

Hikaru (Radiance)

Half-elf Sorcerer 5 - CR 2

Neutral Good Humanoid; Deity: **Ni**; Background: **Sage**; Age: **26**; Height: **5' 6"**; Weight: **115lb.**

Ability	Score	Modifier	Saving Throw
STR STRENGTH	8	-1	-1
DEX DEXTERITY	16	+3	+3
CON CONSTITUTION	14	+2	+5
INT INTELLIGENCE	10	0	+0
WIS WISDOM	12	+1	+1
CHA CHARISMA	18	+4	+7

AC 16 **Initiative** +3 **Speed** 30 ft

Proficiency +3 **Inspiration**

HP 45 **HD** 5d6 **Death Saves**

Damage / Current HP	HD Used	Success/Fail

Number of Attacks 1

+1 Crossbow, Light

Ranged, both hands: **+7, 1d8+4** Rng: 80 ft./320 ft.
piercing Ammunition,
Loading, Two-
Handed

Dagger

Main hand: **+6, 1d4+3** Rng: 20 ft./60 ft.
Main w/ offhand: **+6, 1d4+3** Finesse, Light,
piercing Thrown

Offhand: **+6, 1d4** **piercing**

Ranged: **+6, 1d4+3** **piercing**

Ranged w/ offhand: **+6, 1d4+3**
piercing

Ranged offhand: **+6, 1d4**
piercing

Unarmed strike

Main hand: **+2, 1** **bludgeoning**



5th Edition SRD



Skill Name	Total	Ability	Prof	Temp
Acrobatics	+3	DEX (3)	-	
Animal Handling	+1	WIS (1)	-	
Arcana	+0	INT (0)	-	
Athletics	-1	STR (-1)	-	
Deception	+4	CHA (4)	-	
History	+0	INT (0)	-	
Insight	+1	WIS (1)	-	
Intimidation	+4	CHA (4)	-	
Investigation	+0	INT (0)	-	
Medicine	+1	WIS (1)	-	
Nature	+0	INT (0)	-	
Perception	+1	WIS (1)	-	
Performance	+4	CHA (4)	-	
Persuasion	+4	CHA (4)	-	
Religion	+0	INT (0)	-	
Sleight of Hand	+3	DEX (3)	-	
Stealth	+3	DEX (3)	-	
Survival	+1	WIS (1)	-	

Passive Perception: 11

Other Proficiencies:

Weapons: Crossbow, light; Dagger; Dart; Quarterstaff; Sling

Gear

**Total Weight Carried: 66 lbs,
(Maximum: 120 lbs)**

+1 Crossbow, Light	5 lbs
Arcane focus (crystal)	1 lb
Backpack (empty)	5 lbs
Bedroll	7 lbs
Dagger	1 lb
Mess kit	1 lb
Rations x10	20 lbs (10 @2 lbs)
Rope, hempen (50 feet)	10 lbs
Tinderbox	1 lb
Torch x10	10 lbs (10 @1 lb)
Waterskin	5 lbs

Special Abilities

Darkvision (60 feet)

Many creatures in fantasy gaming worlds, especially those that dwell underground, have darkvision. Within a specified range, a creature with darkvision can see in darkness as if the darkness were dim light, so areas of darkness are only lightly

Draconic Resilience

As magic flows through your body, it causes physical traits of your dragon ancestors to emerge. At 1st level, your hit point maximum increases by 1 and increases by 1 again whenever you gain a level in this class.

Dragon Ancestor (Brass)

At 1st level, you choose one type of dragon as your ancestor. The damage type associated with each dragon is used by features you gain later.

Fey Ancestry

You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Font of Magic

At 2nd level, you tap into a deep wellspring of magic within yourself. This wellspring is represented by sorcery points, which allow you to create a variety of magical effects.

Quickened 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.

Researcher

Whenever you attempt to learn or recall information or lore, if it's something unknown, you can usually find out where that information can be obtained. Usually from a library, scriptorium, university, a sage or another educated person or

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

Tracked Resources

Dagger	<input type="checkbox"/>
Rations	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Sorcery Points (5/long rest)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Torch	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Languages

Abyssal	Dwarvish
Common	Elvish
Draconic	Giant

Spell Slots

3rd level	<input type="checkbox"/> <input type="checkbox"/>
2nd level	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Experience & Wealth

Experience Points: 4/5

Current Cash: **You have no money!**

Role Playing

Personality Trait: Perfectionist - I'm a perfectionist in my trade. Anything worth doing is worth doing right.

Personality Trait: Profession - I will talk about my profession with anyone who will listen.

Ideal: Aspiration - I aim to be the best of the best within my craft.

Bond: Artisan - One day I plan on returning to my guild so that I can show them all that I am the greatest artisan of them all.

Flaw: Priceless - I am always seeking rare or priceless objects and will do anything to get my hands on them.

: Astronomer - Astronomer

Spell Slots

1st level ☐☐☐☐

Spells & Powers

Sorcerer spells known (CL 5th)

Spell Save DC 15 Spell Attack +7

3rd—*fireball*

2nd—*aganazzar's scorcher, mirror image, scorching ray*

1st—*magic missile, shield*

Cantrips—*acid splash, create bonfire, fire bolt, ray of frost, shocking grasp*

Other Spells & Powers

Feats, Bonus Spells:

Proficiencies Spells:

Hikaru (Radiance) – Abilities & Gear

Darkvision (60 feet)

Racial Ability, Senses (Half-Elf)

Many creatures in fantasy gaming worlds, especially those that dwell underground, have darkvision. Within a specified range, a creature with darkvision can see in darkness as if the darkness were dim light, so areas of darkness are only lightly obscured as far as that creature is concerned. However, the creature can't discern color in darkness, only shades of gray.

