

Curreth Jett

Dwarf | Sorcerer | Deck Hand | Chaotic

Backstory/Flavor

I am the legacy of our lost home, keeper of the primordial stone. They call me a deck hand, but my real job is to bust doors and heads.

Bond

Nurkam pulled a wyvern off of me on the last job. I owe him.

Str	Dex	Con	Int	Wis	Cha	Exp.
16	8	16	10	12	14	
+3	-1	+3	+0	+1	+2	
HP	AC	DC	Init	Spd	HitD	Level
10	11/17	12	-1	25	d6	1

Inspiration Point: ☐

Health

Hit dice used (1d6): ☐

Current HP: _____ Temporary HP: _____

Death Saves: ☒ ☐ ☒ ☐ ☒ ☒ ☒

Skills

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

Proficiencies

No armor, all weapons, shields
darkvision

Equipment

_____	_____
_____	_____
Healing Potion(s): ____	+2d4 +2 HP, ACTION

Weapons

Warhammer (+5)

1d8 +3 bludgeoning. Heavy

Throwing Hammer (+5) ☐ ☐

1d6 +3 bludgeoning. Heavy, thrown (20/40)

Spells

☐¹ ☐¹

Bonus Action

Thunderous Smite

Your next melee hit deals an extra 2d6 thunder damage and the target must succeed on a Str saving throw or be pushed 10 feet away from you and knocked prone. SELF, CONCENTRATION, 1 MIN

Reaction

Shield

Activate when you are hit by an attack. Until the start of your next turn, you have a +5 bonus to AC, including against the triggering attack, and you take no damage from magic missile. SELF, INSTANTANEOUS

Cantrips

Action

Booming Blade Make a melee attack. On a hit, the target suffers the attack's normal effects, and if the target willingly moves before the start of your next turn, it immediately takes 1d8 thunder damage. SELF, INSTANTANEOUS.

Thunderclap: Each creature other than you within 5 feet of you must make a Con save. On fail, the creature takes 1d6 thunder damage. 5 FT, INSTANTANEOUS

Blade Ward: Until the end of your next turn, you have resistance against bludgeoning, piercing, and slashing damage. SELF, 1 ROUND

Mold Earth: Choose a 5-foot cubic portion of earth, stone, or metal. You manifest one of the following:

- You can instantaneously excavate it.
- You mold it into arbitrary shapes.
- You cause it to become difficult/normal terrain.

30 FT, 1 MINUTE

Special

Action

Stone's Durability

You gain a base AC of 13 + Con if you aren't wearing armor, and your skin assumes a stony appearance.