Neera

Character Name: Neera
Race: Half-Elf
Class: Sorcerer
Level: 7
Class & Level: Sorcerer 7
Player Name: 
Background: Hermit
(Milestone)
Experience Points: 

STRENGTH
+0
11

DEXTERITY
+3
17

CONSTITUTION
+2
14

INTELLIGENCE
+3
17

WISDOM
+0
10

CHARISMA
+0
11

Skills

- Acrobatics DEX (0)
- Animal Handling WIS (0)
- Arcana INT (0)
- Athletics STR (0)
- Deception CHA (0)
- History INT (0)
- Insight WIS (0)
- Intimidation CHA (0)
- Investigation INT (0)
- Medicine WIS (0)
- Nature INT (0)
- Perception WIS (0)
- Performance CHA (0)
- Persuasion CHA (0)
- Religion INT (0)
- Sleight of Hand DEX (0)
- Stealth DEX (0)
- Survival WIS (0)
- 
- 

Saving Throw Modifiers
- Strength +0
- Dexterity +3
- Constitution +2
- Intelligence +3
- Wisdom +0
- Charisma +0

Total Hit Points: 44
Current HP: 
Temp HP: 

Max HP: 

DEFENSES

Inspiration

DEFENSES

Savory Bonus

Senses:

- Hearing
- Smell
- Sight
- Taste
- Touch

Weapon Attacks & Cantrips

- Quarterstaff. +1
  Hit: +4
  Damage/Type: 1d6 + 1 Bludgeoning
  Notes: Simple, Versatile

- Unarmed Strike
  Hit: +3
  Damage/Type: 1 Bludgeoning
  Notes: 

ADVANCED RULES

Sorcery as a bonus action.

Reactions

- Bend Luck
  When another creature you can see makes an attack roll, an ability check, or a saving throw, you can use your reaction and spend 2 sorcery points to roll 1d4 and apply the number rolled as a bonus or penalty (your choice) to the creature’s roll. You can do so after the roll but before any effects occur.

- Mage Slayer Attack
  When a creature within 5 ft. of you casts a spell, you can use your reaction to make a melee weapon attack against that creature.
### SORCERER FEATURES

* Spellcasting • PHB 101
  You can cast known sorcerer spells using CHA as your spellcasting modifier (Spell DC 11, Spell Attack +3). You can use an arcane focus as a spellcasting focus.

* Sorcerer Origin • PHB 101
  | Wild Magic

* Wild Magic Surge • PHB 103
  Once per turn, the DM can have you roll a d20 immediately after you cast a sorcerer spell of 1st level or higher. If you roll a 1, roll on the Wild Magic Surge table to create a magical effect.

| Special

| Tides of Chaos • PHB 103
  Once per long rest, you can gain advantage on one attack roll, ability check, or saving throw. Before you regain use of this feature, the DM can have you roll on the Wild Magic Surge table after you cast a 1st level or higher spell. You then regain the use of this feature.

| 1 / Long Rest • Special

| Font of Magic • PHB 101
  You have 7 sorcery points that you regain when you finish a long rest. You can use your sorcery points to gain additional spell slots or sacrifice spell slots to gain additional sorcery points as a bonus action.

| Sorcery Points: 7 / Long Rest • 1 Action

| Convert Sorcery Points: 1 Bonus Action

* Metamagic • PHB 101
  You gain the ability to twist spells to suit your needs.

  | Empowered Spell • PHB
  When you roll damage for a spell, you can spend 1 sorcery point to reroll up to +1 of the dice. You must use the new rolls and you can use this option even if you've already used another Metamagic option.

  | Quickened Spell • PHB
  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.

  | Bend Luck • PHB 103
  When another creature can see makes an attack roll, an ability check, or a saving throw, you can use your reaction and spend 2 sorcery points to roll 1d4 and apply the number rolled as a bonus or penalty (your choice) to the creature's roll. You can do so after the roll but before any effects occur.

| 1 Reaction

### HALF-ELF RACIAL TRAITS

* Darkvision • PHB 39
  You can see in darkness (shades of gray) up to 60 ft.

* Fey Ancestry • PHB 39
  You have advantage on saving throws against being charmed, and magic can't put you to sleep.

