

Taika Brightfire

Human | Criminal | Wizard (War) 8, Rogue 1

Strength

-1 ⁽⁸⁾

Dexterity

+2 ⁽¹⁴⁾

Constitution

+2 ⁽¹⁴⁾

Attacks and Cantrips

Staff

+3 to hit

1d8-1 bludg.

Ray of frost

+11 to hit

2d8 cold

Toll the dead

DC19 Wis

2d12 necr.

Intelligence

+5 ⁽²⁰⁾

Wisdom

0 ⁽¹⁰⁾

Charisma

+1 ⁽¹²⁾

Spells

4x lv1 | 3x lv2 | 3x lv3 | 2x lv4

Save +10

Arcana +13

Investigation +9

Save +5

Insight +4

Perception +4

Deception +9

Ability

Intelligence

Prepare

13

Modifier

+11

DC

19

Cantrips

Control flames

Ray of frost

Light

Toll the dead

1st level spells

Alarm

Magic missile

Chromatic orb

Shield

Detect magic

Silent image

Fog cloud

Thunderwave

Identify

2nd level spells

Earthbind

Suggestion

Locate object

Warding wind

Shadow blade

3rd level spells

Counterspell

Haste

Dispel magic

Lightning bolt

4th level spells

Dimension door

Master spark ^(Psychic lance)

Magical items

Arcane grimoire +2 ^(attuned)

Cloak of protection ^(attuned)

Staff of adornment

Armor Class

15

Base ⁽⁺¹⁰⁾

Stud. leather ⁽⁺²⁾

Dexterity ⁽⁺²⁾

Magic items ⁽⁺¹⁾

Hit Points

57

Hit Dice

d8+2 ^(x1)

d6+2 ^(x8)

Initiative

+7

Dexterity ⁽⁺²⁾

Intelligence ⁽⁺⁵⁾

Speed

30ft

Base ⁽⁺³⁰⁾

Perception

19

Base ⁽⁺¹⁰⁾

Perception ⁽⁺⁴⁾

Observant ⁽⁺⁵⁾

Resistances

Senses

Armor

Light

Weapons

Dagger, Dart, Light
crossbow, Quarterstaff,
Sling

Languages

Common

Draconic

Thieves' cant

Tools

Thieves' tools

Dice set

Feats

Skill expert

Observant

Eldritch adept ^(Eyes of the rune keeper)

Taika was originally used in a 'nightmare' one-shot where in the end, she had to make a deal with a hag to save her (and her friends' lives). But was later re-used in another one-shot where she went down to the first layer of hell because of a poorly written contract.

If it wasn't obvious already, she is just straight up Marisa from Touhou, a character I quite like. While I, of course, didn't straight up steal stuff during those sessions because that would hinder the party, I played her very arrogantly and often lied to get out of stuff (with varying success of course.)

The hell session brought some great moments for her to shine, where the suggestion spell was the MVP pretty much the whole session.

Because it was a character made for a one-shot, a backstory wasn't really thought out aside from her stealing stuff as a child and got reprimanded for it multiple times.

