Digoria Antica

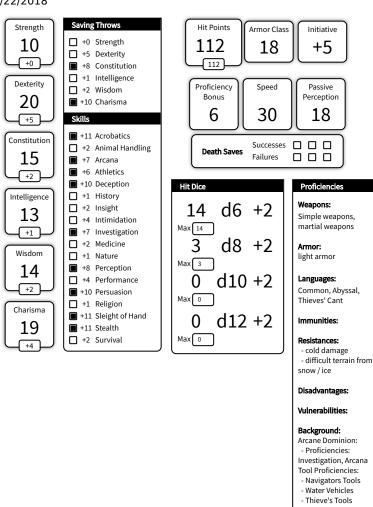
Digoria Antica

Attack

- Level 6 - Heart of Frost:

- Cold spells deal +CHA_MOD damage

Bonus



Frost's Bite Rapier	+ 14	Piercing 1d8+ 5	Cold 2d6, speed halved
\pm			
Features and Traits			
Darkvision: 60', dim is	bright, dark is dim		
Abyssal Fortitude: HP Level 16 = +8	max increases by 1/2 cha	aracter level	
Abyssal Arcana:			
	s, (2), true strike, (3) light	, (4) message, (5) spare the dying,	(6) prestidigitation
	s, (2) charm person, (3) n	nagic missile, (4) cure wounds, (5)	Tasha's hideous laughter, (6) thunderwave
*can cast as level 2 if s Level 2 (1 / long rest):			
		4) levitate, (5) mirorr image, (6) sp	oider climb
Investiture of Ice (1 / le	ong rest):		
Normal spell effects Frost-touched bloodli	ne: when casting, gain te	mporary HP	
equal to CHA_MOD + S			
Bracers of Haste (0 / lo			
Hasted for 30 seconds	, can not attack for 1 roui	nd after, adv on dex saves	
Sorcery Points (5 / 13 p			
*can use to regain spe			
Frost-touched Bloodli	ne:		
- Level 1 - Frostborn:			
 resistant to cold da ignore difficult terr 			
	count against limit you ca	an know	
	rew, Meta-Magic Ability,		
	nt to add 1d6 cold damag		
spell, up to CHA_I	MOD points can be used /	'turn	

Damage

Coin Pouc	h	0 lbs 🔳
0	Platinum Pieces	
0	Electrum Pieces	
0	Silver Pieces	
0	Copper Pieces	
3050	Gold Pieces	
Equipmen	t	0 lbs 🔳
1	Abjuration Books	
1	Abjuration Orb	
1	Alchemist Tools	
1	Arcane Scroll - False Life	
1	Arcane Scroll - Magic Missile	
1	Arcane Scroll - Soul Cage	
1	Black Book from Karasu	
1	Bracers of Haste (attunement)	
1	Devil Talisman (unsanctified)	
1	Elixir of Longevity	
1	Eye Patch	
2	Fey Ring of Atlantis	
1	Frost Bite's Rapier (attunement)	
0	greater potion of healing	
1	Krampus Sack	
2	Labyrinth Key	
1	Mempo of Twilight (attunement)	
1	Orb of Nikenes val'Mehan (attuneme	nt)
1	Ring of Rot (attunement)	
1	Ring of Water Walking	
1	Robe of Shadow Shaping	
1	Seeker's Compass (attunement)	
1	Special Muschroom	
1	Stolen Hankie from Lord Herr	
1	Stolen Ring from Lord Herr	

Туре

- lvl1+ spells, CHA_MOD +2 creatures w/in 15' make Con save or have speed halved for 1 turn
- Level 14- lce Form:
- Modified Investiture of Ice (see above)
- Level 18 - Aura of Frost:

Familiar - Whoo (owl):
AC 11, HP 1

Perception +3, Stealth +3, Darkvision 120' ADV on Wisdom (hearing and sight)

Talons: +3 to hit, 1 dmg

Cunning Action: Bonus action / turn to...

dash, disengage, hide

Expertise: Double proficiency bonus to 2 skills (lvl1)

Perception +14 Deception +16

Roguish Archetype: Swashbuckler

Fancy Footwork - can retreat without reprisal / opportunity

 $Rakish \ Audacity - Add \ CHA-MOD \ to \ initiative \ rolls, \ don't \ need \ adv \ on \ sneak \ attack$

Meta Magic (2 @ lvl4):

- Quickened - spend 2 sorcery points to gain bonus action this casting

----- rebuked -----

Familiar - Chuck (pseudodragon)

deceased

Level 13 - 2nd metamagic ability - replaced by increasing cold snap from 1d6 to 2d6

Sneak Attack: +2d6 damage on hit w/ ranged/finesse if...