* Skill Versatility • PHB 39
  You gain proficiency in two skills of your choice.

### FEATS

* Mage Slayer • PHB 168
  When a creature within 5 ft. of you casts a spell, you can use your reaction to make a melee weapon attack against that creature, and when you damage a creature that is concentrating on a spell, that creature has disadvantage on the saving throw it makes to maintain its concentration. You also have advantage on saving throws against spells cast by creatures within 5 ft. of you.

| Mage Slayer Attack: 1 Reaction

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# EQUIPMENT

<table>
<thead>
<tr>
<th>NAME</th>
<th>QTY</th>
<th>WEIGHT</th>
</tr>
</thead>
<tbody>
<tr>
<td>Quarterstaff, +1</td>
<td>1</td>
<td>4 lb.</td>
</tr>
<tr>
<td>Backpack</td>
<td>1</td>
<td>5 lb.</td>
</tr>
<tr>
<td>Bedroll</td>
<td>1</td>
<td>7 lb.</td>
</tr>
<tr>
<td>Clothes, Traveler's</td>
<td>1</td>
<td>4 lb.</td>
</tr>
<tr>
<td>Mess Kit</td>
<td>1</td>
<td>1 lb.</td>
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<tr>
<td>Pouch</td>
<td>1</td>
<td>1 lb.</td>
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<tr>
<td>Rations (1 day)</td>
<td>10</td>
<td>20 lb.</td>
</tr>
<tr>
<td>Rope, Hempen (50 feet)</td>
<td>1</td>
<td>10 lb.</td>
</tr>
<tr>
<td>Tinderbox</td>
<td>1</td>
<td>1 lb.</td>
</tr>
<tr>
<td>Torch</td>
<td>10</td>
<td>10 lb.</td>
</tr>
<tr>
<td>Waterskin</td>
<td>1</td>
<td>5 lb.</td>
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<tr>
<td>Alchemist's Supplies</td>
<td>1</td>
<td>8 lb.</td>
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<tr>
<td>Potion of Clairvoyance</td>
<td>1</td>
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<table>
<thead>
<tr>
<th>ATTUNED MAGIC ITEMS</th>
<th>QTY</th>
<th>WEIGHT</th>
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<tbody>
<tr>
<td></td>
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<table>
<thead>
<tr>
<th>WEIGHT CARRIED</th>
<th>76 lb.</th>
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<tbody>
<tr>
<td>ENCUMBERED</td>
<td>55 lb.</td>
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<tr>
<td>PUSH/DRAG/LIFT</td>
<td>330 lb.</td>
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</table>
Neera is allied with all wild mages (and she has known several, including Adoy, Barad Ding, Reginald, and Amanis). She has helped rescue a young girl named Mereth, and has also worked with Telana and her bird messenger at a hidden refuge for wild mages.

In her earlier years, she had once been tutored by the centaur, Frixis. And during her time hiding away in the forest, she hunted alongside a tressym companion named Ettin.

If asked about her past, Neera will explain how she wandered the Sword Coast enjoying an adventurer's life while evading the Order of Eight Staves, an organization dedicated to hunting wild mages. She talks less about her distant past, but alludes to an "interesting" childhood as her wild magic powers developed, and does not hide the fact she was once banished from the High Forest for her wild magic.

She will also tell of difficult times pursued by Red Wizards who wanted to study her talent for wild magic and kill her (not necessarily in that order). She seems more interested in the future—preferably a future where a fellow wild mage named Adoy no longer speaks in her mind. The constant voice nattering away in her head is clearly driving the young half-elf to distraction.

Neera is quick to laugh and chatter, perhaps a little glibly, but lashes out whenever she senses a threat to her autonomy. She is deeply invested in protecting other wild mages, and seems willing to risk almost everything to do so. Her spells are unpredictable but sometimes far more powerful than those of other spellcasters. Her personality seems just as unpredictable.

