

# Seldor Lamontal

He/Him

Lv. 3 Cloud Scholar Truescale Sorceror

+ I  
INIT.

30 ft  
SPEED.

+ 2  
Proficiency  
Bonus

ARMOR CLASS

14

Exhaustion

Max  
20

Hit Points  
Current

Temp

Type  
d8

Hit Dice  
Used

Max  
3

Luck

success

Death Saves

failure

+ O  
STR  
10  
save  
+ O

+ I  
DEX  
12  
save  
+ I

+ 2  
CON  
14  
save  
+ 4

+ I  
INT  
12  
save  
+ I

+ I  
WIS  
12  
save  
+ I

+ 3  
CHA  
16  
save  
+ 5



Skills

- ☐ +1 Acrobatics (Dex)
- ☐ +1 Animal Handling (Wis)
- ☒ +3 Arcana (Int)
- ☐ +0 Athletics (Str)
- ☐ +3 Deception (Cha)
- ☒ +3 History (Int)
- ☒ +3 Insight (Wis)
- ☐ +3 Intimidation (Cha)
- ☐ +1 Investigation (Int)
- ☐ +1 Medicine (Wis)
- ☒ +3 Nature (Int)
- ☐ +1 Perception (Wis)
- ☐ +3 Performance (Cha)
- ☒ +5 Persuasion (Cha)
- ☐ +1 Religion (Int)
- ☐ +1 Sleight of Hand (Dex)
- ☐ +1 Stealth (Dex)
- ☐ +1 Survival (Wis)

Weapon	To Hit	Damage	Range
Light Crossbow	+3	1d8+1	80/320
Fire Bolt	+6	1d10	120
Ray of Frost	+6	1d8	60
Shocking Grasp	+6	1d8	melee

Inventory

Burglar's Pack	Grappling Hook
Studded Leather	Traveler's Clothing
Thieve's Tools	Chalk

Wealth

10 GP

Class Features

**Sorcery Points:**  
As a bonus action, you can expend one Arcane spell slot and gain a number of sorcery points equal to the spell slot's circle.  
As a bonus action you can spend 2 sorcery points to gain a 1st circle spell slot, or 3 sorcery points to gain a 2nd circle spell slot.

**Metamagic - Careful Spell:**  
When you cast a spell that forces creatures to make a save, you can spend 1 sorcery point to exclude some of them from the effect. When you do, choose 2 creatures to automatically succeed on their save and take no damage from the spell.

**Metamagic - Empowered Spell:**  
When you roll damage for a spell, you can spend 1 sorcery point to reroll up to 3 damage dice. You must use the new roll results.

**Chaos Manifestation:**  
When you reduce one or more creatures to 0 HP or score a critical hit with a spell attack, the chaos within you manifests in a random way. To determine the effect, roll a d6 and consult the Chaos Manifestation table. Once you trigger a benefit, you can't trigger another before the start of your next turn.

**Volatile Magic:**  
When you cast a spell of 1st circle or higher, you must roll a d20 against your volatile save DC (17 + spell circle). On a failure, the spell's effects happen, but the spell becomes volatile, and you must roll on the Volatile Spell Effect table to determine any additional effects the spell has. You can spend Luck, as normal, on the d20 roll to determine whether your magic is volatile. However, if you make a volatile magic roll while you have 0 Luck, roll twice and take the higher result.

Talents & Traits

**School Specialization - Evocation:**  
- When you cast spells of your chosen school, your spell attack bonus and spell save DC are both increased by 1.  
- When you spend two or more sorcery points while casting a spell of that school, you regain 1 sorcery point at the end of your turn.

**Darkvision:**  
You have darkvision to a range of 60 feet.

**Truescale:**  
Your naturally thick scales provide significant protection. You have a natural AC of 13 + your DEX modifier. In addition, you have resistance to acid damage.

**Touch of Magic:**  
You can cast your Shield spell once per long rest without using a spell slot.

# Seldor Lamontal

Arcane Spell List

CHA  
Spellcasting  
Ability

13  
Save DC

+5  
Bonus

1st Circle Spell Slots      
2nd Circle Spell Slots  

## Fire Bolt

Arcane Cantrip (Evocation)  
Casting Time: 1 action  
Range: 120 feet  
Components: V, S  
Duration: Instantaneous  
You hurl a mote of fire at a creature or object within range. Make a ranged spell attack against the target. On a hit, the target takes 1d10 fire damage. A flammable object hit by this spell ignites if it isn't being worn or carried.

## Mage Hand

Arcane Cantrip (Conjuration)  
Casting Time: 1 action  
Range: 30 feet  
Components: V, S  
Duration: 1 Minute  
A spectral, floating hand appears at a point you choose within range. You can use your action to control the hand. You can move the hand up to 30 feet each time you use it. The hand can't attack, activate magic items, or carry more than 10 pounds.