- you have advantage on attack (don't need with Swashbuckler Archetype)

- another target of enemy is w/in 5', and you don't

have disadvantage

*rebuked by frost-touched bloodline

Sorcerous Origin:

Tides of Chaos: Force Advantage 1 / long rest

*each use roll 1d20 on 1, roll on wild magic table

Bend Luck: can +/- 1d4 to any attack, ability, or save / long rest as a reaction (cost 2 sorcery points)

*rebuked by frost-touched bloodline

Infernal Tiefling retconned to Abyssal Tiefling:

+1 Con, -1 Int, loss of fire resistance, abyssal fortitude

 $Abyssal\,Arcana\,(random\,spells\,/\,day)\,replace\,Infernal\,Legacy\,spells\,(Thaumaturgy, Hellish\,Rebuke\,/\,Frigid\,Rebuttal,\,Darkness)$

Description
Tiefling (Abyssal): https://media.wizards.com/2015/downloads/dnd/07_UA_That_Old_Black_Magic.pdf

 $Sorcerer (Frost-Touched): \ https://www.dandwiki.com/wiki/Frost-touched_Bloodline_(5e_Subclass)$

Rogue (Swashbuckler)

Chaotic - Neutral

41 F $\,$ 5' 5" @ 115 lbs. $\,$ Black / Green $\,$

Aliases

"Captain of the Entropy Tide"

Personality Traits

Bella Talbot:

http://supernatural-tv-series.wikia.com/wiki/Bela_Talbot

Jack Sparrow:

http://pirates.wikia.com/wiki/Jack_Sparrow

Ideals

Knowledge, Self-Preservation, and Adventure

Bonus

I was exiled for a crime I did not commit.

I entered seclusion to hide from the ones who might still be hunting me. I must someday confront them.

Thanks to a youthful indiscretion, I fell under an ancient curse and now must find a way to remove it.

Flaws

I harbor dark, blood thirsty thoughts that my isolation and meditation failed to quell.

I don't make mistakes, even when I do.

Magic has its price, and I'm willing to pay for it, or let someone else pay.



Add Item Edit Groups

Quantity 1
Item Name
Weight 0 bs
Value 12gp 3cp etc.
Group Equipment
Order 0
Description

Add Clear

Cantrips

Chill Touch

3d8, 120', undead adv

Frost Bite

CON save, fail = 3d6 + disadvantage on next attack

Ice Blade (homebrew)

- 1 action, as part of spell make melee attack on hit, target suffers normal weapon effects
- + 1d8 cold
- + 2d8 cold (at 5th level)
- + 3d8 cold (at 11th level)
- + 4d8 cold (at 17th level)

Ray of Frost

60' slowx10 3d8

Shape Water / Ice Manipulation

5' cube, max 2 simultaneous effects

Shocking Grasp

5' touch, 3d8, adv if metal armor

Thaumaturgy (racial)

minor wonders / sounds, lights change, eyes change, ground shakes



Level:



(ice) Shield

reaction, +5 AC until start of next turn

Armor of Agathys (origin spell

Protective ice, adds 5 tmp HP, if hit w/ melee, creature takes 5 cold dmg. +5 dmg / spell slot lvl, 1 hour

False Life

gain 1d4+4 hp for 1 hour additional +5 / lvl

Ice Knife (origin spell)

1d10 piercing on hit; 60' auto 2d6 cold 5' radius on fail Dex save, +1d6 / lvl

Mage (ice) Armor

AC=13+DxMd; no armr, 8hrs



Level 2



Blindness / Deafness

1 min, 30', CON save blinded or deafened (your choice) target additional creature / lyl

Frigid Rebuttal (origin spell)

reaction, ice shroud deals 3d8 cold dmg on failed con save. +1d8 / spell level

■ Hold (freeze) Person

60' paralyze for duration on failed CON save, 1 min concentration

Snowball Swarm (origin spell

5' radius from point, 3d6 or half on dex save; +1d6 / lvl



Level 3



Blink

d20 > 11, 1 min move to ethereal plane reroll every turn for duration return w/in 10' of origin

Gaseous Form (origin spell)

concentration, 1 hour movnt = flying @ 10' ends if 0 hp res to nonmagical dmg adv on str, dex, con saves

Haste

1min concentration target +2 AC, adv on dex saves, +1 action per turn

Sleet Storm (origin spell)

concentration, 1 min, 150' freezing rain 20' tall, 40' radius dex save or fall prone



Level 4



■ Elemental Bane (origin spell)

concentration, 1 min, one target con save, 2d6 cold dmg lose any resistant to that damage type until spell ends range: 90', +1 creature / level, must be w/in 30' of eachother

