

NAME: _____
CLASS: Elder Sorcerer (Arcanist)
BACKGROUND: Laerestri (Elder Sorcerer's Apprentice)
RACE: Kelekene Elorii
NATIONALITY: Elombe'
CHURCH: Elorii
DEITY: Belisarda
LEVEL: 1st

ABILITY SCORES

	SCORE	BONUS	SAVING THROWS
STRENGTH:	9	-1	-1 <input type="checkbox"/>
DEXTERITY:	14	+2	+2 <input type="checkbox"/>
CONSTITUTION:	14	+2	+2 <input type="checkbox"/>
INTELLIGENCE:	16	+3	+5 <input checked="" type="checkbox"/>
WISDOM:	12	+1	+3 <input checked="" type="checkbox"/>
CHARISMA:	11	+0	+0 <input type="checkbox"/>
BLOODRANK	2		

PROFICIENCY BONUS	+2	SPEED	SPEED: 30'
PASSIVE PERCEPTION	13	SPECIAL:	0

SKILLS	
SKILL (PRIMARY ABILITY)	TOTAL BONUS
Acrobatics (Dex)	+2
Animal Handling (Wis)	+0
Arcana (Int)*	+5
Athletics (Str)	+1
Deception (Cha)	+0
History (Int)*	+5
Insight (Wis)*	+3
Intimidation (Cha)*	+2
Investigation (Int)	+3
Medicine (Wis)	+1
Nature (Int)	+3
Perception (Wis)*	+3
Performance (Cha)	+0
Persuasion (Cha)	+0
Religion (Int)	+3
Sleight of Hand (Dex)	+2
Stealth (Dex)	+2
Survival (Wis)	+1
* Trained skill	
OTHER PROFICIENCIES	
Vehicles (land)	

LANGUAGES
Eloran
Ss'ressen
Ssethric
Low Coryani
Kion
Cancerese
LITERATE? <input checked="" type="checkbox"/>

ELORII BLOODLINE BLOODLINE OF FIRE

I am the flame
 You possess a metaphysical fire in your heart.
 * You learn the Fire Bolt cantrip
 * You gain Resistance to Fire damage.

PERSONALITY TRAITS

Like many of your bloodline, you possess a short temper and struggle to keep it under control.

IDEALS

Piety: Belisarda, the Life Mother will preserve us. I will serve Her faithfully, for only she will guide us through the coming war against the silent darkness..

BONDS

I am drawn to a the First City, but I cannot remember why it was once significant to me.

FLAWS

I see all elorii as allies, fellow children of the Mother in these strange lands.



DEFENSES & HEALTH

ARMOR CLASS	12	TEMP HP		CURRENT HP	
HIT POINTS	8				
HIT DICE	1D6			DEATH SAVES	MADE <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> FAILED

ATTACKS & SPELL CASTING

ATTACK	TO HIT	DAMAGE	SPECIAL/RANGE
SHORT SWORD	+4	1D6+2 (P)	
Finesse, light			
2 DAGGERS	+4	1D4+2 (P)	20'/60'
Finesse, light, thrown			

SPELLS KNOWN	CANTRIPS
Burning Hands	Acid Splash
Sleep	Ebon Blade*
Magic Missile	Light
Mage Armor	Prestidigitation
	Shocking Grasp

* New spells: see back of sheet

SPELL SLOTS

Spell Slots	
1st level	2nd level
2	-

ARCANE POINTS -

ATTACK AND SAVES:

Spell Attack	Spell Save
+5	13



EQUIPMENT†:

Explorer's Pack

Includes a backpack, a bedroll, a mess kit, a tinderbox, 10 torches, 10 days of rations, and a waterskin. The pack also has 50 feet of hempen rope strapped to the side of it.

A map of Coryan, a token of something important to you from the left behind, a set of common clothes, and a purse containing 10 gp.

Shortsword, 2 Daggers, an arcane focus (Deep red iron Dagger), arcane focus (Wand).

ELDER SORCERER CLASS FEATURES

Arcane Recovery

You have learned to regain some of your magical energy through meditative practices and ceremonies. Once per day when you finish a short rest, you can choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than half your elder sorcerer level (rounded up), and none of the slots can be of 6th level or higher. For example, if you're a 4th level elder sorcerer, you can recover up to two levels worth of spell slots. You can either recover a 2nd-level spell slot or two 1st-level spell slots.

Sorcery Points

at 2nd level you gain 2 arcane points, You regain all spent arcane points when you finish a long rest. your arcane points increase to 3 at 4th level.

Flexible Casting

Arcane spellcasters can use their arcane points to gain additional spell slots or sacrifice spell slots to gain additional arcane points. You learn other ways to use your arcane points as you reach higher levels.

Creating Spell Slots. You can transform unexpended arcane points into one spell slot as a bonus action on your turn. The Creating Spell Slots table shows the cost of creating a spell slot of a given level. You can create spell slots no higher in level than 5th.

Any spell slot you create with this feature vanishes when you finish a long rest.

Table: Creating Spell Slots Spell Slot

Spell Slot Level	Sorc Point Cost
1st	2
2nd	3

Converting a Spell Slot to Arcane Points. As a bonus action on your turn, you can expend one spell slot and gain a number of arcane points equal to the slot's level.

