

Arden

CHARACTER NAME

Aberrant Mind Sorcerer 5 Cloistered Scholar

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Half Drow Elf

RACE

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

-1

8

DEXTERITY

1

12

CONSTITUTION

2

14

INTELLIGENCE

3

16

WISDOM

0

10

CHARISMA

3

16

INSPIRATION

3

PROFICIENCY BONUS

- ☐ -1 Strength
- ☐ 1 Dexterity
- ☒ 5 Constitution
- ☐ 3 Intelligence
- ☐ 0 Wisdom
- ☒ 6 Charisma

SAVING THROWS

- ☐ 1 Acrobatics (Dex)
- ☐ 0 Animal Handling (Wis)
- ☒ 6 Arcana (Int)
- ☐ -1 Athletics (Str)
- ☐ 3 Deception (Cha)
- ☒ 6 History (Int)
- ☐ 0 Insight (Wis)
- ☐ 3 Intimidation (Cha)
- ☐ 3 Investigation (Int)
- ☐ 0 Medicine (Wis)
- ☐ 3 Nature (Int)
- ☐ 0 Perception (Wis)
- ☐ 3 Performance (Cha)
- ☒ 6 Persuasion (Cha)
- ☒ 6 Religion (Int)
- ☐ 1 Sleight of Hand (Dex)
- ☐ 1 Stealth (Dex)
- ☐ 0 Survival (Wis)

SKILLS

10

PASSIVE WISDOM (PERCEPTION)

LANGUAGE: Celestial, Common, Dwarvish,

Elvish, Primordial

WEAPON: Dagger, Dart, Light Crossbow,

Quarterstaff, Sling

OTHER PROFICIENCIES & LANGUAGES

11

ARMOR CLASS

1

INITIATIVE

30

SPEED

Hit Point Maximum 32

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 5

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

NAME

ATK

DAMAGE/TYPE

Quarterstaff (O... 2 1d6-1 Bludgeo...

Quarterstaff (T... 2 1d8-1 Bludgeo...

Dagger +4 1d4+1 Piercing

ATTACKS & SPELLCASTING

CP

SP

EP

10

GP

PP

1 Arcane Focus

1 The scholar's robes of your cloister

1 A writing kit

1 folded parchment

1 a small penknife)

1 A borrowed book on the subject of your current study

1 Quarterstaff

EQUIPMENT

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

Psionic Spells

Telepathic Speech

Darkvision

Fey Ancestry

Drow Magic

Library Access

Flexible Casting

Magical Guidance

Metamagic: Twinned Spell

Metamagic: Quicken Spell

Metamagic: Careful Spell

Metamagic: Empowered Spell

Metamagic Adept


FEATURES & TRAITS

NAME	ATK	DAMAGE/TYPE

**ATTACKS & SPELLCASTING**

## Backstory

While many feared the raw power they wielded, Arden saw it as both a blessing and a burden, something to be mastered rather than feared. Now, venturing beyond the mountains for the first time, they seek to understand the true depths of their abilities, knowing that destiny rarely lets those touched by magic remain hidden forever.



SPELLCASTING CLASS

CHARISMA

SPELLCASTING ABILITY

14

SPELL SAVE DC

6

SPELL ATTACK BONUS

0

CANTRIPS

Chill Touch

Dancing Lights

Infestation

Mending

Message

Mind Sliver

Minor Illusion

3

2

☐ Dispel Magic

☐ Fireball

☐ Hunger of Hadar

☐ Sending

6

0

7

0

8

0

9

0

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

4

☐ Arms of Hadar

☐ Dissonant Whispers

☐ faerie fire

☐ Mage Armor

☐ Ray of Sickness

☐ Shield

2

3

☐ Calm Emotions

☐ darkness

☐ Detect Thoughts

☐ Hold Person

4

0

5

0

# FEATURES & TRAITS

## Psionic Spells

You learn additional spells when you reach certain levels in this class, as shown on the Psionic Spells table. Each of these spells counts as a sorcerer spell for you, but it doesn't count against the number of sorcerer spells you know. Whenever you gain a sorcerer level, you can replace one spell you gained from this feature with another spell of the same level. The new spell must be a divination or an enchantment spell from the sorcerer, warlock, or wizard spell list. 1st arms of Hadar, dissonant whispers, mind sliver 3rd calm emotions, detect thoughts 5th hunger of Hadar, sending 7th Evard's black tentacles, summon aberration 9th Rary's telepathic bond, telekinesis

## Telepathic Speech

You can form a telepathic connection between your mind and the mind of another. As a bonus action, choose one creature you can see within 30 feet of you. You and the chosen creature can speak telepathically with each other while the two of you are within a number of miles of each other equal to your Charisma modifier (minimum of 1 mile). To understand each other, you each must speak mentally in a language the other knows. The telepathic connection lasts for a number of minutes equal to your sorcerer level. It ends early if you are incapacitated or die or if you use this ability to form a connection with a different creature.

