

Ulfgar Brazzik

CHARACTER NAME

Level 8 Shadow Sorcerer

Soldier

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Mountain Dwarf

Lawful Neutral

RACE

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

14

+2

DEXTERITY

12

+1

CONSTITUTION

16

+3

INTELLIGENCE

9

-1

WISDOM

10

-

CHARISMA

16

+3

INSPIRATION

+3

PROFICIENCY BONUS

- SAVING THROWS
- ___ Strength
 - ___ Dexterity
 - +6 Constitution
 - ___ Intelligence
 - ___ Wisdom
 - +6 Charisma

- SKILLS
- +4 Acrobatics (Dex)
 - ___ Animal Handling (Wis)
 - ___ Arcana (Int)
 - +5 Athletics (Str)
 - ___ Deception (Cha)
 - ___ History (Int)
 - +3 Insight (Wis)
 - +6 Intimidation (Cha)
 - ___ Investigation (Int)
 - ___ Medicine (Wis)
 - ___ Nature (Int)
 - +3 Perception (Wis)
 - ___ Performance (Cha)
 - +6 Persuasion (Cha)
 - ___ Religion (Int)
 - ___ Sleight of Hand (Dex)
 - +4 Stealth (Dex)
 - ___ Survival (Wis)

15

ARMOR CLASS

+1

INITIATIVE

25

SPEED

Hit Point Maximum TOUGH FEAT +2 HP/Level

74

CURRENT HIT POINTS

SORCERY POINTS: 8

TEMPORARY HIT POINTS

Total

8

HIT DICE

SUCCESSES

○ ○ ○ ○

FAILURES

○ ○ ○ ○

DEATH SAVES

Polite & Respectful

PERSONALITY TRAITS

Responsibility: Do What I must and Obey Just Authority

IDEALS

Those Who Fight Beside Me are those Worth Dying for.

BONDS

My hatred of my enemies is blind and unreasoning

FLAWS

NAME ATK BONUS DAMAGE/TYPE

Battle Axe +5 1d10+2 S

Hand Axe +5 1d6+2 S

Axe Throw +4 1d6+1 S

Battle Axe
2 Hand Axes
(Range thrown 20/60)

Scale Mail (Gives DISADV Stealth)

ATTACKS & SPELLCASTING

EYES OF THE DARK

Darkvision 120'
When casting Darkness with Sorcery Points, he can see through the Darkness

DWARVEN RESILIENCE

ADV on Save vs POISON - Poison DMG Resistance

STRENGTH OF THE GRAVE (1/day):

If HP reaches 0, CHA Save DC 5 + Damage Taken If success. Go to 1 HP instead Unless Radiant or Crit Hit

METAMAGIC

Quicken Spell
Spend 2SP to change a spell casting time of 1 action to 1 bonus action

Twinned Spell

Spend SP equal to level of spell. If it has a single, non-self target. Target a second creature

HOUND OF ILL OMEN

Use 3 SP and Bonus Action to summon Hound of Darkness to target one creature (more details on the next page)

10

PASSIVE WISDOM (PERCEPTION)

Languages:
Common / Dwarvish

Brewer's Tools
Vehicles (Land)

Stonecunning:
Double Proficiency Bonus on History Check Origin Stone

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP

PP

Deck of Cards
Trophy

10

9

EQUIPMENT

FEATURES & TRAITS



Ulfgar Brazzik

CHARACTER NAME

30	4'6	172
AGE	HEIGHT	WEIGHT
Purple	Pale / Light Violet	Black
EYES	SKIN	HAIR

CHARACTER APPEARANCE

Was an Infantry Sergeant in the Dwarven Army. Ulfgar still has his cloth military rank. Soldier Background allows Ulfgar to exert influence over other soldiers, requisition equipment/mounts or gain access to encampments where rank is recognized

NAME

SYMBOL

ALLIES & ORGANIZATIONS

Carries around a piece of broken blade that he pulled from his chest when he was originally killed and his powers ignited.

Ulfgar is always Cold to the Touch Side effect of Sorcery Powers are that his now has jet black hair and beard and his eyes are a deep purple. His beard seems to have a shadowy "smoke" rising from it. The "shadowy smoke" intensifies when he casts spells and his eyes will radiate a vibrant purple

CHARACTER BACKSTORY

Ulfgar's Battle Axe is his ARCANE FOCUS

Font of Magic (Convert SP to Spell Slots - Bonus Action)
 2 SP = 1st Level Spell 6 SP = 4th Level Spell
 3 SP = 2nd Level Spell 7 SP = 5th Level Spell
 5 SP = 3rd Level Spell
 or can convert Spell Slots to SP. SP gained = Spell Slot Level

FEATS: Tough - Skilled (Stealth, Acrobatics, Perception)

HOUND of ILL OMEN (Uses Dire Wolf Stats, but is Medium Monstrosity)
 3 SP Summon Darkness Hound to target one creature 120'
 AC: 14. HP: 37 (5d10 +10) + THP= 1/2 Sorc Level
 BITE: +5 to Hit. 10 (2d6+3 P). SPEED: 50'
 Can Move through other creature/object like they were difficult terrain
 Roll Initiative for Hound. Appears within 30' of target
 Only attacks (and AoO) the target. While hound within 5', target gets DISADV on Saves vs spells Ulfgar casts. Hound ALWAYS knows it's target's location
 Duration = 5 minutes or until target or hound HP=0

ADDITIONAL FEATURES & TRAITS

- Backpack
- Crowbar
- Hammer
- Tinderbox
- 10 Days of Rations
- 2 Waterskins
- 50' Rope
- Common Clothes with Cloak
- Jug of Dwarven Stout
- Tankard
- Menacles
- Mess Kit
- Steel Mirror

TREASURE



Ulfgar Brazzik

SPELLCASTING CLASS

CHA

SPELLCASTING ABILITY

14

SPELL SAVE DC

+6

SPELL ATTACK BONUS

0

CANTRIPS

- Minor Illusion
- Chill Touch
- Frostbite
- Blade Ward
- Message

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- Haste
- Blink
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SPELL LEVEL: 1 SLOTS TOTAL: 4 SLOTS EXPENDED: 0

- PREPARED
- SPELL NAME
- Absorb Elements
 - Shield
 - Feather Fall
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- Ice Storm
- Banishment
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SPELL LEVEL: 2 SLOTS TOTAL: 3 SLOTS EXPENDED: 0

- Darkness (From Eyes of the Dark Skill)
- Misty Step
- Mirror Image
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SPELLS KNOWN