

INTREPID ONE NAME

Wiz Delecto

PLAYER NAME

CLASS

Sorcerer

BLOODLINE

Human

EXPERIENCE POINTS

LEVEL

1st

## BLOOD SWORD

ARMOR  
CLASS

INITIATIVE



SPEED

PASSIVE PERCEPTION  
(WISDOM)HEROIC  
ABILITY

Charisma

INSPIRATION

PROFICIENCY  
BONUSCURRENT  
HIT POINTS

8

TEMPORARY  
HIT POINTS

HIT DICE

TOTAL  
1d6

DEATH SAVES

SUCCESSSES

FAILURES

## SAVING THROWS

STRENGTH

DEXTERITY

+4 CONSTITUTION

INTELLIGENCE

WISDOM

+5 CHARISMA

## SKILLS

ACROBATICS (DEX)

ANIMAL HANDLING (WIS)

+4 ARCANA (INT)

ATHLETICS (STR)

+5 DECEPTION (CHA)

+4 HISTORY (INT)

INSIGHT (WIS)

INTIMIDATION (CHA)

INVESTIGATION (INT)

MEDICINE (WIS)

NATURE (INT)

PERCEPTION (WIS)

PERFORMANCE (CHA)

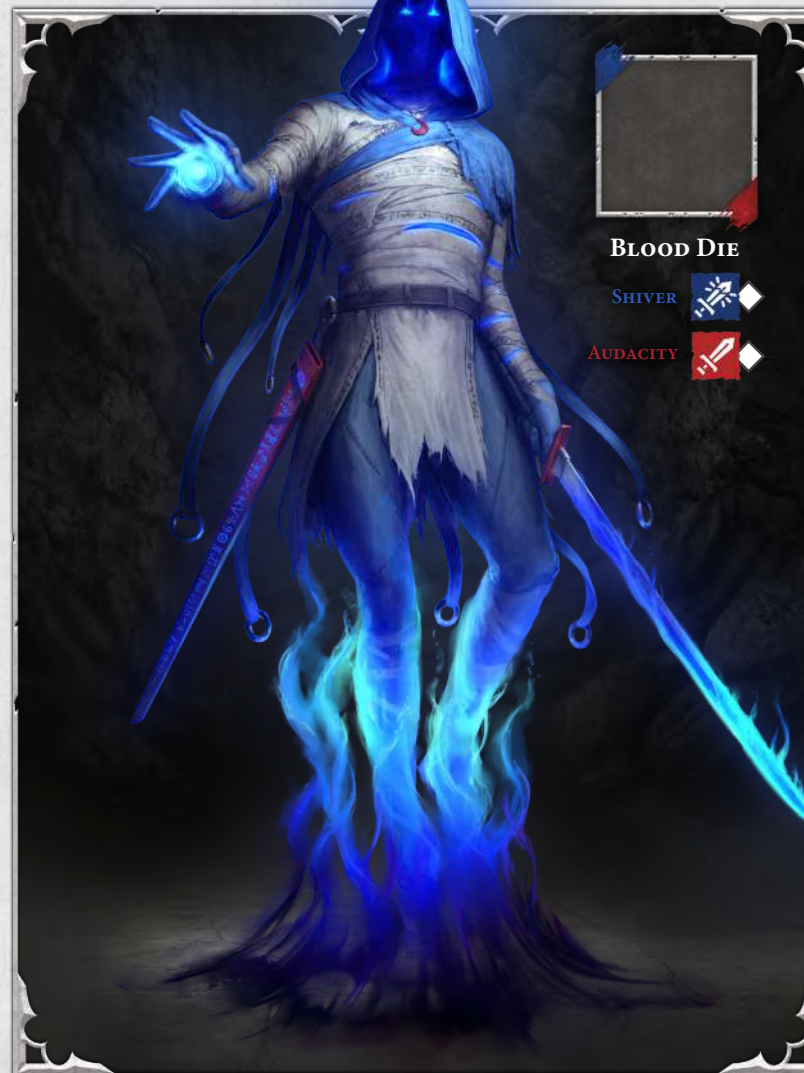
PERSUASION (CHA)

RELIGION (INT)

SLEIGHT OF HAND (DEX)

STEALTH (DEX)

+3 SURVIVAL (WIS)



## BLOOD DIE

SHIVER

AUDACITY



NAME

ATK BONUS

DAMAGE/TYPE

Dagger

+2

1d6 piercing

Quarterstaff

+2

1d6 bludgeoning

Ray of Frost

+5

1d8 cold\*

\*The speed of your target is reduced by 10 feet until the start of your next turn.

## ATTACKS AND SPELLCASTING

**Arcane Shiver.** When you roll your Blood Die and switch from Shiver to Audacity, you can decide to keep the Shiver status to recover a spell slot of a level you have access to.

