

ACER RU HAN CORRIS

1ST-LEVEL SORCERER

Medium humanoid (half-elf), neutral good

Armour class 15 (natural armour)

Maximum hit points 8

Hit dice 1d6

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	9 (-1)	13 (+1)	13 (+1)	14 (+2)	17 (+3)

Saving throws Con +3, Cha +5

Skills Animal Handling +4, Deception +5, Insight +4, Perception +4, Persuasion +5, Religion +3

Senses darkvision 60 ft., passive perception 14

Languages Common, Draconic, Dwarven, Elvish, Orc

Draconic Resilience Parts of your skin are covered by a thin sheen of dragon-like scales. When you aren't wearing armour, your AC equals 13 + your Dexterity modifier (already noted above).

Dragon Ancestor You are descended from gold dragons. 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.

Fey Ancestry You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Shelter of the Faithful 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 can call upon the priests of Ene in Fort Cadwaladr for assistance, provided the assistance you ask for is not hazardous and you remain in good standing with their temple.

Spellcasting An event in the life of your ancestor left an indelible mark on you, infusing you with arcane magic. This font of magic fuels your spells. Charisma is your spellcasting ability (spell save DC 13, +5 to hit with spell attacks), since the power of your magic relies on your ability to project your will into the world. You know the following spells.

Cantrips (at will) *fire bolt*, *mage hand*, *mending*, *prestidigitation*

1st level (2 slots) *fog cloud*, *shield*

ROLE-PLAYING AS ACER

TRAITS

- I see omens in every event and action. The gods try to speak to us, we just need to listen.
- I always try to help those in need, no matter what the personal cost.
- I would die to recover the Ever-Wing – an ancient relic of my faith that was lost long ago.
- My piety sometimes leads me to blindly trust those that profess faith in my god.

BONDS

- I worship Ene, dragon deity of contemplation and the horizon. For years, I worked as a groundskeeper at the temple of Ene on the cliffside of nearby Fort Cadwaladr.
- Heiress Sarne Cadwaladr now retains my services as counsellor and sometime travelling companion. We are recently re-turned from her bumpy two-month tour of Becking County.
- My husband Wrynn, our son Saemon and our young daughter Kader are my world. I work every day to keep them safe and prosperous.

ACTIONS

Attack You attack with one of the following weapons.

Quarterstaff *Melee Weapon Attack*: +2 to hit, reach 5 ft., one target. *Hit*: 1d6 bludgeoning damage (or 1d8 if wielded in both hands).

Dagger *Melee Weapon Attack*: +2 to hit, reach 5 ft., one target. *Hit*: 1d4 piercing damage.

Dagger *Ranged Weapon Attack*: +2 to hit, ranged 20/60 ft., one target. *Hit*: 1d4 piercing damage.

Cast a Spell You cast one of the following spells (see overleaf): *fire bolt*; *fog cloud*; *mage hand*; *mending*; *prestidigitation*.

BONUS ACTIONS

Two-Weapon Fighting If you are holding a dagger in each hand then, when you take the Attack action to make a melee attack with one dagger, you may use a bonus action to attack with the other dagger as well. The other dagger's attack may be melee or ranged.

REACTIONS

Cast a Spell When you are hit by an attack or targeted by the *magic missile spell*, you can cast *shield*.

EQUIPMENT

- Quarterstaff, two daggers, arcane focus (a striated gem resembling a sunset)
- Common clothes, explorer's pack (includes a backpack, a bedroll, a mess kit, a tinderbox, 10 torches, 10 days of rations, and a waterskin; has 50 feet of hempen rope strapped to its side)
- Holy symbol of Ene (a gold wing with inlaid topaz), prayer wheel, incense, vestments of Ene
- 15 gp in assorted denominations

SPELLS

FIRE BOLT

Evocation cantrip

Casting Time 1 action

Components V, S

Range 120 ft.

Duration Instantaneous

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.

FOG CLOUD

1st-level conjuration

Casting Time 1 action

Components V, S

Range 120 ft.

Duration Up to 1 hour*

You create a 20-foot-radius sphere of fog centered on a point within range. The sphere spreads around corners, and its area is heavily obscured. It lasts for the duration or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it.

(*) Maintaining this spell requires concentration.

MAGE HAND

Conjuration cantrip

Casting Time 1 action

Components V, S

Range 30 ft.

Duration 1 minute

A spectral, floating hand appears at a point you choose within range. The hand lasts for the duration or until you dismiss it as an action. The hand vanishes if it is ever more than 30 feet away from you or if you cast this spell again.

You can use your action to control the hand. You can use the hand to manipulate an object, open an unlocked door or container, stow or retrieve an item from an open container, or pour the contents out of a vial. You can move the hand up to 30 feet each time you use it.

The hand can't attack, activate magic items, or carry more than 10 pounds.

MENDING

Transmutation cantrip

Casting Time 1 action

Components V, S, M*

Range Touch

Duration Instantaneous

This spell repairs a single break or tear in an object you touch, such as a broken chain link, two halves of a broken key, a torn cloak, or a leaking wineskin. As long as the break or tear is no larger than 1 foot in any dimension, you mend it, leaving no trace of the former damage.

This spell can physically repair a magic item or construct, but the spell can't restore magic to such an object.

(*) The material component of this spell is two lodestones.

PRESTIDIGITATION

Transmutation cantrip

Casting Time 1 action

Components V, S

Range 10 ft.

Duration Up to 1 hour

This spell is a minor magical trick that novice spellcasters use for practice. You create one of the following magical effects within range:

- You create an instantaneous, harmless sensory effect, such as a shower of sparks, a puff of wind, faint musical notes, or an odd odour.
- You instantaneously light or snuff out a candle, a torch, or a small campfire.
- You instantaneously clean or soil an object no larger than 1 cubic foot.
- You chill, warm, or flavor up to 1 cubic foot of nonliving material for 1 hour.
- You make a color, a small mark, or a symbol appear on an object or a surface for 1 hour.
- You create a nonmagical trinket or an illusory image that can fit in your hand and that lasts until the end of your next turn.

If you cast this spell multiple times, you can have up to three of its non-instantaneous effects active at a time, and you can dismiss such an effect as an action.

SHIELD

1st-level abjuration

Casting Time 1

Components V, S

reaction*

Duration 1 round

Range Self

An invisible barrier of magical force appears and protects you. 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*.

(*) This reaction must be taken when you are hit by an attack or targeted by the *magic missile* spell.

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