Fey Ancestry

Racial Ability (Half-Elf)

You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Researcher

Unknown

Whenever you attempt to learn or recall information or lore, if it's something unknown, you can usually find out where that information can be obtained. Usually from a library, scriptorium, university, a sage or another educated person or creature. Your Dungeon Master might rule that the knowledge is too difficult to get to, or it's such a guarded secret, or is just unattainable. The DM might even require its own adventure or campaign to gain access.

Draconic Resilience

Class Ability (Sorcerer)

As magic flows through your body, it causes physical traits of your dragon ancestors to emerge. At 1st level, your hit point maximum increases by 1 and increases by 1 again whenever you gain a level in this class.

Additionally, parts of your skin are covered by a thin sheen of dragon-like scales. When you aren't wearing armor, your AC equals 13 + your Dexterity modifier.

Dragon Ancestor (Brass)

Class Ability (Sorcerer)

At 1st level, you choose one type of dragon as your ancestor. The damage type associated with each dragon is used by features you gain later.

Draconic Ancestry Dragon Damage Type

Black	Acid
Blue	Lightning
Brass	Fire
Bronze	Lightning
Copper	Acid
Gold	Fire
Green	Poison
Red	Fire
Silver	Cold
White	Cold

You can speak, read, and write Draconic.

Additionally, whenever you make a Charisma check when interacting with dragons, your proficiency bonus is doubled if it applies to the check.

Font of Magic

Class Ability (Sorcerer)

At 2nd level, you tap into a deep wellspring of magic within yourself. This wellspring is represented by sorcery points, which allow you to create a variety of magical effects.

Sorcery Points

You have 2 sorcery points, and you gain more as you reach higher levels, as shown in the Sorcery Points column of the Sorcerer table. You can never have more sorcery points than shown on the table for your level. You regain all spent sorcery points when you finish a long rest.

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.

Any spell slot you create with this feature vanishes when you finish a long rest.

Creating Spell Slots

Spell Slot Level Sorcery Point Cost

1st	2
2nd	3
3rd	5
4th	6
5th	7

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.

Quickened Spell

Class Ability (Sorcerer)

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.

Twinned Spell

Class Ability (Sorcerer)

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).

To be eligible, a spell must be incapable of targeting more than one creature at the spell's current level. For example, *magic missile* and *scorching ray* aren't eligible, but *ray of frost* and *chromatic orb* are.

Hikaru (Radiance), Sorcerer 5 – Spells

Acid Splash

Sorcerer 0th

Conjuration cantrip

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You hurl a bubble of acid. Choose one creature within range, or choose two creatures within range that are within 5 feet of each other. A target must succeed on a Dexterity saving throw or take 1d6 acid damage.

This spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

Create Bonfire

Sorcerer 0th

Conjuration cantrip

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

You create a bonfire on ground that you can see within range. Until the spell ends, the magic bonfire fills a 5-foot cube. Any creature in the bonfire's space when you cast the spell must succeed on a Dexterity saving throw or take 1d8 fire damage. A creature must also make the saving throw when it moves into the bonfire's space for the first time on a turn or ends its turn there.

The bonfire ignites flammable objects in its area that aren't being worn or carried.

The spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

Appears In: Xanathar's Guide To Everything

Fire Bolt

Sorcerer 0th

Evocation cantrip

Casting Time: 1 action

Range: 120 feet

Components: V, S

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.

This spell's damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).

Appears In: 5e Players Handbook

Ray of Frost

Sorcerer 0th

Evocation cantrip

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.

The spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

Shocking Grasp

Sorcerer 0th

Evocation cantrip

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

Lightning springs from your hand to deliver a shock to a creature you try to touch. Make a melee spell attack against the target. You have advantage on the attack roll if the target is wearing armor made of metal. On a hit, the target takes 1d8 lightning damage, and it can't take reactions until the start of its next turn.

The spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

Magic Missile

Sorcerer 1st

1st-level evocation

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

You create three glowing darts of magical force. Each dart hits a creature of your choice that you can see within range. A dart deals 1d4 + 1 force damage to its target. The darts all strike simultaneously, and you can direct them to hit one creature or several.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the spell creates one more dart for each slot level above 1st.

Shield

Sorcerer 1st

1st-level abjuration

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

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 magic missile.

Aganazzar's Scorching Ray

Sorcerer 2nd

2nd-level evocation

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a red dragon's scale)

Duration: Instantaneous

A 30x5 feet line of flame roars out from you in the direction you choose. Creatures in the area must make a Dexterity saving throw or take 3d8 fire damage (half on success).

Appears In: Elemental Evil Player's Companion

Mirror Image

Sorcerer 2nd

2nd-level illusion

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 1 minute

Three illusory duplicates of yourself appear in your space. Until the spell ends, the duplicates move with you and mimic your actions, shifting position so it's impossible to track which image is real. You can use your action to dismiss the illusory duplicates.

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 Dexterity modifier. If an attack hits a duplicate, the duplicate is destroyed. A duplicate can be destroyed only by an attack that hits it. It ignores all other damage and effects. The spell ends when all three duplicates are destroyed.

A creature is unaffected by this spell if it can't see, if it relies on senses other than sight, such as blindsight, or if it can perceive illusions as false, as with truesight.

Scorching Ray

Sorcerer 2nd

2nd-level evocation

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

You create three rays of fire and hurl them at targets within range. You can hurl them at one target or several.

Make a ranged spell attack for each ray. On a hit, the target takes 2d6 fire damage.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you create one additional ray for each slot level above 2nd.

Fireball

Sorcerer 3rd

3rd-level evocation

Casting Time: 1 action

Range: 150 feet

Components: V, S, M (a tiny ball of bat guano and sulfur)

Duration: Instantaneous

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.