

Digoria Antica

Strength  
10  
+0

Dexterity  
20  
+5

Constitution  
15  
+2

Intelligence  
13  
+1

Wisdom  
14  
+2

Charisma  
19  
+4

Saving Throws

☐ +0 Strength

☐ +5 Dexterity

☒ +8 Constitution

☐ +1 Intelligence

☐ +2 Wisdom

☒ +10 Charisma

Skills

☒ +11 Acrobatics

☐ +2 Animal Handling

☒ +7 Arcana

☒ +6 Athletics

☒ +10 Deception

☐ +1 History

☐ +2 Insight

☐ +4 Intimidation

☒ +7 Investigation

☐ +2 Medicine

☐ +1 Nature

☒ +8 Perception

☐ +4 Performance

☒ +10 Persuasion

☐ +1 Religion

☒ +11 Sleight of Hand

☒ +11 Stealth

☐ +2 Survival

Hit Points

112  
112

Armor Class

18

Initiative

+5

Proficiency Bonus

6

Speed

30

Passive Perception

18

Death Saves

Successes ☐ ☐ ☐

Failures ☐ ☐ ☐

Hit Dice

14 d6 +2  
Max

3 d8 +2  
Max

0 d10 +2  
Max

0 d12 +2  
Max

Proficiencies

Weapons:

Simple weapons,  
martial weapons

Armor:

light armor

Languages:

Common, Abyssal,  
Thieves' Cant

Immunities:

Resistances:

- cold damage  
- difficult terrain from  
snow / ice

Disadvantages:

Vulnerabilities:

Background:

Arcane Dominion:  
- Proficiencies:  
Investigation, Arcana  
Tool Proficiencies:  
- Navigators Tools  
- Water Vehicles  
- Thieve's Tools

Attacks and Spellcasting			
Attack	Bonus	Damage	Type
Frost's Bite	+ 14	Piercing 1d8+ 5	Cold 2d6, speed halved
Rapier			
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Features and Traits

Darkvision:

60', dim is bright, dark is dim

Abyssal Fortitude:

HP max increases by 1/2 character level  
Level 16 = +8

Abyssal Arcana:

Cantrip (1 / long rest): true strike

1d6: (1) dancing lights, (2), true strike, (3) light, (4) message, (5) spare the dying, (6) prestidigitation

Level 1 (1 / long rest): thunderwave

1d6: (1) burning hands, (2) charm person, (3) magic missile, (4) cure wounds, (5) Tasha's hideous laughter, (6) thunderwave  
\*can cast as level 2 if stronger

Level 2 (1 / long rest): darkness

1d6: (1) alter self, (2) darkness, (3) invisibility, (4) levitate, (5) mirorr image, (6) spider climb

Investiture of Ice (1 / long rest):

Normal spell effects  
Frost-touched bloodline: when casting, gain temporary HP  
equal to CHA\_MOD + SORC\_LEVEL

Bracers of Haste (0 / long rest):

Hasted for 30 seconds, can not attack for 1 round after, adv on dex saves

Sorcery Points (5 / 13 per long rest):

max = 1 / sorcerer level  
\*can use to regain spell slots (1 / spell level)

Frost-touched Bloodline:

- Level 1 - Frostborn:

- resistant to cold damage  
- ignore difficult terrain from ice / snow  
- origin spells don't count against limit you can know  
- Cold Snap (homebrew, Meta-Magic Ability, lvl 1):  
- use a sorcery point to add 1d6 cold damage to any cold spell, up to CHA\_MOD points can be used / turn

- Level 6 - Heart of Frost:

- Cold spells deal +CHA\_MOD damage

Inventory 0 / 150 lbs

Coin Pouch

0 lbs

0

Platinum Pieces

0

Electrum Pieces

0

Silver Pieces

0

Copper Pieces

3050

Gold Pieces

Equipment

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 (attunement)

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

1

Thieve's Tools

https://character-sheet-dnd5.appspot.com/#filelds=0B2RH\_BSaD6YPNFIPQzZKbWc5akk&userId=107062438212745883823