## Darkvision

Thanks to your elf blood, you have superior vision in dark and dim Conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only Shades of Gray.

## Fey Ancestry

You have advantage on Saving Throws against being Charmed, and magic can't put you to sleep.

## Drow Magic

You know the Dancing Lights cantrip. When you reach 3rd Level, you can cast the Faerie Fire spell once with this trait and regain the ability to do so when you finish a Long Rest. When you reach 5th Level, you can cast the Darkness spell once with this trait and regain the ability to do so when you finish a Long Rest. Charisma is your Spellcasting Ability for these Spells.

## Library Access

Though others must often endure extensive interviews and significant fees to gain access to even the most common archives in your library, you have free and easy access to the majority of the library, though it might also have repositories of lore that are too valuable, magical, or secret to permit anyone immediate access. You have a working knowledge of your cloister's personnel and bureaucracy, and you know how to navigate those connections with some ease. Additionally, you are likely to gain preferential treatment at other libraries across the Realms, as professional courtesy shown to a fellow scholar.

## Flexible Casting

You can use your sorcery points to gain additional spell slots, or sacrifice spell slots to gain additional sorcery points. You learn other ways to use your sorcery points as you reach higher levels. Creating Spell Slots. You can transform unexpended sorcery 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. A 1st level Spell Slot cost 2 Sorcery Points A 2nd level Spell Slot cost 3 Sorcery Points A 3rd level Spell Slot cost 5 Sorcery Points A 4th level Spell Slot cost 6 Sorcery Points A 5th level Spell Slot cost 7 Sorcery Points Converting a Spell Slot to Sorcery Points. As a bonus action on your turn, you can expend one spell slot and gain a number of sorcery points equal to the slot's level.

## Magical Guidance

You can tap into your inner wellspring of magic to try to conjure success from failure. When you make an ability check that fails, you can spend 1 sorcery point to reroll the d20, and you must use the new roll, potentially turning the failure into a success.

## Metamagic: Twinned Spell

When you cast a spell that targets only one creature and doesn't have a range of self, you can spend a number of sorcery points equal to the spell's level to target a second creature in range with the same spell (1 sorcery point if the spell is a cantrip).

## Metamagic: Quicken Spell

When you cast a spell that has a casting time of 1 action, you can spend 2 sorcery points to change the casting time to 1 bonus action for this casting.

## Metamagic: Careful Spell

When you cast a spell that forces other creatures to make a saving throw, you can protect some of those creatures from the spell's full force. To do so, you spend 1 sorcery point and choose a number of those creatures up to your Charisma modifier (minimum of one creature). A chosen creature automatically succeeds on its saving throw against the spell.

## Metamagic: Empowered Spell

When you roll damage for a spell, you can spend 1 sorcery point to reroll a number of the damage dice up to your Charisma 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.

## Metamagic Adept

You've learned how to exert your will on your spells to alter how they function: You learn two Metamagic options of your choice from the sorcerer class. You can use only one Metamagic option on a spell when you cast it, unless the option says otherwise. Whenever you reach a level that grants the Ability Score Improvement feature, you can replace one of these Metamagic options with another one from the sorcerer class. You gain 2 sorcery points to spend on Metamagic (these points are added to any sorcery points you have from another source but can be used only on Metamagic). You regain all spent sorcery points when you finish a long rest.

# SPELLS

## Chill Touch

Necromancy cantrip

**Casting Time:** 1 action

**Range:** 120 feet

**Target:** The space of a creature within range

**Components:** V S

**Duration:** 1 round

**Description:**

You create a ghostly, skeletal hand in the space of a creature within range. Make a ranged spell attack against the creature to assail it with the chill of the grave. On a hit, the target takes 1d8 necrotic damage, and it can't regain hit points until the start of your next turn. Until then, the hand clings to the target. If you hit an undead target, it also has disadvantage on attack rolls against you until the end of your next turn. This spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

## Dancing Lights

Evocation cantrip

**Casting Time:** 1 action

**Range:** 120 feet

**Target:** Four points within range

**Components:** V S M

**Duration:** ConcentrationUp to 1 minute

**Description:**

You create up to four torch-sized lights within range, making them appear as torches, lanterns, or glowing orbs that hover in the air for the duration. You can also combine the four lights into one glowing vaguely humanoid form of Medium size. Whichever form you choose, each light sheds dim light in a 10-foot radius. As a bonus action on your turn, you can move the lights up to 60 feet to a new spot within range. A light must be within 20 feet of another light created by this spell, and a light winks out if it exceeds the spell's range.

