

# Sorcha Nightweave

Human (Shadar-kai stats) | Izzet engineer | Artificer (Artillerist) 10

## Strength

-1 <sup>(8)</sup>

## Dexterity

+2 <sup>(14)</sup>

## Constitution

+2 <sup>(14)</sup>

## Attacks and Cantrips

Light crossbow

+6 to hit

1d8+2 piercing

Dagger

+6 to hit

1d4+2 piercing

Acid splash

DC17 Dex

2d6+1d8 acid

## Intelligence

+5 <sup>(20)</sup>

## Wisdom

+1 <sup>(12)</sup>

## Charisma

0 <sup>(10)</sup>

## Spells

4x lv1 | 3x lv2 | 2x lv3

## Ability

Intelligence

## Prepare

10

## Modifier

+9

## DC

17

## Cantrips

Acid splash

Mending

Light

Minor illusion

Mage hand

Spare the dying

## Magical items

Alchemy jug, regular

Brooch of shielding

Candle of the deep

Driftglobe

Half plate armor of cold resistance <sup>(attuned)</sup>

Handy haversack

Helm of comprehending languages

Repulsion shield <sup>(attuned)</sup>

Ring of water walking

Shield guardian amulet <sup>(attuned)</sup>

## Armor Class

20

## Hit Points

73

## Hit Dice

d8+2 <sup>(x10)</sup>

Half plate <sup>(+15)</sup>

Dexterity <sup>(+2)</sup>

Shield <sup>(+3)</sup>

## Initiative

+2

## Speed

30ft

## Perception

20

Dexterity <sup>(+2)</sup>

Base <sup>(+30)</sup>

Base <sup>(+10)</sup>

Perception <sup>(+5)</sup>

Observant <sup>(+5)</sup>

## Resistances

Necrotic, Cold, Force  
Magic can't put me to  
sleep; Adv. on saves vs.  
charmed.; Immune to  
magic missile spell

## Senses

Darkvision 60ft

## Armor

Light, Medium

Shields

## Weapons

Simple

Firearms

## Languages

Common

Draconic

Dwarvish

## Tools

Tinkers' tools

Leatherworkers' tools

Smith's tools

Woodcarver's tools

Weaver's tools

Alchemist's tools

Thieves' tools

## Feats

Telekinetic <sup>(intelligence)</sup>

Skill expert

Observant

Sorcha was originally based on Lilith of the Dark from Combatants will be dispatched. While some of her characteristics still stayed, she became her own kind of character quite quickly. She is supposed to be an arrogant and trollish kind of nerd, which lead to all kinds of funny interactions with NPCs and party members.

She was made for the campaign 'Rime of the Frostmaiden' as a replacement for the previous character I played that just I just couldn't quite get into right.

Her body is covered with scars as well as a damaged eye, all from experimenting with herself out of a trauma response of not wanting to get sick after her parents died from some mysterious disease. Because of this, she accidentally set the orphanage she lived in on fire. A bit later in life, she came across another orphan whose parents also died because of a similar disease. Because of this, she realized that perhaps experimenting on herself may not be a great thing to do after all. Ever since that, she absolutely despises people who willingly mess with their body.

Due to the fragility of people, she became quite interested and obsessed with robotics as well and experimented with robotics instead, which made her think that perhaps there is some kind of miracle cure-all potion somewhere. Because of this, she decided to put a big focus on this and found out about some magical ice that could help, which is why she set off to get some of this ice as soon as possible.

