

# Ni Giel

✖ \ **Race:** Small \ **Class:** Sorcerer 7 (Wild Magic Origin) \ **Background:** Criminal (Implied by Criminal Contact feature) \ **Alignment:** Lawful Chaotic \ **Level:** 7 \ **Player Name:** [PLACEHOLDER]

## ▢ Lore & History

### ▢ Lore

**Trait:** The best way to get me to do something is to tell me I can't do it. \ **Ideal:** People. I'm loyal to my friends, not to any ideals, and everyone else can take a trip down the Styx for all I care. (Neutral) \ **Bond:** I'm guilty of a terrible crime. I hope I can redeem myself for it. \ **Flaw:** I turn tail and run when things look bad. \ **Criminal Contact:** You have a reliable and trustworthy contact who acts as your liaison to a network of other criminals.

## ▢ Ability Scores & Combat

### ▢ Ability Scores

ABILITY SCORES TABLE

Ability	Score	Modifier
Strength	10	+0
Dexterity	16	+3
Constitution	20	+5
Intelligence	13	+1
Wisdom	13	+1
Charisma	18	+4

### ✖ Combat Stats

COMBAT STATS TABLE

Stat	Value
Armor Class	13 (Unarmored: 10 + Dex)
Initiative	+3
Speed	30 ft. (Assumed standard)
Hit Points (Max)	56
Current Hit Points	51
Hit Dice	6d6
Proficiency Bonus	+3

✕ Skills

✕ Skills

SKILLS TABLE: [P]=Proficient

Skill	Mod	Prof.	Skill	Mod	Prof.
Acrobatics (DEX)	+3	[ ]	Persuasion (CHA)	+7	[P]
Animal Handling (WIS)	+1	[ ]	Religion (INT)	+1	[ ]
Arcana (INT)	+1	[ ]	Sleight of Hand (DEX)	+6	[P]
Athletics (STR)	+0	[ ]	Stealth (DEX)	+3	[ ]
Deception (CHA)	+7	[P]	Survival (WIS)	+1	[ ]
History (INT)	+1	[ ]	<b>Saving Throws</b>		
Insight (WIS)	+1	[ ]	Strength	+0	[ ]
Intimidation (CHA)	+7	[P]	Dexterity	+3	[ ]
Investigation (INT)	+1	[ ]	Constitution	+8	[X]
Medicine (WIS)	+1	[ ]	Intelligence	+1	[ ]
Nature (INT)	+1	[ ]	Wisdom	+1	[ ]
Perception (WIS)	+4	[P]	Charisma	+7	[X]
Performance (CHA)	+4	[ ]			

▢ Spells & Class Features (Sorcerer)

▢ Sorcerer Spellcasting

**Spellcasting Ability:** Charisma  
**Spell Save DC:** 15  
**Spell Attack Bonus:** +7  
**Sorcery Points:** 6 (Level 6)  
**Total Spell Slots:** 1st (4), 2nd (3), 3rd (3), 4th (1)

▢ Class/Racial Features

\* **Wild Magic Surge** (Sorcerous Origin Feature) \* **Unlucky** (Primary Resource - 2/3 uses)

▢ Attacks & Spellcasting

Name	Attack Bonus	Damage/Type	Notes
<b>Rapier</b>	+6 (DEX + PB)	1d8 + 3 Slashing	Melee, Finesse.
<b>Thunder Step</b>	DC 15 CON Save	3d10 Thunder	3rd-level spell, Teleportation.
<b>Warhammer</b>	+3 (STR + PB)	1d8 Bludgeoning (Versatile 1d10)	Melee (listed in inventory).

## ▢ Inventory & Equipment (Key Items)

### Weapons & Armor:

\* Rapier (Equipped) \* Warhammer

### Consumables:

\* Potions of Healing

### Currency:

\* **Gold Pieces (GP):** 229

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## ▢ Additional Info

### ▢ Info

**Proficiency Bonus:** +3

**Languages:** Celestial, Common, Goblin, Other

**Senses:** Darkvision 60 ft. (from token settings)

**Size:**

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