

Lucyan

Age=100 height=6ft weight=150 eyes= black skin=alabaster hair=pale Gender: male

Alignment-cn

Class-sorcerer-shadow magic level-3

Race-shadar-kae

Background-hermit

Proficiency bonus-2

Worships: raven queen

Sorcery points: 3/3

Saving throws

Strength=2

Dex=2

-Con=4

Int=2

Wis=2

-Charisma=5

Ability score

Hp=21/21 Ac=12 initiative=2 speed=30

Strength=14+2

Dex=15+2

Constitution=15+2

Intelligence=15+2

Wisdom=15+2

Charism=17+3

Skills

Acrobatics=2

Animal handling=2

Arcana=2

Athletics=2

-Deception=5

History=2

-Insight=4

Intimidation=3

investigation=2

-Medicine=4

Nature=2

-Perception=4

Performance=3

Persuasion=3

-Religion=4

sleight of hand=2

stealth=2

Survival=2

Equipment/attacks

Two daggers,explorer's pack, arcane focus, light crossbow and 20 bolts, 85 gp, a scroll case stuffed full of notes from your studies or prayers, a winter blanket, a set of common clothes, an herbalism kit, 5 Nilhog's nose-it grants anyone who uses one advantage on smell perception checks for 1-4 hours, but gives disadvantage on saves against effects based in smell for that same amount of time, twins identify as Bluecap - if you grind the spoors they make a bland but nutritious flour that's good for making bread, 25 lbs ripple bark edible, Spicy- if you grind it and ferment the resulting sauce it makes a pungent spicy spread - which would probably go well with soup or a particularly bland bread, Tongue of madness- makes talky talk, Zurkhwood spore food 12 lbs

Herbalism kit; This kit contains a variety of instruments such as clippers, mortar and pestle, and pouches and vials used by herbalists to create remedies and potions. Proficiency with this kit lets you add your proficiency bonus to any ability checks you make to identify or apply herbs. Also, proficiency with this kit is required to create antitoxin and potions of healing.

Explorer's pack; Includes a backpack, a bedroll, a mess kit, a tinderbox, 10 torches, 10 days of rations, and a waterskin. The pack also has 50 feet of hempen rope strapped to the side of it

other proficiencies/Languages

Languages: common and elvish, uncommon

Armor: None

Weapons: Daggers, darts, slings, quarterstaves, light crossbows

Tools: Herbalism kit

Features and traits

Necrotic Resistance. You have resistance to necrotic damage.

Blessing of the Raven Queen. As a bonus action, you can magically teleport up to 30 feet to an unoccupied space you can see. Once you use this trait, you can't do so again until you finish a long rest. Starting at 3rd level, you also gain resistance to all damage when you teleport using this trait. The resistance lasts until the start of your next turn. During that time, you appear ghostly and translucent.

EYES OF THE DARK

Starting at 1st level, you have darkvision with a range of 120 feet. When you reach 3rd level in this class, you learn the darkness spell, which doesn't count against your number of sorcerer spells known. In addition, you can cast it by spending 2 sorcery points or by expending a spell slot. If you cast it with sorcery points, you can see through the darkness created by the spell.

STRENGTH OF THE GRAVE

Starting at 1st level, your existence in a twilight state between life and death makes you difficult

to defeat. When damage reduces you to 0 hit points, you can make a Charisma saving throw (DC 5 + the damage taken). On a success, you instead drop to 1 hit point. You can't use this feature if you are reduced to 0 hit points by radiant damage or by a critical hit. After the saving throw succeeds, you can't use this feature again until you finish a long rest.

Darkvision. Accustomed to twilight forests and the night sky, you have superior vision in dark and dim conditions. 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.

Keen Senses. You have proficiency in the Perception skill.

Fey Ancestry. You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Trance. Elves don't need to sleep. Instead, they meditate deeply, remaining semiconscious, for 4 hours a day. (The Common word for such meditation is "trance.") While meditating, you can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

Font of Magic

At 2nd level, you tap into a deep wellspring of magic within yourself. This wellspring is represented by sorcery points, which allow you to create a variety of magical effects.

Sorcery Points

You have 2 sorcery points, and you gain more as you reach higher levels, as shown in the

Sorcery Points

column of the Sorcerer table. You can never have more sorcery points than shown on the table for your level. You regain all spent sorcery points when you finish a long rest

Metamagic

At 3rd level, you gain the ability to twist your spells to suit your needs. You gain two of the following Metamagic options of your choice. You gain another one at 10th and 17th level. You can use only one Metamagic option on a spell when you cast it, unless otherwise noted.

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.

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).

Personality traits

The leader of my community had something wise to say on every topic, and I am eager to share that wisdom.