2/5



Cantrips	Level 1	Level 2	Level 3
<p><b>Chill Touch</b> 3d8, 120', undead adv</p> <p><b>Frost Bite</b> CON save, fail = 3d6 + disadvantage on next attack</p> <p><b>Ice Blade (homebrew)</b> 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)</p> <p><b>Ray of Frost</b> 60' slowx10 3d8</p> <p><b>Shape Water / Ice Manipulatic</b> 5' cube, max 2 simultaneous effects</p> <p><b>Shocking Grasp</b> 5' touch, 3d8, adv if metal armor</p> <p><b>Thaumaturgy (racial)</b> minor wonders / sounds, lights change, eyes change, ground shakes</p>	<p><b>3</b> Max 4</p> <p><b>(Ice) Shield</b> reaction, +5 AC until start of next turn</p> <p><b>Armor of Agathys (origin spell)</b> Protective ice, adds 5 tmp HP, if hit w/ melee, creature takes 5 cold dmg. +5 dmg / spell slot lvl, 1 hour</p> <p><b>False Life</b> gain 1d4+4 hp for 1 hour additional +5 / lvl</p> <p><b>Ice Knife (origin spell)</b> 1d10 piercing on hit; 60' auto 2d6 cold 5' radius on fail Dex save, +1d6 / lvl</p> <p><b>Mage (ice) Armor</b> AC=13+DxDm; no armr, 8hrs</p>	<p><b>3</b> Max 3</p> <p><b>Blindness / Deafness</b> 1 min, 30', CON save blinded or deafened (your choice) target additional creature / lvl</p> <p><b>Frigid Rebuttal (origin spell)</b> reaction, ice shroud deals 3d8 cold dmg on failed con save. +1d8 / spell level</p> <p><b>Hold (freeze) Person</b> 60' paralyze for duration on failed CON save, 1 min concentration</p> <p><b>Snowball Swarm (origin spell)</b> 5' radius from point, 3d6 or half on dex save; +1d6 / lvl</p>	<p><b>1</b> Max 3</p> <p><b>Blink</b> d20 &gt; 11, 1 min move to ethereal plane reroll every turn for duration return w/in 10' of origin</p> <p><b>Gaseous Form (origin spell)</b> concentration, 1 hour movnt = flying @ 10' ends if 0 hp res to nonmagical dmg adv on str, dex, con saves</p> <p><b>Haste</b> 1min concentration target +2 AC, adv on dex saves, +1 action per turn</p> <p><b>Sleet Storm (origin spell)</b> concentration, 1 min, 150' freezing rain 20' tall, 40' radius dex save or fall prone</p>

Level 4	Level 5	Level 6	Level 7
<p><b>2</b> Max 3</p> <p><b>Elemental Bane (origin spell)</b> 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</p> <p><b>Ice Storm (origin spell)</b> 20' rad, 40' tall, difficult terrain 1 round 2d8 bludeoning + 4d6 cold 1/2 w/ dex save +1d8 / lvl</p>	<p><b>0</b> Max 2</p> <p><b>Chilling Frost</b> 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</p> <p><b>Cone of Cold (origin spell)</b> instant, 60' cone 8d8 cold or half on con save killing freezes</p> <p><b>Conjure Elemental (origin spe)</b> 90', concentration, 1 hour elemental servant, CR5 becomes hostile if concentration broken</p> <p><b>Hold (freeze) Monster</b> Concentration, 1 min, 90' Wis save or paralyzed for duration wis save on each turn</p> <p><b>Life Steal</b> 30', WIS save or 6d6 necrotic half on save you gain hp either way, or transfer to ally +1d6 / higher lvl</p> <p><b>Shard Storm</b> 120', 20' radius, dex save or 6d8 force half on save continue w/ half damage on 2nd round</p>	<p><b>0</b> Max 1</p> <p><b>Inevitable Winter</b> 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</p> <p><b>Investiture of Ice (origin spell)</b> 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</p> <p><b>Otiluke's Freezing Sphere</b> 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</p>	<p><b>0</b> Max 1</p> <p><b>Elemental Body</b> 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'</p> <p><b>Teleport</b> up to 8 creatures w/in 10' destination on same plane dm rolls d100 for familiarity</p>

Level 8

0

Max 0

+

Level 9

0

Max 0

☐ **Black Blade of Disaster**  
concentration, 1 min  
10d6+40  
kill = disintegrated

☐ **Obedient Avalanche**  
300' range  
60' sphere diff terrain 1hr  
40' radius, dex save, 5d12 cold + 5d12 bludgeoning  
20' radius, dex save, 10d12 cold + 10d12 bludgeoning  
buried in snow (restrained, STR to break)

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Notes

Sorcerer Swapping Spells:

- can swap 1 on even numbered sorcerer levels
- replacement must be same level as old spell
- replacement must be 2 levels below max level

Meta Magic (2@Lv4, 3@10, 4@17):

- Quickened (bonus action)(2)
- Twinned (attack 2 enemies at once, same spell)(1)
- Subtle (don't have to speak for casting)(1)
- Empowered (reroll dmg die to up to char mod, pick best)(1)
- Heightened (force disadvantage on saving throws)(3)
- Extended (double duration of spell up to 24 hrs)(1)
- Distant (double spell range, 30' for touch)(1)
- Careful (# friends up to CHAmod get adv on save throw)(1)

Passive Checks = 10 + Mod  
Active Checks = d20 + Mod  
Initiative = d20 + DexMod  
Attack Hit = d20 + Attack Bonus vs AC  
Resistance = 1/2 damage

House Rules:

- Initial ability scores can be re-rolled once
- Multiclass after level 5 (each class)
- Ability score: can reassign 1 point at level 4
- Permanents (R@Lv5, V@Lv11, L@Lv17)
  - magic items can't be sold
  - can trade if you know where you got it
- "grand" weapons = +1 step dice
- when dice falls off table, if you catch it reroll, if not play it
- class retraining w/o synergy:
- class retraining w/ synergy:
- Attunement Limit = Proficiency Bonus (RAW says 3)
- max one per item slot (helm, armor, cloak, boots, amulet, belt, bracers / gloves, 2 rings)
- Arcana Reveals: 5 / rarity level (common, uncommon, rare, very rare, legendary)

Class	Level	HP	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 4-3-3-3-2-1-1
Sorcerer	14	6	origin feature, 6 cantrips, 13 known, 4-3-3-3-2-1-1

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Experience 238683XP	
Event	XP
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