

Guliette Brigne

Sorcerer

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Breton

RACE

ALIGNMENT

XP

CHARACTER NAME

INSPIRATION

STRENGTH

9

-1

+2

PROFICIENCY BONUS

DEXTERITY

14

+2

CONSTITUTION

10

0

INTELLIGENCE

12

+1

WISDOM

10

0

CHARISMA

14

+2

☐ +1 Strength

☐ +2 Dexterity

☒ +2 Constitution

☐ +1 Intelligence

☐ 0 Wisdom

☒ +4 Charisma

SAVING THROWS

☐ +2 Acrobatics (Dex)

☐ 0 Animal Handling (Wis)

☒ +3 Arcana (Int)

☐ -1 Athletics (Str)

☐ +2 Deception (Cha)

☒ +3 History (Int)

☐ 0 Insight (Wis)

☐ +2 Intimidation (Cha)

☒ +3 Investigation (Int)

☐ 0 Medicine (Wis)

☐ +1 Nature (Int)

☐ 0 Perception (Wis)

☒ +4 Performance (Cha)

☐ +2 Persuasion (Cha)

☒ +3 Religion (Int)

☐ +2 Sleight of Hand (Dex)

☐ +2 Stealth (Dex)

☐ 0 Survival (Wis)

SKILLS

12

ARMOR CLASS

+2

INITIATIVE

30'

SPEED

HIT POINT MAXIMUM

18

CURRENT HIT POINTS

TEMPORARY HIT POINTS

TOTAL 3

d6

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

NAME

ATK BONUS

DAMAGE/TYPE

Quarterstaff

+1

1d6 bludge

Crystal Shard:

-Force an opponent to pass a Constitution save or inflict 2d8 damage and is knocked prone.

Mages' Fury:

-Deal 1d10 Thunder damage to a target.

ATTACKS & SPELLCASTING

Quarterstaff

I'm a born gambler who can't resist taking a risk for a potential payoff.

PERSONALITY TRAITS

The path to power and self-improvement is through knowledge.

IDEALS

I want to be famous, whatever it takes.

BONDS

I want to be famous, whatever it takes.

FLAWS

Summon Unstable Familiar:

-The Familiar has 10 Health

-The Familiar does 1d4+1 damage

-The Familiar has Armor Class 13

Opportunist:

-Gain 1 Inspiration Die whenever an ally rolls a natural 20

Create Food and Water (1x a day):

-Create 5 liters of clean water

-Create 2 kg of basic food

Researcher:

-When you try to recall or learn a piece of lore, you can spend a hour studying it to automatically succeed instead of rolling.

OTHER PROFICIENCIES & LANGUAGES

EQUIPMENT

FEATURES & TRAITS