

Ziggurat "Ziggy" Freyvernth





Race		Class		Profession	
Descendant Of Freyvernth (Dragonborn)		Sorcerer		Sage	
Firstborn to his clan, Ziggurat had his life made for him. Every detail was planned and his life was decided before he was even born. However, unhappy with how things were, he rebelled and ultimately was exiled from his clan. Now, he wonders the world for secrets on behalf of an organisation. However, Ziggy is not your average dragonborn.		Health		Temporary HP	
Insp. 0	Current	180	180	Max	18

Spell Attack/Save DC		Armor Class		Movement Speed	
28/25		21 - [17(+4)]		30	
Str	Dex	Con	Int	Wis	Cha
0	+4	+5	+1	+1	+13
10	18	20	12	12	32

Saving Throws

Str	Dex	Con	Int	Wis	Cha
+0	+3	+3	+3	+3	+6

Ability Checks

Skill	Bonus	Equipped + Traits	Skill	Bonus	Equipped + Traits	Skill	Bonus	Equipped + Traits	Skill	Bonus	Equipped + Traits
Athletics	0		Arcana	+11		Animal Handling	+1		Deception	+13	
Acrobatics	+4		History	+1		Insight	+2	+2	Performance	+13	
Slight of Hand	+4		Nature	+1		Perception	+1	+5	Persuasion	+13	+5
Stealth	+4		Religion	+1		Medicine	+1		Intimidation	+13	
			Investigation	+1	+7	Survival	+1				

Physical Description (quick view)

Height	6'5"
Weight	190
Skin	Golden with Red and Green
Eye Color	Green
Hair Color	White
Tattoos and Piercings	N/A
Age	157

Physical Description - Morphed (quick view)

Height	5'6"
Weight	190
Skin	Tan
Eye Color	Blue
Hair Color it	White
Tattoos and Piercings	N/A

Traits

Name	Description
Descendant of Freyvernth	<p>You are a descendant of a dragon once known as Freyvernth.</p> <p>Ability Score Increase Your Wisdom and Charisma increase by 2</p> <p>Telekinetic Reprisal When you take damage from a creature that is within 10 feet of you, you can use your reaction to emanate telekinetic energy. The creature that dealt damage to you must make a Strength saving throw DC 10 + Spell DC. On a failed save, the creature takes 2d12+12 (CHA Mod) force damage and is pushed up to 10 feet away from you. On a successful save, the creature takes half as much damage and isn't pushed. This reaction can be used 3 times per day.</p> <p>Observant If you can see a creature's mouth while it is speaking a language you understand, you can interpret what it's saying by reading its lips (requires concentration). You have a +5 bonus to your passive Wisdom (Perception) and passive Intelligence (Investigation) scores and a +2 to Intelligence and Wisdom saving throws.</p> <p>Gain Aqua's Blessing Cantrip (Modified Shape Water)</p> <p>Lightning Resistance</p>
Aberrant Mind	<p>Telepathic Speech You can form a telepathic connection between your mind and the mind of another. As a bonus action, choose one creature you can see within 30 feet of you. You and the chosen creature can speak telepathically with</p>