Metamagic

Subtle Spell: When you cast a spell, you can spend 1 arcane point to cast it without any somatic or verbal components. Unless the spell possesses a material component, you automatically conceal your spellcasting, no ability check needed.

Empowered Spell: When you roll damage for a spell, you can spend 1 arcane point to reroll a number of the damage dice up to your Intelligence modifier (minimum of one). You must use the new rolls.

You can use Empowered Spell even if you have already used a different Metamagic option during the casting of the spell.

ELDER SORCERER TRADITION ARCANIST†

The Arcanist does not seek to master a single aspect of the arcane arts but rather the techniques of casting spells. They seek to master a spell's placement and refine its use; they seek enlightenment within the pull and push of the forces used to create the effect. An Arcanist seeks to perfect their art through skillful and thoughtful execution.

ARCANE PRECISION

Starting at 3rd level, as a bonus action you can spend 1 arcane point to grant yourself advantage on your next spell attack roll.

NEW SPELLS

EBON BLADE

Conjuration cantrip

Casting Time: 1 bonus action

Component: V, S

Range: Self

Duration: 1 minute

You conjure forth a blade of dark, crackling energy. Your blade can take the form of any simple or martial weapon with a blade that doesn't have the heavy or two-handed property.

For the duration, you can use your spellcasting ability instead of Strength for attack and damage rolls you make with your blade. Your ebon blade deals 1d8 slashing damage and counts as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage. The spell ends if you cast it again or if you release the blade, causing it to instantly dissipate.

THE ELORII

Ancient elorii tales, told by those who have lived for thousands upon thousands of years, say that the Life-Goddess Belisarda came together with the four great Elemental Lords to create a servitor-race for the Ssethregoran Empire. This race would die of no natural causes, would need no sleep, and would perfectly serve their reptilian masters. This race was called the elorii. The elorii served their ssaanu masters for untold years, enforcing their cruel will upon the Known Lands and slaughtering entire races at the behest of their makers.

But over time, the elorii began to chafe against their cruel and evil lords.

Finally, they overthrew the ssethregorans in a bloody rebellion. The Elorii Empire that rose from the ashes reigned for nearly two thousand years. Then came man and his gods, destroying the sacred Elemental Lords and forcing the elorii to retreat to the far corners of the Known Lands. Since that time, the elorii have been waiting, fueled by the prophecies of Belisarda, secure in the knowledge that their time has not yet passed. Their time for vengeance will come.

COMMON ELORII TRAITS

Age: Elorii reach maturity at approximately the same rate as humans, but do not visually age after that point. Every thousand years of life they grow a couple of inches, with the eldest elorii being as much as 10 feet tall. Elorii cannot die from natural aging.

Size: Elorii stand between 5 and a half to 6 feet tall, and average 165 pounds. Your size is Medium.

Speed: Your base walking speed is 30 feet.

Elorii Bloodline: You gain an additional ability modifier, called your Blood Rank, which represents the supernatural effects of the elemental power coursing through your veins. Once you reach 2nd level, you gain your first point of Blood Rank and may select a Bloodline Power to go with it. You may increase your Blood Rank by 1 instead of taking an Ability Score Improvement at levels 4, 8, 12, 16, or 19. You add your Blood Rank to all Charisma-based skill checks when dealing with other elorii.

Elemental Ancestry: Elorii do not need to sleep, but they do need to enter a meditative trance for 6 hours every day. Due to your elemental nature you are immune to non-magical diseases, and magic can't put you to sleep.

Elorii Weapon Training: All elorii train constantly in preparation for the war of vengeance. As a result, you have proficiency with the longbow, longsword, and shortsword.

Strong Minds: Once slaves themselves, the elorii despise slavery or enforced servitude in any form. You have advantage on all saving throws against being charmed or any other effect

which would make you act against your will.

Elder Spellcasters: Elorii are one of the few races capable of understanding the intricacies of the Elder Tradition of arcane magic. If you want to gain the spellcasting feature as a member of the arcane arcanum, you must do so by choosing classes or archetypes that are part of the Elder Tradition.

Languages: You can speak, read, and write Eloran. Eloran is an ancient tongue based on Ssethric; however, the elorii have adapted it to match their culture so that it flows from their lips like poetry. Lastly, you also learn a number of extra languages of your choice equal to your Intelligence modifier.

SUBRACE: KELEKENE

The Kelekene are descended from Keleos, the Fire God. These elorii are slightly more compact than their brethren, though not as stout as the Mârokene. Their hair tends to be golden or red-brown and their eyes range from dark violet to a reddish orange. Passionate and vengeful, they are perfectionists who rarely hide their feelings and prefer to speak their minds at all times. Kelekene have a keen intellect which, when combined with their straightforward style, makes for some of the finest orators among the elorii. Kelekene usually prefer professions that allow them to work with their hands, often becoming smiths, artisans, sculptors, or carpenters. These elorii are also uniquely qualified to become excellent wizards, and more wizards are found among the Kelekene than any other type of elorii.

Skill Advantage: You have advantage on all Intimidate checks.

Arcanum Focus: You are considered to be holding a spellcasting focus when casting spells that manipulate fire or deal fire damage.

Intensity of the Bonfire: You gain proficiency in the Intimidation skill. You also have advantage on ability checks you make with it.