## Infestation

Conjuration cantrip

**Casting Time:** 1 action

**Range:** 30 feet

**Target:** One creature you can see within range

**Components:** V S M

**Duration:** Instantaneous

**Description:**

You cause a cloud of mites, fleas, and other parasites to appear momentarily on one creature you can see within range. The target must succeed on a Constitution saving throw, or it takes 1d6 poison damage and moves 5 feet in a random direction if it can move and its speed is at least 5 feet. Roll a d4 for the direction: 1, north; 2, south; 3, east; or 4, west. This movement doesn't provoke opportunity attacks, and if the direction rolled is blocked, the target doesn't move. The spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

## Mending

Transmutation cantrip

**Casting Time:** 1 minute

**Range:** Touch

**Target:** A single break or tear in an object you touch

**Components:** V S M

**Duration:** Instantaneous

**Description:**

This spell repairs a single break or tear in an object you touch, such as a broken chain link, two halves of a broken key, a torn cloak, or a leaking wineskin. As long as the break or tear is no larger than 1 foot in any dimension, you mend it, leaving no trace of the former damage. This spell can physically repair a magic item or construct, but the spell can't restore magic to such an object.

## Message

Transmutation cantrip

**Casting Time:** 1 action

**Range:** 120 feet

**Target:** A creature within range

**Components:** V S M

**Duration:** 1 round

**Description:**

You point your finger toward a creature within range and whisper a message. The target (and only the target) hears the message and can reply in a whisper that only you can hear. You can cast this spell through solid objects if you are familiar with the target and know it is beyond the barrier. Magical silence, 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood blocks the spell. The spell doesn't have to follow a straight line and can travel freely around corners or through openings.

## Mind Sliver

Enchantment cantrip

**Casting Time:** 1 action

**Range:** 60 feet

**Target:**

**Components:** V

**Duration:** 1 round

**Description:**

You drive a disorienting spike of psychic energy into the mind of one creature you can see within range. The target must succeed on an Intelligence saving throw or take 1d6 psychic damage and subtract 1d4 from the next saving throw it makes before the end of your next turn. This spell's damage increases by 1d6 when you reach certain levels: 5th level (2d6), 11th level (3d6), and 17th level (4d6).

## Minor Illusion

Illusion cantrip

**Casting Time:** 1 action

**Range:** 30 feet

**Target:** See text

**Components:** S M

**Duration:** 1 minute

**Description:**

You create a sound or an image of an object within range that lasts for the duration. The illusion also ends if you dismiss it as an action or cast this spell again. If you create a sound, its volume can range from a whisper to a scream. It can be your voice, someone else's voice, a lion's roar, a beating of drums, or any other sound you choose. The sound continues unabated throughout the duration, or you can make discrete sounds at different times before the spell ends. If you create an image of an object—such as a chair, muddy footprints, or a small chest—it must be no larger than a 5-foot cube. The image can't create sound, light, smell, or any other sensory effect. Physical interaction with the image reveals it to be an illusion, because things can pass through it. If a creature uses its action to examine the sound or image, the creature can determine that it is an illusion with a successful Intelligence (Investigation) check against your spell save DC. If a creature discerns the illusion for what it is, the illusion becomes faint to the creature.

## Arms of Hadar

Conjuration 1

**Casting Time:** 1 action

**Range:** Self (10-foot radius)

**Target:** All creatures within 10 feet of you

**Components:** V S

**Duration:** Instantaneous

**Description:**

You invoke the power of Hadar, the Dark Hunger. Tendrils of dark energy erupt from you and batter all creatures within 10 feet of you. Each creature in that area must make a Strength saving throw. On a failed save, a target takes 2d6 necrotic damage and can't take reactions until its next turn. On a successful save, the creature takes half damage, but suffers no other effect.

