

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	[]	Saving Throws			
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
Rapier	+6 (DEX + PB)	1d8 + 3 Slashing	Melee, Finesse.
Thunder Step	DC 15 CON Save	3d10 Thunder	3rd-level spell, Teleportation.
Warhammer	+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

□ Additional Info

□ Info

Proficiency Bonus: +3

Languages: Celestial, Common, Goblin, Other

Senses: Darkvision 60 ft. (from token settings)

Size:

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Last update: **2025/12/29 20:41**