Ideals

Free Thinking. Inquiry and curiosity are the pillars of progress. (Chaotic)

Bonds

Nothing is more important than the other members of my hermitage, order, or association.

Flaws

Now that I've returned to the world, I enjoy its delights a little too much.

Charisma

Spell save dc=13

Spell atk mod=5

spells +1

Cantrips

Shocking grasp

Evocation cantrip

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

Lightning springs from your hand to deliver a shock to a creature you try to touch. Make a melee spell attack against the target. You have advantage on the attack roll if the target is wearing armor made of metal. On a hit, the target takes 1d8 lightning damage, and it can't take reactions until the start of its next turn.

The spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

Ray of frost

Evocation cantrip

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

A frigid beam of blue-white light streaks toward a creature within range. Make a ranged spell attack against the target. On a hit, it takes 1d8 cold damage, and its speed is reduced by 10 feet until the start of your next turn.

The spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

Light

Evocation cantrip

Casting Time: 1 action

Range: Touch

Components: V, M (a firefly or phosphorescent moss)

Duration: 1 hour

You touch one object that is no larger than 10 feet in any dimension. Until the spell ends, the object sheds bright light in a 20-foot radius and dim light for an additional 20 feet. The light can be colored as you like. Completely covering the object with something opaque blocks the light. The spell ends if you cast it again or dismiss it as an action. If you target an object held or worn by a hostile creature, that creature must succeed on a Dexterity saving throw to avoid the spell.

Chilling touch

Necromancy cantrip

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: 1 round

You create a ghostly, skeletal hand in the space of a creature within range. Make a ranged spell attack against the creature to assail it with the chill of the grave. On a hit, the target takes 1d8 necrotic damage, and it can't regain hit points until the start of your next turn. Until then, the hand clings to the target. If you hit an undead target, it also has disadvantage on attack rolls against you until the end of your next turn.

This spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

1st level spells spell slots 4/4

Shield

1st-level abjuration

Casting Time: 1 reaction, which you take when you are hit by an attack or targeted by the magic missile spell

Range: Self

Components: V, S

Duration: 1 round

An invisible barrier of magical force appears and protects you. Until the start of your next turn, you have a +5 bonus to AC, including against the triggering attack, and you take no damage from magic missile.

Magic missile

1st-level evocation

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

You create three glowing darts of magical force. Each dart hits a creature of your choice that you can see within range. A dart deals 1d4 + 1 force damage to its target. The darts all strike simultaneously, and you can direct them to hit one creature or several.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the spell creates one more dart for each slot level above 1st.

Ice Knife

1st-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: S, M (a drop of water or piece of ice)

Duration: Instantaneous

You create a shard of ice and fling it at one creature within range. Make a ranged spell attack against the target. On a hit, the target takes 1d10 piercing damage. Hit or miss, the shard then explodes. The target and each creature within 5 feet of the point where the ice exploded must succeed on a Dexterity saving throw or take 2d6 cold damage.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the cold damage increases by 1d6 for each slot level above 1st.

2nd level spell slots 2/2

Detect Thoughts

2nd-level divination

Casting Time: 1 action

Range: Self

Components: V, S, M (a copper piece)

Duration: Concentration, up to 1 minute

For the duration, you can read the thoughts of certain creatures. When you cast the spell and as your action on each turn until the spell ends, you can focus your mind on any one creature that you can see within 30 feet of you. If the creature you choose has an Intelligence of 3 or lower or doesn't speak any language, the creature is unaffected. You initially learn the surface thoughts of the creature what is most on its mind in that moment. As an action, you can either shift your attention to another creature's thoughts or attempt to probe deeper into the same creature's mind. If you probe deeper, the target must make a Wisdom saving throw. If it fails, you gain insight into its reasoning (if any), its emotional state, and something that looms large in its mind (such as something it worries over, loves, or hates). If it succeeds, the spell ends. Either way, the target knows that you are probing into its mind, and unless you shift your attention to another creature's thoughts, the creature can use its action on its turn to make an Intelligence check contested by your Intelligence check; if it succeeds, the spell ends. Questions verbally directed at the target creature naturally shape the course of its thoughts, so this spell is particularly effective as part of an interrogation. You can also use this spell to detect the presence of thinking creatures you can't see. When you cast the spell or as your action during the duration, you can search for thoughts within 30 feet of you. The spell can penetrate barriers, but 2 feet of rock, 2 inches of any metal other than lead, or a thin sheet of lead blocks you. You can't detect a creature with an Intelligence of 3 or lower or one that doesn't speak any language. Once you detect the presence of a creature in this way, you can read its thoughts for the rest of the duration as described above, even if you can't see it, but it must still be within range.

3rd level spell slots

4th level spells slots