***At Higher Levels:*** When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.

## Dissonant Whispers

Enchantment 1

**Casting Time:** 1 action

**Range:** 60 feet

**Target:** One creature of your choice within range

**Components:** V

**Duration:** Instantaneous

**Description:**

You whisper a discordant melody that only one creature of your choice within range can hear, wracking it with terrible pain. The target must make a Wisdom saving throw. On a failed save, it takes 3d6 psychic damage and must immediately use its reaction, if available, to move as far as its speed allows away from you. The creature doesn't move into obviously dangerous ground, such as a fire or a pit. On a successful save, the target takes half as much damage and doesn't have to move away. A deafened creature automatically succeeds on the save.

***At Higher Levels:*** When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.

### faerie fire

Evocation 1

**Casting Time:** 1 action

**Range:** 60 feet

**Target:** Each object in a 20-foot cube within range

**Components:** V

**Duration:** ConcentrationUp to 1 minute

#### Description:

Each object in a 20-foot cube within range is outlined in blue, green, or violet light (your choice). Any creature in the area when the spell is cast is also outlined in light if it fails a Dexterity saving throw. For the duration, objects and affected creatures shed dim light in a 10-foot radius. Any attack roll against an affected creature or object has advantage if the attacker can see it, and the affected creature or object can't benefit from being invisible.

### Mage Armor

Abjuration 1

**Casting Time:** 1 action

**Range:** Touch

**Target:** A willing creature who isn't wearing armor

**Components:** V S M

**Duration:** 8 hours

#### Description:

You touch a willing creature who isn't wearing armor, and a protective magical force surrounds it until the spell ends. The target's base AC becomes 13 + its Dexterity modifier. The spell ends if the target dons armor or if you dismiss the spell as an action.

### Ray of Sickness

Necromancy 1

**Casting Time:** 1 action

**Range:** 60 feet

**Target:** A creature within range

**Components:** V S

**Duration:** Instantaneous

#### Description:

A ray of sickening greenish energy lashes out toward a creature within range. Make a ranged spell attack against the target. On a hit, the target takes 2d8 poison damage and must make a Constitution saving throw. On a failed save, it is also poisoned until the end of your next turn.

**At Higher Levels:** When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8 for each slot level above 1st.

### Shield

Abjuration 1

**Casting Time:** 1 reaction, which you take when you are hit by an attack or targeted by the magic missile spell

**Range:** Self

**Target:** Self

**Components:** V S

**Duration:** 1 round

#### Description:

An invisible barrier of magical force appears and protects you. Until the start of your next turn, you have a +5 bonus to AC, including against the triggering attack, and you take no damage from magic missile.

### Calm Emotions

Enchantment 2

**Casting Time:** 1 action

**Range:** 60 feet

**Target:** Each humanoid in a 20-foot-radius sphere centered on a point you choose within range

**Components:** V S

**Duration:** ConcentrationUp to 1 minute

#### Description:

You attempt to suppress strong emotions in a group of people. Each humanoid in a 20-foot-radius sphere centered on a point you choose within range must make a Charisma saving throw; a creature can choose to fail this saving throw if it wishes. If a creature fails its saving throw, choose one of the following two effects. You can suppress any effect causing a target to be charmed or frightened. When this spell ends, any suppressed effect resumes, provided that its duration has not expired in the meantime. Alternatively, you can make a target indifferent about creatures of your choice that it is hostile toward. This indifference ends if the target is attacked or harmed by a spell or if it witnesses any of its friends being harmed. When the spell ends, the creature becomes hostile again, unless the DM rules otherwise.

### darkness

Evocation 2

**Casting Time:** 1 action

**Range:** 60 feet

**Target:** A point you choose within range

**Components:** V M

**Duration:** ConcentrationUp to 10 minutes

#### Description:

Magical darkness spreads from a point you choose within range to fill a 15-foot-radius sphere for the duration. The darkness spreads around corners. A creature with darkvision can't see through this darkness, and nonmagical light can't illuminate it. If the point you choose is on an object you are holding or one that isn't being worn or carried, the darkness emanates from the object and moves with it. Completely covering the source of the darkness with an opaque object, such as a bowl or a helm, blocks the darkness. If any of this spell's area overlaps with an area of light created by a spell of 2nd level or lower, the spell that created the light is dispelled.

