

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	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	12 (+1)	12 (+1)	12 (+1)	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 - -

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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

ROLEPLAYING

Introduction

Yemik is a young adult half-orc researcher in magical objects. He 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

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Mannerisms

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Motivations

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

Passions

Yemik is almost exclusively interested in magical objects and orc culture.

Secrets

Yemik has yet to reveal his true nature.

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↔ ↕
Image Dummy

