

Ulfgar Brazzik

CHARACTER NAME

Level 4 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

+2

PROFICIENCY BONUS

- ___ Strength
- ___ Dexterity
- +5 Constitution
- ___ Intelligence
- ___ Wisdom
- +5 Charisma

SAVING THROWS

- ___ Acrobatics (Dex)
- ___ Animal Handling (Wis)
- ___ Arcana (Int)
- +4 Athletics (Str)
- ___ Deception (Cha)
- ___ History (Int)
- +2 Insight (Wis)
- +5 Intimidation (Cha)
- ___ Investigation (Int)
- ___ Medicine (Wis)
- ___ Nature (Int)
- ___ Perception (Wis)
- ___ Performance (Cha)
- +5 Persuasion (Cha)
- ___ Religion (Int)
- ___ Sleight of Hand (Dex)
- ___ Stealth (Dex)
- ___ Survival (Wis)

SKILLS

15

ARMOR CLASS

+1

INITIATIVE

25

SPEED

Hit Point Maximum TOUGH FEAT - +2 HP/Level

38

CURRENT HIT POINTS

SORCERY POINTS: 4

TEMPORARY HIT POINTS

Total

4

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 +4 1d10+2 S

Hand Axe +4 1d6+2 S

Axe Throw +3 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

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 instd
Unless Radiant or Crit Hit

METAMAGIC
Quickened 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 single, non-self target. Target a second creature

FEATURES & TRAITS

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

Deck of Cards
Trophy

SP

10

EP

GP

9

PP

EQUIPMENT



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

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

13

SPELL SAVE DC

+5

SPELL ATTACK BONUS

0

CANTRIPS

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

3

6

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

4

PREPARED

SPELL NAME

- Absorb Elements
- Shield
- Feather Fall

4

7

2

3

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

5

8

9

SPELLS KNOWN