### Detect Thoughts

Divination 2

**Casting Time:** 1 action

**Range:** Self

**Target:** Self

**Components:** V S M

**Duration:** ConcentrationUp to 1 minute

#### Description:

For the duration, you can read the thoughts of certain creatures. When you cast the spell and as your action on each turn until the spell ends, you can focus your mind on any one creature that you can see within 30 feet of you. If the creature you choose has an Intelligence of 3 or lower or doesn't speak any language, the creature is unaffected. You initially learn the surface thoughts of the creature—what is most on its mind in that moment. As an action, you can either shift your attention to another creature's thoughts or attempt to probe deeper into the same creature's mind. If you probe deeper, the target must make a Wisdom saving throw. If it fails, you gain insight into its reasoning (if any), its emotional state, and something that looms large in its mind (such as something it worries over, loves, or hates). If it succeeds, the spell ends. Either way, the target knows that you are probing into its mind, and unless you shift your attention to another creature's thoughts, the creature can use its action on its turn to make an Intelligence check contested by your Intelligence check; if it succeeds, the spell ends. Questions verbally directed at the target creature naturally shape the course of its thoughts, so this spell is particularly effective as part of an interrogation. You can also use this spell to detect the presence of thinking creatures you can't see. When you cast the spell or as your action during the duration, you can search for thoughts within 30 feet of you. The spell can penetrate barriers, but 2 feet of rock, 2 inches of any metal other than lead, or a thin sheet of lead blocks you. You can't detect a creature with an Intelligence of 3 or lower or one that doesn't speak any language. Once you detect the presence of a creature in this way, you can read its thoughts for the rest of the duration as described above, even if you can't see it, but it must still be within range.

### Hold Person

Enchantment 2

**Casting Time:** 1 action

**Range:** 60 feet

**Target:** A humanoid that you can see within range

**Components:** V S M

**Duration:** ConcentrationUp to 1 minute

#### Description:

Choose a humanoid that you can see within range. The target must succeed on a Wisdom saving throw or be paralyzed for the duration. At the end of each of its turns, the target can make another Wisdom saving throw. On a success, the spell ends on the target.

**At Higher Levels:** When you cast this spell using a spell slot of 3rd level or higher, you can target an additional humanoid for each slot level above 2nd. The humanoids must be within 30 feet of each other when you target them.

### Dispel Magic

Abjuration 3

**Casting Time:** 1 action

**Range:** 120 feet

**Target:** One creature, object, or magical effect within range

**Components:** V S

**Duration:** Instantaneous

#### Description:

Choose one creature, object, or magical effect within range. Any spell of 3rd level or lower on the target ends. For each spell of 4th level or higher on the target, make an ability check using your spellcasting ability. The DC equals 10 + the spell's level. On a successful check, the spell ends.

**At Higher Levels:** When you cast this spell using a spell slot of 4th level or higher, you automatically end the effects of a spell on the target if the spell's level is equal to or less than the level of the spell slot you used.

### Fireball

Evocation 3

**Casting Time:** 1 action

**Range:** 150 feet

**Target:** A point you choose within range

**Components:** V S M

**Duration:** Instantaneous

#### Description:

A bright streak flashes from your pointing finger to a point you choose within range and then blossoms with a low roar into an explosion of flame. Each creature in a 20-foot-radius sphere centered on that point must make a Dexterity saving throw. A target takes 8d6 fire damage on a failed save, or half as much damage on a successful one. The fire spreads around corners. It ignites flammable objects in the area that aren't being worn or carried.

**At Higher Levels:** When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for each slot level above 3rd.

### Hunger of Hadar

Conjuration 3

**Casting Time:** 1 action

**Range:** 150 feet

**Target:** A point within range

**Components:** V S M

**Duration:** Concentration Up to 1 minute

#### Description:

You open a gateway to the dark between the stars, a region infested with unknown horrors. A 20-foot-radius sphere of blackness and bitter cold appears, centered on a point with range and lasting for the duration. This void is filled with a cacophony of soft whispers and slurping noises that can be heard up to 30 feet away. No light, magical or otherwise, can illuminate the area, and creatures fully within the area are blinded. The void creates a warp in the fabric of space, and the area is difficult terrain. Any creature that starts its turn in the area takes 2d6 cold damage. Any creature that ends its turn in the area must succeed on a Dexterity saving throw or take 2d6 acid damage as milky, otherworldly tentacles rub against it.

### Sending

Evocation 3

**Casting Time:** 1 action

**Range:** Unlimited

**Target:** A creature with which you are familiar

**Components:** V S M

**Duration:** 1 round

#### Description:

You send a short message of twenty-five words or less to a creature with which you are familiar. The creature hears the message in its mind, recognizes you as the sender if it knows you, and can answer in a like manner immediately. The spell enables creatures with Intelligence scores of at least 1 to understand the meaning of your message. You can send the message across any distance and even to other planes of existence, but if the target is on a different plane than you, there is a 5 percent chance that the message doesn't arrive.