

Rakhari

CHARACTER NAME

Kazarim 8

CLASS & LEVEL

Human

RACE

Soda Jerk

BACKGROUND

LN

ALIGNMENT

Lucia

PLAYER NAME

35,000

EXPERIENCE POINTS

+3

PROFICIENCY BONUS

INSPIRATION

+1

- SAVING THROWS
- ATHLETICS

13

STRENGTH

+3

- SAVING THROWS
- ACROBATICS
- SLEIGHT OF HAND
- STEALTH

17

DEXTERITY

+3

- SAVING THROWS

16

CONSTITUTION

+2

- SAVING THROWS
- +5 ARCANA
- HISTORY
- INVESTIGATION
- NATURE
- RELIGION

15

INTELLIGENCE

+6

- +9 SAVING THROWS
- ANIMAL HANDLING
- +9 INSIGHT
- MEDICINE
- +9 PERCEPTION
- SURVIVAL

23

WISDOM

+4

- +7 SAVING THROWS
- DECEPTION
- INTIMIDATION
- PERFORMANCE
- +7 PERSUASION

19

CHARISMA

16

PASSIVE WISDOM (PERCEPTION)

15

ARMOR CLASS

+3

INITIATIVE

30

SPEED

HIT POINT MAXIMUM 85

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 8d10

8

HIT DICE

SUCCESSES



FAILURES



DEATH SAVES

You are an easygoing trickster.

PERSONALITY TRAITS

Humans are the natural masters of creation.

IDEALS

You would do anything to protect humanity's interests against other species.

BONDS

Sometimes you take jokes too far, as you are unable to differentiate between a harmless joke and an abusive prank.

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Rapier

+7

1d8+4

Spell attack: +7

Spell save DC: 15

ATTACKS & SPELLCASTING

Power points: 8 / 8

YOUR THOUGHT ARE MY THOUGHTS: As an action, touch a living target. If the target is alive with more than 0 HP, the target must make an INT save. If failed, you drain 1 pt. of INT from the target and gain one Power Point.

SOW DISCORD: As an action, spend X Power Points to make a ranged spell attack on X targets. Each target hit must roll an INT save. Those that fail take Xd6 psychic damage and view a random target as their enemy until the next turn.

DO ME A FAVOR: As an action, spend a power point to make a ranged spell attack on a target you can see. On a hit, that target becomes suggestible. You can issue a 2-word mental command to that target, & the target will do everything it can to fulfill that command until the beginning of your next turn.

C'MERE: As a bonus action, spend a power point to attempt to beguile a target you can see

FEATURES & TRAITS

- sound recording
- investment banking
- engineering tools
- artisanal banana floats
- hydrodynamics
- psychomanipulation

OTHER PROFICIENCIES & LANGUAGES

- a medallion in the shape of a key (illuminate as a bonus action, per the light spell)

PUPPET: As an action, spend a power point to make a ranged spell attack. On a hit, the target takes 2d6 psychic damage & must do a CHR save. If the save fails, you dominate the target. For as long as you concentrate, you can take one or both of your actions using that target instead of your own character.

The target must make an INT save or be beguiled for as long as you concentrate. Beguiled targets are compelled to use all their actions to come to your side & remain there passively until you lose concentration, saving at the end of each of its turns.

EQUIPMENT & CHARACTER NOTES