**Psychic Bloodline.** At 1st level, you gain access to a pool of psyche points equal to 1 + your Heroic Ability modifier (minimum 1). As an action on your turn, you can spend 1 psyche point to:

- Spend and roll 1 Hit Die to regain hit points equal to the result.
- Gain advantage on Intelligence (Arcana) checks until the end of their next turn.
- In addition, starting at 2nd level, you can spend 2 psyche points to gain 1 sorcery point.

**Keen Mind.** (See page 107 of the handbook)

**Already Broken.** An Intrepid One from the Desolation has advantage on the saving throw to avoid being paralyzed.

**Offspring of the Blasting (optional).** An Intrepid One from the Desolation gains the Blood Feat *Mark of Arcane Corruption* at the Grand Master's discretion.

## FEATURES AND TRAITS



**Guild:** At the discretion of the Grand Master. Wiz entered it after surviving Balhazar to pay off his debt.

**Training:** Mystical Scars (Received from Balhazar).  
**Training Feature:** Inner Calm. If you have meditated for at least 1 hour during your last rest, you have advantage on Charisma (Deception) checks aimed to fake or mask your emotions. Additionally, when you shift from Audacity to Shiver, you can try to maintain self-control, gaining one level of psychic exhaustion. If you do that, you revert to Audacity at the beginning of your next turn. (See pages 71-72 of the handbook)

#### TRAINING OR DISTINCTIVE MARK

#### Courage Traits:

My scars are the symbol of my strength.  
Some secrets are better kept hidden in the deep.

#### TRAITS AND SOURCES OF COURAGE

**Source of Fear:** Balhazar.

#### Fear Trait:

Ending up like who trained with me and died due to the torture of Balhazar.

#### TRAITS AND SOURCES OF FEAR

**Languages:** Selentine, Cabbandari.

#### PROFICIENCIES AND LANGUAGES

SPELLCASTING  
ABILITY

CHA

SPELL SAVE  
DC

13

SPELL ATTACK  
BONUS

+5

*"I was an assistant to Magus Balhazar, perhaps the most magnanimous of the lords of Krarth. When his champions won the tournament and he was granted the regency of the Plain, as tradition dictated, he took under his protective wing thirteen scions of noble birth from all over the continent to teach them the craft of magic.*

*I was the worst of them all. I could barely read and write, and before becoming an apprentice Sorcerer, I spent all my time getting drunk in taverns, avoiding my tutors. When sober, I had one desire: to open an inn. But not just any inn, mind you, I envisioned a luxury establishment with expert sommeliers selected from every corner of the Lands of Legend. I had already squandered a fortune searching for wines and staff...*

*My father was an armorer and, in desperation, promised Balhazar to supply the Intrepid Ones who would participate in the tournament under his banner with free weapons if he would take me on as an apprentice in case of victory. The Magus hadn't taken control of the region for years, so I didn't worry too much about the deal, and during the competition, I rented an inn and started my honest business.*

*It was a splendid week, the best of my life, a non-stop party that ended on the day of the election. That morning, I woke up among the satin sheets of the four-poster master bed with a sword at my throat and my father shouting at me to pack my bags.*

*When I arrived at Balhazar's palace with the other apprentices, I was sure I'd be dead within a week: magic is a power hard to master and tolerates no mistakes. My companions were all scholars and some already knew some decent cantrips, while I...well, I was lucky if I could tie my boots in the morning. Yet my incompetence was my salvation.*

*Over the following months, I witnessed horrifying spectacles: the boy I shared a room with impaled himself summoning a Magical Blade in the wrong direction; a young elf from Crescentium went mad after inhaling Mists of Death as a joke; a northern dwarf girl I used to flirt with ended up crushed under a Pillar of Salt; two other apprentices bled each other dry after casting the Power Word Vampire spell... they fell like flies one after another and meanwhile, I learned from their mistakes.*

*Of my class, I was the only one to survive and—over the years—I learned the basics of the arcane arts without infamy or praise.*

*Last week, I completed my studies and Balhazar threw a party in my honor: I couldn't say if it was to celebrate my achievement or out of relief that I was leaving, but I did get to choose the wines...It was a memorable evening, especially since a tower caught fire, though no one remembers how it happened!*

*Upon my return to the city, I discovered I was wanted for failing to pay the proper taxes on alcohol sales during the tournament week. Clearly, after all this time, the interest on the dues has ballooned to the point that only a miracle could save me from the noose.*

*I hope the loot from this Quest—for which your Guild was seeking a Sorcerer—will be enough to pay off my debt!"*



#### INTREPID ONE BACKSTORY

#### CANTRIPS

Mage Hand  
Summon Faltyn  
White Fire  
Ray of Frost

SPELL LEVEL	SLOT TOTAL	SLOTS EXPENDED
1st	2	

Magic Missile  
Detect Magic

Leather Armor  
(AC equal to 11 + Dex modifier)

Traveler's clothes, a pole, a backpack, a bedroll, a tinderbox, 5 torches, 10 days of rations, a book, and a component pouch.

#### EQUIPMENT AND TREASURE