Neera knows of a hidden refuge for wild mages escaping the Red Wizards of Thay, located near the Wild Forest. Someday, she hopes to claim the place for a more permanent home for wild mages such as herself.
<table>
<thead>
<tr>
<th>Prep Spell Name</th>
<th>Source</th>
<th>Save/Atk</th>
<th>Time</th>
<th>Range</th>
<th>Comp</th>
<th>Duration</th>
<th>Page Ref</th>
<th>Notes</th>
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<tbody>
<tr>
<td><strong>--- Cantrips ---</strong></td>
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<tr>
<td>Control Flames</td>
<td>Sorcerer</td>
<td>--</td>
<td>1A</td>
<td>60 ft.</td>
<td>S</td>
<td>Instantaneous</td>
<td>EE 152</td>
<td>S</td>
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<tr>
<td>Dancing Lights &lt;C&gt;</td>
<td>Sorcerer</td>
<td>--</td>
<td>1A</td>
<td>120 ft.</td>
<td>V,S,M</td>
<td>1 Minute</td>
<td>PHB 230</td>
<td>D: 1m, V/S/M</td>
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<tr>
<td>Friends &lt;C&gt;</td>
<td>Sorcerer</td>
<td>--</td>
<td>1A</td>
<td>Self</td>
<td>S,M</td>
<td>1 Minute</td>
<td>PHB 244</td>
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<tr>
<td>Gust</td>
<td>Sorcerer</td>
<td>STR 11</td>
<td>1A</td>
<td>30 ft.</td>
<td>V,S</td>
<td>Instantaneous</td>
<td>EE 157</td>
<td>V/S</td>
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<tr>
<td>Prestidigitation</td>
<td>Sorcerer</td>
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<td>1A</td>
<td>10 ft.</td>
<td>V,S</td>
<td>1 Hour</td>
<td>PHB 267</td>
<td>D: 1h, V/S</td>
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<tr>
<td><strong>--- 1st Level ---</strong></td>
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<tr>
<td>Burning Hands</td>
<td>Sorcerer</td>
<td>DEX 11</td>
<td>1A</td>
<td>Self 15 ft. Cone</td>
<td>V,S</td>
<td>Instantaneous</td>
<td>PHB 220</td>
<td>15 ft. Cone, V/S</td>
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<tr>
<td>Chromatic Orb</td>
<td>Sorcerer</td>
<td>+3</td>
<td>1A</td>
<td>90 ft.</td>
<td>V,S,M</td>
<td>Instantaneous</td>
<td>PHB 221</td>
<td>V/S/M</td>
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<tr>
<td>Color Spray</td>
<td>Sorcerer</td>
<td>--</td>
<td>1A</td>
<td>Self 15 ft. Cone</td>
<td>V,S,M</td>
<td>1 Round</td>
<td>PHB 222</td>
<td>D: 1Rnd, 15 ft. Cone, V/S/M</td>
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<tr>
<td>Mage Armor</td>
<td>Sorcerer</td>
<td>--</td>
<td>1A</td>
<td>Touch</td>
<td>V,S,M</td>
<td>8 Hours</td>
<td>PHB 256</td>
<td>D: 8h, V/S/M</td>
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<tr>
<td>Magic Missile</td>
<td>Sorcerer</td>
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<td>1A</td>
<td>120 ft.</td>
<td>V,S</td>
<td>Instantaneous</td>
<td>PHB 257</td>
<td>V/S</td>
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<tr>
<td>Sleep</td>
<td>Sorcerer</td>
<td>--</td>
<td>1A</td>
<td>90 ft./30 ft. Sphere</td>
<td>V,S,M</td>
<td>1 Minute</td>
<td>PHB 276</td>
<td>D: 1m, 20 ft. Sphere, V/S/M</td>
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<tr>
<td><strong>--- 2nd Level ---</strong></td>
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<tr>
<td>Darkness &lt;C&gt;</td>
<td>Sorcerer</td>
<td>--</td>
<td>1A</td>
<td>60 ft./15 ft. Sphere</td>
<td>V,M</td>
<td>10 Minutes</td>
<td>PHB 230</td>
<td>D: 10m, 15 ft. Sphere, V/M</td>
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<tr>
<td>Hold Person &lt;C&gt;</td>
<td>Sorcerer</td>
<td>WIS 11</td>
<td>1A</td>
<td>60 ft.</td>
<td>V,S,M</td>
<td>1 Minute</td>
<td>PHB 251</td>
<td>D: 1m, V/S/M</td>
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</tbody>
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