolt

Evocation Cantrip

Casting Time: 1 action

Duration: Instantaneous

Range: 120 feet

Components: V, S

You hurl a mote of fire at a creature or object within range. Make a ranged spell attack against the target. On a hit, the target takes 1d10 fire damage. A flammable object hit by this spell ignites if it isn't being worn or carried.

At Higher Levels: This spell's damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).

Mold Earth

Transmutation Cantrip

Casting Time: 1 action

Duration: Instantaneous or 1 hour

Range: 30 feet

Components: S

You choose a portion of dirt or stone that you can see within range and that fits within a 5-foot cube. You manipulate it in one of the following ways: - If you target an area of loose earth, you can instantaneously excavate it, move it along the ground, and deposit it up to 5 feet away. This movement doesn't have enough force to cause damage. - You cause shapes, colors, or both to appear on the dirt or stone, spelling out words, creating images, or shaping patterns. The changes last for 1 hour. - If the dirt or stone you target is on the ground, you cause it to become difficult terrain. Alternatively, you can cause the ground to become normal terrain if it is already difficult terrain. This change lasts for 1 hour. If you cast this spell multiple times, you can have no more than two of its non-instantaneous effects active at a time, and you can dismiss such an effect as an action.

Ray Of Sickness

Necromancy Level 1

Casting Time: 1 action

Duration: Instantaneous

Range: 60 feet

Components: V, S

A ray of sickening greenish energy lashes out toward a creature within range.

Make a ranged spell attack against the target. On a hit, the target takes 2d8 poison damage and must make a Constitution saving throw. On a failed save, it is also poisoned until the end of your next turn.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8 for each slot level above 1st.

True Strike

Divination Cantrip (concentration)

Casting Time: 1 action

Duration: Concentration, up to 1 round

Range: 30 feet

Components: S

You extend your hand and point a finger at a target in range. Your magic grants you a brief insight into the target's

defenses. On your next turn, you gain advantage on your first attack roll against the target, provided that this spell hasn't ended.