



Rusya Starfall

HOUSE ARCANE - SORCERER

Power doesn't make me right.
I just happen to be correct to begin with.

Rusya had seven sisters, all infinitely more gifted in the arcane arts. But with a flick and a thought, Rusya was able to call on a different power — an internal well of energies they knew did not belong to them. The origin of this power is still a mystery.

Since arriving at the Academy, Rusya has struggled between their Starfall heritage and family expectations. In class, Rusya always seems to be hovering just above the rest in ability and talent — and, although they hate to admit it, they aren't quite sure how. In secret, they're always searching for answers on the source and origin of Starfall family power, and the hushed rumours of links to the Grand Academy's founders.

Action Reference Guide

IN ONE ROUND YOU MAY TAKE

ONE MOVE ACTION



Move up to your speed on your turn. Movement can be interrupted to perform any other action then finished afterwards.

ONE ACTION



Attack with a weapon or cast a spell.



Two-Weapon Fighting allows two attacks using a pair of light weapons, using your Bonus Action.



Grapple a foe with a free hand. Using your Athletics vs their Athletics or Acrobatics.



Dash allows you to move up to your speed, in addition to your move action.



Disengage from your melee with a foe. Your movement no longer provokes attacks for this turn.



Dodge to focus on defense. Attacks made against you have disadvantage.



Help gives an ally advantage to an ability check or attack.



Hide gives you an advantage to attacking visible foes and them disadvantage to hit you.



Ready an Action performs a single action later in a round, using your Reaction, once a trigger occurs.



Search devotes your turn to finding something. This may require a Perception or Investigation check.



Shove lets you push a foe back 5 feet or knock them prone using Athletics vs their Athletics or Acrobatics.



Use an object lets you activate or interact with an item that takes an entire action to function.

ONE REACTION (IF TRIGGERED)



You can use a reaction once at any point during the round until it is your turn again.

- perform a single attack of opportunity.
- Using a Readied Action that has been triggered.
- Some spells can only be used as a Reaction.

ONE INTERACTION

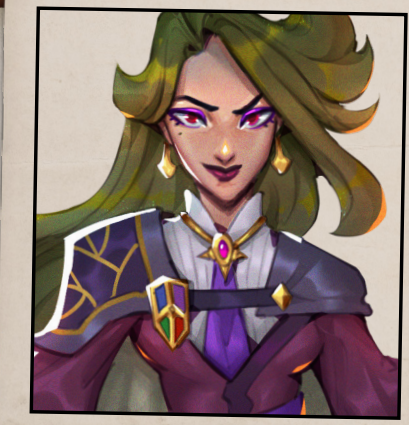


A short amount of speaking and a simple action (e.g. drawing a weapon).

ONE BONUS ACTION (WHEN GRANTED)



Many class and heritage features are performed as a bonus action on your turn. These will be specified as such.



Name Rusya Starfall Class Sorcerer Level _____

Human

HERITAGE

Find something your inner power doesn't make easier.

BEST FRIEND

Uncover the link between the Academy and their family's magical power.

RIVAL

SHORT TERM GOAL

LONG TERM GOAL



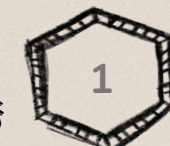
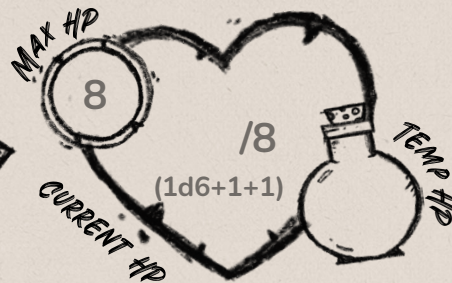
ARMOUR CLASS



INITIATIVE



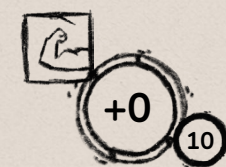
SPEED



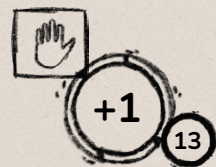
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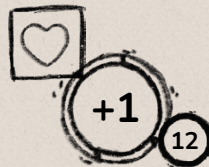
DEATH SAVES



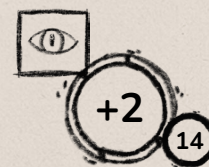
STRENGTH



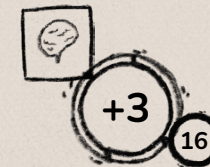
DEXTERITY



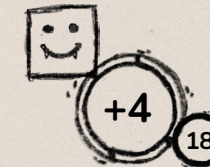
CONSTITUTION



WISDOM



INTELLIGENCE



CHARISMA

The StarFall Necklace. The Necklace is your arcane focus. You can, as a free ACT, cause the necklace to shed bright light up to 10ft and dim light up to 20ft.

