



Jocheta Nalimei

CHARACTER NAME

36 years

AGE

6'3"

HEIGHT

167 lbs.

WEIGHT

EYES

SKIN

HAIR

CHARACTER APPEARANCE

NAME

SYMBOL

ALLIES & ORGANIZATIONS

CHARACTER BACKSTORY

Heightened Spell. When you cast a spell that forces a creature to make a saving throw to resist its effects, you can spend 3 sorcery points to give one target of the spell disadvantage on its first saving throw made against the spell.

Subtle Spell. When you cast a spell, you can spend 1 sorcery point to cast it without any somatic or verbal components.

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.

Draconic Resilience. As magic flows through your body, it causes physical traits of your dragon ancestors to emerge. At 1st level, your hit point maximum increases by 1 and increases by 1 again whenever you gain a level in this class. Additionally, parts of your skin are covered by a thin sheen of dragon-like scales. When you aren't wearing armor, your AC equals 13 + your Dexterity modifier.

Elemental Affinity. Starting at 6th level, when you cast a spell that deals damage of the type associated with your draconic ancestry, you can 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.

SPECIAL GEAR MAGIC ITEMS

Gauntlets of Greater Power (Attuned)
Your Strength score is 19 while you wear these gauntlets. They have no effect on you if your Strength is already 19 or higher. (Already factored into statistics)

Sun Blade (Attuned)
This item appears to be a longsword hilt. While grasping the hilt, you can use a bonus action to cause a blade of pure radiance to spring into existence, or make the blade disappear. While the blade exists, this magic longsword has the finesse property. If you are proficient with shortswords or longswords, you are proficient with the sun blade.

You gain a +2 bonus to attack and damage rolls made with this weapon, which deals radiant damage instead of slashing damage. When you hit an undead with it, that target takes an extra 1d8 radiant damage.

The sword's luminous blade emits bright light in a 15-foot radius and dim light for an additional 15 feet.

ADDITIONAL FEATURES & TRAITS

The light is sunlight. While the blade persists, you can use an action to expand or reduce its radius of bright and dim light by 5 feet each, to a maximum of 30 feet each or a minimum of 10 feet each.

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

3

3

- Fireball
- Dispel Magic
- Lightning Bolt

6

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

4

Burning Hands

- Mage Armor
- Color Spray

4

2

- Dimension Door
- Wall of Fire

7

2

3

- Scorching Ray
- Knock
- Levitate

5

8

9

SPELLS KNOWN