



Dekard Drim

CHARACTER NAME

Sorcerer Level 5 Sage

CLASS & LEVEL

BACKGROUND

PLAYER NAME

FACTION

Human
RACE

Chaotic Neutral
ALIGNMENT

EXPERIENCE POINTS

DCI NUMBER

STRENGTH

8

-1

DEXTERITY

12

+1

CONSTITUTION

12

+1

INTELLIGENCE

16

+3

WISDOM

8

-1

CHARISMA

18

+4

INSPIRATION

+3

PROFICIENCY BONUS

- ☐ Strength
- ☐ Dexterity
- ☐ Constitution
- ☒ 6 Intelligence
- ☐ Wisdom
- ☒ 7 Charisma

SAVING THROWS

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

SKILLS

11

ARMOR
CLASS

+1

INITIATIVE

30 ft

SPEED

Hit Point Maximum 27

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

I tend to muse my thoughts aloud.
And I think a lot.

PERSONALITY TRAITS

Freedom. I value my personal freedom
and ability to do as I please.

IDEALS

I was branded as a dark sorcerer
in my home. I fled before I was
hanged.

BONDS

I tend to use esoteric vocabulary
to prove my superior intellect.

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Dagger

+4

1d4+1

ATTACKS & SPELLCASTING

14

PASSIVE WISDOM (PERCEPTION)

Performance: Storytelling.

Languages: Elder speech and Crowiran.

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP

PP

15

Merchant's clothes

Scrollcase

Three empty scrolls

Ink

Hourglass

Gloves of Frost

Quill

Small knife

Magnifying glass

Perfume

Soap

Waterskin

EQUIPMENT

Sorcerous Origin - Wild Magic

Font of Magic - 5 sorcery points

Flexible casting - bonus action: Can transform 2
sorcery points to a 1st level spell slot, 3 to a
2nd level and 5 to a 3rd level.

Metamagic - Subtle spell. Spend 1 sorcery
point when casting a spell to cast it

without any somatic or verbal components.

Quickened spell: Spend 2 sorcery points to
change the casting time of a spell to 1 bonus action.

Wild magic surge - whenever you cast a spell, the
GM may ask you to roll a d20. On a 1, roll on

Wild Magic Surge table for an effect.

Tides of Chaos - 1/long rest, may cause one
subject to gain advantage on any roll.

Gloves of frost: Allows Dekard to

"Icy Fingers," a spell equivalent to "Burning
hands," but deals cold damage instead of
fire. (3d6 versus dexterity saving throw.)

Can also cover objects in ice and make metal
brittle. Dekard can use these gloves at will.

Feat: Skilled. Dekard has proficiency in
three more skills.

FEATURES & TRAITS



CHARACTER NAME

25
AGE

5,8
HEIGHT

130 lb
WEIGHT

Cloud Blue
EYES

Pale
SKIN

Charcoal black
HAIR

CHARACTER APPEARANCE

Faction Rank

FACTION

ALLIES & ORGANIZATIONS

Spells sorcerer

Cantrips:

Ray of Frost -1 action. Range 60 ft. V, S.
Instantaneous. 2d8 cold damage. Reduce 10 ft
movement on target.

Mage hand.- 1 action. Range 30 ft. V, S.
1 minute. Telekinesis of 10 pound objects.

Light - Range touch. V, S. cause an object to
glow like a torch. Lasts 1 hour

Minor Illusion

Message

1st level:

Detect magic - action, concentration.

Disguise self

Silent image - Creates a visual illusion.

2nd level

Levitate

Invisibility - touch, action. Renders a target invisible.

3rd level

Gaseous form: Dekard turns gaseous, giving
him a flight speed of 10 ft, resistance to all
non-magical damage and advantage on all
dex, str and con saving throws. He is also
capable of slipping through narrow spaces
and crevasses. He is unable to cast spells
or take any other actions than movement.

ADDITIONAL FEATURES & TRAITS

TOTAL NON-CONSUMABLE MAGIC ITEMS

CHARACTER BACKSTORY

TREASURE