ANCESTRAL ITEM

Strength

Dexterity

+3 Constitution

Intelligence

Wisdom

+6 Charisma

SAVING THROWS

LANGUAGES

Common, Draconic and 3 additional languages

ATTACKS

Dagger. Melee or Thrown. 5ft reach or 20/60ft. +3 to hit. 1d4+1 PIERC DMG.
Sling. 30ft/120ft. +3 to hit. 1d4+1 BLDG DMG.

EQUIPMENT



CP SP GP

FEATURES & TRAITS

Academy Student. When reduced to 0 HP they can immediately spend any number of hit dice as if during a short rest. The student cannot use this feature again until they have gained a level.

House Badge. Arcane. Once per Short Rest you can roll a single d20 when making a spell ATTK or a SAVE against a spell, or spell-like effect. You must use the new result.

Sorcerous Origin. Choose one or **Draconic Bloodline:**

- Gold or Red. Resistant to Fire Damage.

House Badge
The Starfall Necklace
Sling,
20 Pieces of Ammunition
Explorer's Pack
2 Daggers

SPELLCASTING

Cantrips

- Fire bolt.** 1 ACT. Ranged, +6 to hit, on hit 1d10 FIRE DMG.
- Message.** 1 ACT, Range 120ft, you whisper a message that only one creature you pick within range can hear and can respond. Only you can hear the response.
- Shocking Grasp.** 1 ACT. Melee, +6 to hit, on hit 1d8 LIGHT DMG, ADV on ATTK if target wearing metal armour.
- Minor Illusion.** 1 ACT, range 30ft, creature a sound or image of an object within range which lasts for 1 minute. Ends early if cast again.

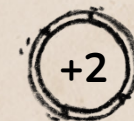
1st level

- Burning Hands.** 1 ACT, all creatures in a 15ft. cone must make a DC 14 DE saving throw, suffering 3d6 fire DMG on a FAIL or half as much on a SUC.
- Shield.** 1 REACT, when you are hit by an attack, +5 to your AC for 1 round. Causes the Magic Missile spell to miss.



Skills (Proficient)

- +5 (INT) Arcana
- +5 (INT) History
- +4 (WIS) Insight
- +6 (CHA) Intimidation



PROFICIENCY BONUS



PASSIVE PERCEPTION



INSPIRATION

Spellcasting

Know two spells from the sorcerer list and four cantrips. Two 1st level spell slots, Long Rest.

Character Levelling

LEVEL II

1ST

HP: Increase current and maximum HP by 6 (to 14), gain 1 additional hit dice (2d6 total).

Features and Abilities:

Font of Magic. 2 Sorcery Points (SP). Flexible Casting, BA. Convert 2SP to regain a 1st Level Spell Slot. (3SP for 2nd Level Spell Slot).
Spellcasting. Learn one additional spell. You can swap a known spell for a different one. One additional 1st level spell slot.

LEVEL III

1ST 2ND

HP: Increase current and maximum HP by 6 (to 20), gain 1 additional hit dice (3d6 total)

Metamagic.

Pick 2 or use:
Quickened Spell. 2SP. Cast a spell that has a casting time of 1 ACT as a BA instead.
Twinned Spell. Spend SP cost per spell level, 1SP for cantrips. When you cast a spell that doesn't have a range of self, you can target a second creature with the same spell. (Cannot be a spell that targets more than one creature).

Features and Abilities:

Spellcasting: Learn one additional spell. You can swap a known spell for a different one. One additional 1st level spell slot and two 2nd level slots.

Ancestral Item: Necklace. When you cast a spell (including cantrips) it overcomes any resistances the target has to the spell's damage.