## Ray of Frost

Arcane Cantrip (Evocation)  
Casting Time: 1 action  
Range: 60 feet  
Components: V, S  
Duration: Instantaneous  
A frigid beam of blue-white light streaks toward a creature within range. Make a ranged spell attack against the target. On a hit, it takes 1d8 cold damage, and its speed is reduced by 10 feet until the start of your next turn.

## Shocking Grasp

Arcane Cantrip (Evocation)  
Casting Time: 1 action  
Range: Touch  
Components: V, S  
Duration: Instantaneous  
Make a melee spell attack against the target. You have advantage on the attack roll if the target is wearing metal armor or armor that lacks the Natural Materials property. On a hit, the target takes 1d8 lightning damage, and it can't take reactions until the start of its next turn.

## Magic Missile

1st-Circle Arcane (Evocation)  
Casting Time: 1 action  
Range: 120 feet  
Components: V, S  
Duration: Instantaneous  
You create three darts that each hit a creature of your choice you can see within range. You can choose whether the darts hit the same creature or different creatures. Each dart deals 1d4 + 1 force damage to its target. When you cast this spell using a spell slot of 2nd circle, it creates one additional dart.

## Shield

1st-Circle Arcane (Abjuration)  
Casting Time: 1 reaction  
Range: Self  
Components: V, S  
Duration: 1 round  
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 darts created by the magic missile spell.

## Sleep

1st-Circle Arcane (Enchantment)  
Casting Time: 1 action  
Range: 90 feet  
Components: V, S, M  
Duration: 1 minute  
Roll 8d8; the result is how many hit points of creatures this spell can affect. Creatures within 20 feet of a point you choose within range are affected in ascending order of their current hit points. Starting with the creature that has the lowest current hit points, each creature affected by this spell falls unconscious until the spell ends, the sleeper takes damage, or someone uses an action to shake or slap the sleeper awake.

## Thunderwave

1st-Circle Arcane (Evocation)  
Casting Time: 1 action  
Range: Self (15-foot cube)  
Components: V, S  
Duration: Instantaneous  
A wave of thunderous force sweeps out from you. Each creature in a 15-foot cube originating from you must make a CON save. On a failed save, a creature takes 2d8 thunder damage and is pushed 10 feet away from you. On a successful save, the creature takes half as much damage and isn't pushed. At 2nd circle: 3d8 damage.

## Shatter

2nd-Circle Arcane (Evocation)  
Casting Time: 1 action  
Range: 60 feet  
Components: V, S, M (a chip of mica)  
Duration: Instantaneous  
Each creature in a 10-foot-radius sphere centered on a point in range must make a CON save. A creature takes 3d8 thunder damage on a failed save, or half as much damage on a success. A creature made of inorganic material has disadvantage on this save.

## Misty Step

2nd-Circle Arcane (Conjuration)  
Casting Time: 1 bonus action  
Range: Self  
Components: V  
Duration: Instantaneous  
You quickly teleport a short distance to a spot you can see. Briefly surrounded by silvery mist, you teleport up to 30 feet to an unoccupied space that you can see.

## Mirror Image

2nd-Circle Arcane (Illusion)  
Casting Time: 1 action  
Range: Self  
Components: V, S  
Duration: 1 minute  
Three illusory duplicates of yourself appear in your space. The duplicates move with you and mimic your actions, shifting position so it's impossible to track which image is real. Each time a creature targets you with an attack during the spell's duration, roll a d20 to determine whether the attack instead targets one of your duplicates. If you have three duplicates, you must roll a 6 or higher to change the attack's target to a duplicate. With two duplicates, you must roll an 8 or higher. With one duplicate, you must roll an 11 or higher. A duplicate's AC equals 10 + your DEX modifier. If an attack hits a duplicate, the duplicate is destroyed.

# Chaos Manifestation

d6	EFFECT
1	You become invisible until the end of your next turn. This invisibility ends early if you attack or cast a spell.
2	Threads of magic explode out from you, dealing 1d4 + your PB force damage to each creature within 30 feet of you of your choice.
3	You gain a +1 bonus to AC for each hostile creature within 30 feet of you that you can see, up to a number equal to your PB, until the end of your next turn.
4	Until the end of your next turn, you can move through creatures and objects as though they were difficult terrain. If you end your turn inside a creature or object, you take 4d10 force damage and are pushed to the nearest unoccupied space.
5	Until the end of your next turn, magical darkness pours out from you in a 10-foot-radius sphere. The darkness is centered on you and moves with you. You can see normally through this darkness.
6	You teleport to an unoccupied space within 60 feet of you that you can see. You must succeed on a DC 10 CON save or be stunned until the start of your next turn.