

Jocheta Nalimei

CHARACTER NAME

Sorcerer/Draconic Ancestry 8	Criminal	Crawl IV GenCon 2016
CLASS & LEVEL	BACKGROUND	PLAYER NAME
Tiefling	Chaotic Neutral	
RACE	ALIGNMENT	EXPERIENCE POINTS

STRENGTH
8
-1

DEXTERITY
12
+1

CONSTITUTION
14
+2

INTELLIGENCE
11
0

WISDOM
13
+1

CHARISMA
19
+4

INSPIRATION

+3 PROFICIENCY BONUS

SAVING THROWS

- 1 Strength
- +1 Dexterity
- +5 Constitution
- 0 Intelligence
- +1 Wisdom
- +7 Charisma

SKILLS

- +1 Acrobatics (Dex)
- +1 Animal Handling (Wis)
- 0 Arcana (Int)
- 1 Athletics (Str)
- +7 Deception (Cha)
- 0 History (Int)
- +1 Insight (Wis)
- +7 Intimidation (Cha)
- 0 Investigation (Int)
- +1 Medicine (Wis)
- 0 Nature (Int)
- +1 Perception (Wis)
- +4 Performance (Cha)
- +7 Persuasion (Cha)
- 0 Religion (Int)
- +1 Sleight of Hand (Dex)
- +4 Stealth (Dex)
- +1 Survival (Wis)

14 ARMOR CLASS

+1 INITIATIVE

30 SPEED

Hit Point Maximum 65

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 8 HIT DICE

SUCCESSES FAILURES DEATH SAVES

NAME	ATK BONUS	DAMAGE/TYPE
Dagger	+4	1d4 +1 piercing
Crossbow, light	+4	1d8 +1 piercing
Wand of lightning bolt	+4	8d6* lightning
Sorcery Points (8): ○ ○ ○ ○ ○ ○ ○ ○		
ATTACKS & SPELLCASTING		

I blow up at the slightest insult. I don't pay attention to the risks in a situation. Never tell me the odds.

PERSONALITY TRAITS

Freedom. Chains are meant to be broken, as are those who would forge them. (Chaotic)

IDEALS

My ill-gotten gains go to support my family.

BONDS

An innocent person is in prison for a crime that I committed. I'm okay with that.

FLAWS

11 PASSIVE WISDOM (PERCEPTION)

Languages.
Common, Infernal, Draconic

Weapon.
Dagger, Dart, Sling, Quarterstaff, Crossbow light

Tools.
Thieves tools

OTHER PROFICIENCIES & LANGUAGES

CP Wand of lighting bolt (○ ○ ○ ○ ○ ○ ○ ○)

CP Eyes of Charming (○ ○ ○)

SP 2 Potions of Healing (2d4+2 hp: ○ ○)

EXPLORER'S PACK: backpack, bedroll, mess kit, tinderbox, 10 torches,

EP 10 days rations, waterskin, 50' hemp rope

CP

PP

EQUIPMENT

Darkvision You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Hellish Resistance You have resistance to fire damage.

Infernal Legacy You know the spells Thaumaturgy (Cantrip), Hellish Rebuke and Darkness. You may cast Hellish Rebuke and Darkness once per long rest. Charisma is the spellcasting abilities for these spells

Red Dragon Origin

*Draconic Resilience - As magic flows through your body, it causes physical traits of your red dragon ancestors to emerge. You gain 1 hp per level of sorcerer you gain. Also, parts of your skin are covered by a thin sheen of red-dragon-like scales. When you aren't wearing armor your AC equals 13 + Dex modifier.

*Elemental Affinity - When you cast a fire spell you add your charisma modifier to one damage roll of that spell. At the same time, you can spend 1 sorcery point to gain resistance to that damage type for 1 hour.

Font of Magic At 2nd level you start gaining Sorcery Points, which allow a variety of effects:

*Sorcery Points - You have 8 sorcery points. You may never have more points than allotted by level.

*Flexible Casting - You may use Sorcery Points to gain spells or use spell slots to regain Sorcery Points. Refer to the SRD to see how many points a spell slot costs/is worth.

Metamagic (2 abilities)

*Empowered Spell - When you roll damage for a spell, you can spend 1 sorcery point to reroll a number of the damage dice up to your Charisma modifier (minimum of one). You must use the new rolls. You can use Empowered Spell even if you have already used a different Metamagic option during the casting of the spell.

*Twinned Spell - When you cast a spell that targets only one creature and doesn't have a range of self, you can spend a number of sorcery points equal to the spell's level to target a second creature in range with the same spell (1 sorcery point if the spell is a cantrip).

To be eligible, a spell must be incapable of targeting more than one creature at the spell's current level. For example, magic missile and scorching ray aren't eligible, but ray of frost and chromatic orb are.

FEATURES & TRAITS



Jocheta Nalimei

CHARACTER NAME

36 years

AGE

6'3"

HEIGHT

167 lbs.

WEIGHT

EYES

SKIN

HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME

SYMBOL

CHARACTER BACKSTORY

SPECIAL GEAR & MAGIC ITEMS

Wand of Lightning Bolts
 This wand has 7 charges. While holding it, you can use an action to expend 1 or more of its charges to cast the *lightning bolt* spell (save DC 15) from it. For 1 charge, you cast the 3rd-level version of the spell. You can increase the spell slot level by one for each additional charge you expend.

The wand regains 1d6 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand crumbles into ashes and is destroyed.

Eyes of Charming (Attuned)
 These crystal lenses fit over the eyes. They have 3 charges. While wearing them, you can expend 1 charge as an action to cast the charm person spell (save DC 13) on a humanoid within 30 feet of you, provided that you and the target can see each other. The lenses regain all expended charges daily at dawn.

ADDITIONAL FEATURES & TRAITS

TREASURE



Sorcerer

SPELLCASTING CLASS

Cha

SPELLCASTING ABILITY

15

SPELL SAVE DC

+7

SPELL ATTACK BONUS

0

CANTRIPS

- Acid Splash
- Ray of Frost
- Minor Illusion
- Dancing Lights
- Shocking Grasp

Thaumaturgy (Tiefling origin)

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

4

- Burning Hands
- Mage Armor
- Color Spray

2

3

- Scorching Ray
- Knock
- Levitate
- Hellish Rebuke (Tiefling origin)

3

3

- Fireball
- Dispell Magic
- Lightning Bolt
- Darkness (Tiefling origin)

4

2

- Ice Storm
- Wall of Fire

5

6

7

8

9

SPELLS KNOWN