Ice Storm (origin spell)

20' rad, 40' tall, difficult terrain 1 round 2d8 bludeoning + 4d6 cold 1/2 w/ dex save +1d8 / lvl



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Chilling Frost

90', concentration, 1 min, single target dex save or 7d6 cold, half on save if failed, continue to make saves until spell ends, 3d6 cold on each fail spell ends on successful save

Cone of Cold (origin spell)

instant, 60' cone 8d8 cold or half on con save killing freezes

■ Conjure Elemental (origin spe

90', concentration, 1 hour elemental servant, CR5 becomes hostile if concentration broken

Hold (freeze) Monster

Concentration, 1 min, 90'
Wis save or paralyzed for duration
wis save on each turn

Life Steal

30', WIS save or 6d6 necrotic half on save you gain hp either way, or transfer to ally +1d6 / higher lvl

☐ Shard Storm

120', 20' radius, dex save or 6d8 force half on save continue w/ half damage on 2nd round



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Inevitable Winter

120' range, single target 6d12 necrotic Wis save or additional cold damage equal to necrotic damage, disadv on saves until end of it's next turn

Investiture of Ice (origin spell)

concentration, 10 min immune to cold, res fire no ice / snow diff terrain 10' radius around is diff terrain use action to create 15' cone; 4d6 on failed con save

Otiluke's Freezing Sphere

300' range 60' sphere, CON save, 10d6 on fail freezes 6" water, STR check to break can hold orb instead of firing melts / explodes in 1 min +1d6 / level



Level 7



Elemental Body

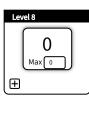
immune to poison, sleep, paralysis, and stunning resistance to piercing, bludgeoning, and slashing swim at walking speed

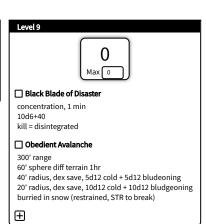
+1 to attack rolls if you and opponent both touching water can put out magical or non-magical fire w/in 5'

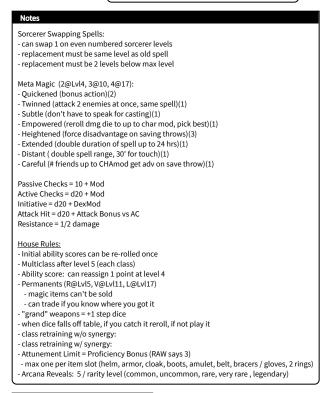
Teleport

up to 8 creatures w/in 10' destination on same plane dm rolls d100 for familiarity

+







Levels			
Class	Level	НР	Features Gained
Sorcerer	1	8	Darkvision, Fire Res, Tides of Chaos
Sorcerer	2	6	
Sorcerer	3	6	
Sorcerer	4	6	ability score increase
Sorcerer	5	6	Can 4, 4L1, 3L2, 2L3
Sorcerer	6	6	Can 5, L1x4, L2x3, L3x3, 7 prepared, origin feature
Sorcerer	7	6	8 prep, CANx5, L1x4, L2x3, L3x3, L4x1
Rogue	1	10	Thieves' Cant, Sneak Attack, Expertise
Rogue	2	8	Cunning Action
Rogue	3	8	Roguish Archetype
Sorcerer	8	6	Ability Score Improvement, +1 lvl 4 spell
Sorcerer	9	6	5 cantrips, 10 known: 4-3-3-3-1
Sorcerer	10	6	6 cantrips, 11 known, 4-3-3-3-2
Sorcerer	11	6	6 cantrips, 12 known, 4-3-3-3-2-1
Sorcerer	12	6	ability score improvement, +2 CHA
Sorcerer	13	6	6 cantrips, 13 known 4-3-3-2-1-1
Sorcerer	14	6	origin feature, 6 cantrips, 13 known, 4-3-3-3-2-1-1

Experience 238683XP		
Event	ХP	_
		+
King for a Day	10100	
Heart of Darkness	30000	
Jungle Trekk	5900	
First Lights	29000	
Darkening of Entsteig	26633	
Savages	29000	
Mice and Men 4	6785	
Mice and Men 3	7300	
Mice and Men 2	4140	
Mice and Men 1	2610	
Superunknown 3.(1, 2,3)	11070	
Superunknown 2	10145	
Superunknown 1	18000	
Link to the Past	10200	
Fan of the Drow	3800	
Adventures in Charn	16469	
Shatterhull Island	3900	
Cave of Wonders	1400	
Days of Future Past A5	1976	
Days of Future Past A4d	1345	
Days of Future Past A1-A4c	8910	