

Elam Garric

CHARACTER NAME

[10] Sorcerer (Divine Soul)

CLASS & LEVEL

Human

RACE

Outlander

BACKGROUND

Good

ALIGNMENT

Toomik

PLAYER NAME

EXPERIENCE POINTS

STRENGTH

19

4

DEXTERITY

14

2

CONSTITUTION

12

1

INTELLIGENCE

10

0

WISDOM

8

-1

CHARISMA

18

4

INSPIRATION

4

PROFICIENCY BONUS

- ☐ 4 Strength
- ☐ 2 Dexterity
- ☒ 6 Constitution
- ☐ 0 Intelligence
- ☐ -1 Wisdom
- ☒ 8 Charisma

SAVING THROWS

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

SKILLS

16

ARMOR CLASS

2

INITIATIVE

6

SPEED

Hit Point Maximum 57

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 10

d6

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

Old, Pessimistic, Grumpy, Alcoholic.

PERSONALITY TRAITS

Personal power is all that matters.

IDEALS

I will regain my lost power and make the fucker who lost my soul pay.
I will do the Pelor's bidding as little as I can.

BONDS

What's the point of trying, if forces beyond you can destroy in an instant what you have built your entire life.

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Unarmed: (+8) 1d4 + 4 Bludgeoning damage
Shocking Grasp: (+9) 2d8 + 4 Lightning damage
Fire Bolt: (+9) 2d10 + 4 Fire damage

ATTACKS & SPELLCASTING

-1

PASSIVE WISDOM (PERCEPTION)

Race: Human Variant (CHA, STR, Investigation, Lightly Armored)
Languages: Common, Infernal, Celestial
Proficiency: Bagpipes
Feats:
Lightly armored (+1 Dexterity)
Tavern Brawler (+1 Strength)
Origin: Unwilling Pilgrim

OTHER PROFICIENCIES & LANGUAGES

CP

2

SP

0

EP

0

GP

108

PP

Bloodwell Vial +1
Displacer Armor +2
Amulet of the Drunkard
Gauntlets of Ogre Power
Claw Bracelet
Unstable Gate
Orichalcum Handaxe
Mistblade
Dungeoneer's Pack
Dagger x7
Light Crossbow (20 bolts)
Traveler's Clothes
Rumored Stuff
Earthshaper +1
Eyeliner Staff
Marble of Liquid Storage
Stool of Comfort
Potion of Chaos
Hunting Trap
Flask x4
Oil x3
Healer's Kit
Bedroll
Silk Rope (50 ft)
Trophy (?)

EQUIPMENT

Tavern Brawler:

* When you hit a creature with an unarmed strike or an improvised weapon on your turn, you can use a bonus action to attempt to grapple the target.

Outlander (Wanderer):

* You have an excellent memory for maps and geography, and you can always recall the general layout of terrain, settlements, and other features around you. In addition, you can find food and fresh water for yourself and up to five other people each day, provided that the land offers berries, small game, water, and so forth.

Favored by the Gods:

* When you fail a saving throw or miss with an attack roll, you can roll 2d4 and add it to the total, possibly changing the outcome (Once per rest).

Magical Guidance

* When you make an ability check that fails, you can spend 1 sorcery point to reroll the d20, and you must use the new roll.

Empowered Healing

* Whenever you or an ally within 5 feet of you rolls dice to determine the number of hit points a spell restores, you can spend 1 sorcery point to reroll any number of those dice once per turn.

Font of Magic

* 10 Sorcery Points

Metamagic

* 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.

* Quickened Spell - When you cast a spell that has a casting time of 1 action, you can spend 2 sorcery points to change the casting time to 1 bonus action for this casting.

* Extended Spell - When you cast a spell that has a duration of 1 minute or longer, you can spend 1 sorcery point to double its duration, to a maximum duration of 24 hours.

Bloodwell Vial:

* When you roll any Hit Dice to recover hit points while you are carrying the vial, you can regain 5 sorcery points. This property of the vial can't be used again until the next dawn.

Amulet of the Drunkard

* While wearing the amulet, you can regain 4d4 + 4 hit points when you drink a pint of beer, ale, mead or wine once per day.

Mist-touched Gauntlets

* You can change the element of a spell. The cost is one charge per spell level. The gauntlets have 4 charges, which recharge at dawn.

FEATURES & TRAITS



Elam Garric

CHARACTER NAME

42

AGE

Gray

EYES

182 cm

HEIGHT

Fair

SKIN

90 kg

WEIGHT

Graying

HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

Elam Garric was a tiefling who had it all - bitches, booze and the sorcerous bloodline power to bend the fabric of the world to his whims.

All that came to an end however, when his soul, lost by generations past to an entity unknown to him, was won in a card game by Pelor. As his new master, Pelor instituted several changes. Firstly, his power to make fire do his bidding was sealed. Secondly, every cast spell, that does not directly aid another makes his head hurt. Finally, to add insult to injury, his soul being aquired by Pelor has removed the Tiefling bloodline taint, meaning he is just a plain regular human now. All in all a broken man, travelling the world as a glorified cheerleader to Pelor, forced to chant gay slogans like: "If you see shadows in front of you, don't be afraid, because you're proctected by the sun behind you."

CHARACTER BACKSTORY

ADDITIONAL FEATURES & TRAITS

TREASURE



Sorcerer

SPELLCASTING
CLASS

Charisma

SPELLCASTING
ABILITY

16

SPELL SAVE DC

9

SPELL ATTACK
BONUS

0

CANTRIPS

Shocking Grasp

Fire Bolt

Light

Guidance

Mending

Mage Hand

SPELL
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

4

PREPARED

SPELL NAME

- ☒ Shield
- ☒ Cure Wounds
- ☒ Healing Word

2

3

- ☒ Spiritual Weapon
- ☒ Invisibility

3

3

- ☒ Aura of Vitality
- ☒ Haste
- ☐ Fly

4

3

- ☒ Greater Invisibility
- ☒ Banishment
- ☒ Dimension Door

5

2

- ☒ Synaptic Static

6

7

8

9

SPELLS KNOWN