

Cassandra

CHARACTER NAME

CLASS: Inquisitor

SUBCLASS:

LEVEL: 2

RACE: Human

SUBRACE: Aregioni

ADVANTAGE

NORMAL

DISADVANTAGE

CORE

BIO

SPELLS

⚙️

STRENGTH

3

16

DEXTERITY

1

12

CONSTITUTION

1

12

INTELLIGENCE

-1

8

WISDOM

0

11

CHARISMA

2

15

INSPIRATION

2

PROFICIENCY BONUS

- ☒ 5 Strength
- ☐ 1 Dexterity
- ☒ 3 Constitution
- ☐ -1 Intelligence
- ☐ 0 Wisdom
- ☐ 2 Charisma

SAVING THROWS

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

SKILLS

10

PASSIVE WISDOM (PERCEPTION)

TOOL

PRO

ATTRIBUTE

+

🔒

TOOL PROFICIENCIES & CUSTOM SKILLS

TYPE

PROFICIENCY

| | |
|----------|-----------------|
| ARMOR | Heavy Armor |
| ARMOR | Shields |
| LANGUAGE | Common |
| LANGUAGE | Elvish |
| WEAPON | Martial Weapons |
| WEAPON | Simple Weapons |

+

🔒

OTHER PROFICIENCIES & LANGUAGES

16

ARMOR CLASS

1.12

INITIATIVE

30

SPEED

Hit Point Maximum

20

11

CURRENT HIT POINTS

0

TEMPORARY HIT POINTS

Total

2

2

HIT DICE (D6)

SUCCESSSES

○○○

FAILURES

○○○

DEATH SAVES

NAME

ATK

DAMAGE/TYPE

Twinsword

+5

1d10+3 Slashing

Fire Bolt

+4

1d10 Fire

Magic Missile

-

1d4+1 Force

Burning Hands

-

3d6 Fire

Extra Sharp Da...

+5

1d6+3 Piercing

+

🔒

ATTACKS & SPELLCASTING

ITEM NAME

1 Holy Symbol

1 Stick of Incense

1 Vestments

1 Belt Pouch

1 Common clothes

1 Oil of blessing

1 Oil of Flameheart

1 Oil of Frost

TOTAL WEIGHT

6.4

+

🔒

EQUIPMENT

Hard working, stubborn. righteous, tenacious, never gives up. ever.

PERSONALITY TRAITS

Cassandra wants to learn more about her magic, and raise her ranks as an inquisitor. she want's to gain strength to maintain balance in the world.

IDEALS

as a Inquisitor of decent rank, Cassandra knows how to values ally's and doesn't leave anyone behind, ever.

BONDS

Cassandra may be a bit hot headed, and has trouble controlling her emotions..

FLAWS

Total Authority

1

CLASS RESOURCE

Total 2

2

Sorcery Points

+

🔒

AUTHORITY

Class: Inquisitor

As you travel, your Authority score increases. This modifier can be used to persuade and/or intimidate those in your way.

Also, in combat, you can use a Bonus Action to give orders to your followers.

GREAT WEAPON FIGHTING

Class: Fighter

When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the two-handed or versatile property for you to gain this benefit.

SECOND WIND

Class: Fighter

You have a limited well of stamina that you can draw on to protect yourself from harm. On your turn, you can use a bonus action to regain hit points equal to 1d10 + your fighter level. Once you use this feature, you must finish a short or long rest before you can use it again.

STALWART SORCERER

Class:

SOLDIER MAGE

Background: Acolyte

ACTION SURGE

Class: Fighter

FONT OF MAGIC

Class: Sorcerer

+

🔒

FEATURES & TRAITS