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yemik rothoar

2500 x 3235
↔ ↕

Image Dummy

Yemik Rothoar

Yemik Rothoar

young adult Half-Orc

Neutral Good

Level 1 Sorcerer Wild Magic

Pronouns -

he/him

Occupations -

A new student of magicks and lores

Armor Class -

11

Hit Points -

7 (TODO Hitdice)

Speed -

30.

STR

6 (-2)

DEX

14 (+2)

CON

12 (+1)

INT

12 (+1)

WIS

12 (+1)

CHA

16 (+3)

Saving Throws -

Skills -

{ "Half-Orc Abilities"=>[{ "Darkvision"=>"Can see in dim light within 60 feet as if it were bright light, and in Darkness as if it were dim light. Can't discern color in Darkness, only Shades of Gray.."}, { "Menacing"=>"gain proficiency in the Intimidation skill"}, { "Relentless Endurance"=>"When reduced to 0 Hit Points but not killed outright, can drop to 1 hit point instead. Can't use this feature again until you finish a Long Rest."}, { "Savage Attack"=>"When he scores a critical hit with a melee weapon Attack, he can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit."}]}

{ "Sorcerer Ability"=>[{ "Spellcasting"=>"Sorcery Points Spell DC 13", "Cantrips"=>"Fire Bolt, Mage Hand, Thunderclap, Minor Illusion", "1st Level"=>"Ice Knife, Magic Missile"}]}

{ "Wild Magic Abilities"=>[{ "Wild Magic Surge"=>"your spellcasting can unleash surges of untamed magic. Immediately after you cast a sorcerer spell of 1st level or higher, the DM can have you roll a d20. If you roll a 1, roll on the Wild Magic Surge table to create a random magical effect."}, { "Tides of Chaos"=>"you can manipulate the forces of chance and chaos to gain advantage on one attack roll, ability check, or saving throw. Once you do so, you must finish a long rest before you can use this feature again. Any time before you regain the use of this feature, the DM can have you roll on the Wild Magic Surge table immediately after you cast a sorcerer spell of 1st level or higher. You then regain the use of this feature."}]}

Proficiencies -

Proficiency Mod -

+2

Languages -

Common Elvish Dwarvish Orcish

Adjectives -

Eager, Naive, Helpful,

Special Abilities

Special Equipment

Combat Tactics

Actions

Factions

Role:

2500 x 3235

A diagram showing the dimensions '2500 x 3235'. Below '2500' is a horizontal double-headed arrow. Below '3235' is a vertical double-headed arrow.

Image Dummy

Roleplaying

Introduction

Yemik can be found researching a local magical anomaly, or seeks a party's help in retrieving a magical object

Appearance

Young adult half-orc with black shaggy hair. Taller than average with a thin build. Reading glasses that never seem to leave his face.

Expressions

Knowledge is power. A mistake is another opportunity to learn.

Mannerisms

Almost exclusively reading, even during conversations. Talks to himself while tracing figures in the air.

Motivations

Writing a guide to help new adventurers. Finding magical objects to help fund his expeditions.

Passions

Yemik has a keen interest in devil contracts, orc culture, and coffee

Secrets

Yemik knows how to summon a devil, though has yet to do so.

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{ "Sorcerer Ability"=>[{ "Spellcasting"=>"Sorcery Points Spell DC 13", "Cantrips"=>"Fire Bolt, Mage Hand, Thunderclap, Minor Illusion", "1st Level"=>"Ice Knife, Magic Missile" }]}

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Proficiencies -

Languages -

Common Elvish Dwarvish Orcish

Adjectives -

Eager, Naive, Helpful,

Special Abilities

-
-

Special Equipment

-
-

Combat Tactics

Yemik isn't much of a fighter, but he's willing to try fighting with the little magic he knows or with his quaterstaff

Actions

-

Factions

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Background Story

Orphaned at a young age, Yemik does not remember his family. Yemik spent his days learning to read at the orphanage and eventually was requested to live at a school for the gifted. A prof. took him in as an assistant and fed Yemik's curiosities. Yemik has a desire to give the world the gift of knowledge, hoping to make a book that would be in every household.