

Strident Vard

CHARACTER NAME

Race
Dragonborn

Class
Sorcerer

Level
3

XP
900

STRENGTH

+1

12

Combat

Initiative

-1

Movement

30

Speed

Defence

12

A/C

Maximum

22

H.P.

Current

22

H.P.

DEXTERITY

-1

8

Melee Weapon

+1/+3

Attack

+1

Damage

Skills

Proficiency

+2

Bonus

- ❖ Insight (WIS) +3
- ❖ Intimidation (CHA) +4

CONSTITUTION

+2

14

Ranged Weapon

-1/+1

Attack

-1

Damage

Breath Weapon

Attack

12

D.C.

Range

5 x 30

Line

DEX Save

Damage

2d6

INTELLIGENCE

+1

13

Features

- ❖ Draconic - Blue
- ❖ Font of Magic
- ❖ Metamagic

Spell Casting

Cantrips

+4

Attack

Spell Save

12

D.C.

Sorcery

3

Points

WISDOM

+1

12

Saving Throws

STR

+1

INT

+1

Spells

Cantrips

4

Known

Spells

4

Known

1st Level

4

Spell Slots

CHARISMA

+2

14

DEX

-1

WIS

+1

CON

+4

CHA

+4

2nd Level

2

Spell Slots

G.P.

543

S.P.

7

C.P.

-



Lightning Breath Weapon does ½ damage if creature makes DEX Save. Use once per Short Rest.

Resistance to Lightning Attacks.

+4 CHA Check interacting with Dragons.

Scaly skin - A/C 12 Unarmoured.

Proficiencies:

* Saving Throws: CON(+4), CHA(+4)

* Weapons:

Daggers, darts, slings, quarterstaves, light crossbows.

* Armour: None. Notes

Background:

Hailing from Venvard island 3 days sail from the Isle of Sky. Strident belongs to a small tribe of Dragonborn watched over by the Blue Dragon Tusenmaug.

Life was peaceful for Strident learning the arcane ways from her tribes leader Ray Vard.

This peace was shattered when Tusenmaug went insane and destroyed the tribes village, before flying away to parts unknown.

Bond: Ray Vard

Seeking answers Ray Vard sent out many of the villages young gifted Dragonborn in to the wider world including Strident.

Traits: Strident is a loyal and shy soul but her aloof nature keeps others away, perceiving this to mean that she is arrogant and haughty. However break through her tough blue scales and you will find that she is rather cheeky and enjoys pranks.

Flaws: Strident has an annoying habit of being distracted by shiny objects (she is part Dragon) and will pick up anything that catch her attention and activates her magpie nature.

Ideals: A thirst for knowledge, and to discover why my dragon god destroyed our village.

Why I want to join the Guild:

So that I can travel and find information on my dragon god, and find shiny things.