	<p>each other while the two of you are within a number of miles of each other equal to half of your Charisma modifier (minimum of 1 mile). To understand each other, you each must speak mentally in a language the other knows. The telepathic connection lasts for up to 5 minutes. It ends early if you are incapacitated or die or if you use this ability to form a connection with a different creature. Can forcefully re-establish a previous connection with a creature spoken to in the last 24 hours. As long as they are up to 1 mile away and only once per day. Any more uses than this, you will take a backlash of 3d12 HP damage. Repeated use will scramble your mind (DM discretion).</p> <p>Limited Telekinesis Can move items up to 30 pounds with one's mind. Is equal to an invisible mage's hand.</p> <p>Aberrant's Mandate And you get the ability to use the skill: Psychic Intrusion twice a week</p>
Psionic Lord	<p>+2 to Insight Checks and Investigation You may concentrate on two spells. You gain +50 Mana +4 Charisma Mind Reaper - You become immune to low level mind manipulation.</p>
Dragon Hide	<p>Your scales harden. While you aren't wearing armour, you can calculate your AC as 13+ Dexterity Modifier. You can use a shield and still gain this benefit.</p>
Second Circle Advancement	<p>You gain a +2 to hit and spell save DC You gain 100 Mana Magical Infusion - All spells deal a extra d12 damage. Passive Magical Protection - Basic spells deal half damage. This also applies to non magical attacks.</p> <p>Quickened Casting. You may cast a spell as a Bonus Action twice per day leaving your action open to cast another spell</p>
Sorcerer Sundry	<p>Instead of Int us Cha on arcana checks.</p>
Sorcerers Circuit	<p>Due to your efforts in mastering your mind, you become a Sorcerer Capable of learning Wizard spells and capable of learning all that Wizards are capable of. When doing so you use Charisma instead of Intelligence. You are now able to transcribe spell scrolls. You learn CHAx1 Languages. +5 Persuasion. +2 to Deflecting Spells aka Counterspell.</p>

Essence of Sylph	<p>Heal 3HP every turn, if something stops you from healing you still heal. Have a fairy companion. Will assist in 1 thing per session. These could be critical, reroll, etc. DM's discretion. The fairy is a fickle little fucker.</p> <p>Chaos Gambit</p> <p>- Once per session may ask fairy to give you mana - It is a 50/50 if she gives you that mana amount or reduces you by that mana.</p>
Make spell succeed once	Can make a spell succeed or fail once. This goes away after use.
Aberrant Shell	<p>Form a psionic barrier around yourself and protect you from damage. Advantage on saving throws Block physical or magical attacks Failed blocks - half damage Use - 3 times per day Can be used as a reaction</p>

Skills

Name	Description	
Psychic Intrusion	<p>Can forcefully intrude another creature's mind who speaks a language you understand for up to 5 minutes. During this time you can understand the creature's intentions and some of their thoughts. You can even force small hallucinations on them. For this to succeed the creature must fail an intelligence DC 10+ Spell DC. If they succeed you take 2d12 HP damage. If successful However, forcefully entering someone's mind comes at great cost. Both you and the creature you are forcefully reading takes 1d12 HP damage the first minute, 2d12 the second minute, 3d12 the 4rd minute, 4d12 the 4th minute and 5d20 the 5th minute. Can only be used twice a week.</p>	Twice a week (uses - 1) (Up to 7 sessions to get back)
Telekinesis	<p>Can move up to 500 pounds within 30 feet of you. Can freely manipulate objects or creatures within 3D space including throwing, moving or shoving. Can be used twice per day. You may move creatures at the DM's Discretion. Creatures that are uncooperative may attempt to break out of your hold with a STR saving throw.</p>	Twice Per Day (Uses - 2)
Dragon's Roar	<p>120 feet - line - verticals or horizontal sweep (cone) Instant Once per 3 Long Rests</p>	

	<p>Dragons most powerful weapon is their breath attack, you are no different. Let your power build, your anger take hold and let loose a bellowing roar of heaven dividing force. A beam of power radiates from your jaw with a surge of force and you are moved back 5 feet. All creatures in its path must make a dex saving throw. On success they dodge the attack but take half damage. On failure they take 7d12 lightning and 7d12 force damage.</p> <p>You can further increase the destructive power by drawing on our mana for x. All creatures hit by this attack are rendered prone, have half movement speed and actions take twice as long.</p>	
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3 SKILLS/SPELLS + A FREE CANTRIP

Spells

Element:	Current Mana	540	(100 (+440)) 540
Aqua's Blessing	<p>RANGE/AREA 30 ft (5 ft) Concentration</p> <p>You choose an area of water that you can see within range and that fits within a 5-foot cube. You manipulate it in ways such as: You instantaneously move or otherwise change the flow of the water as you direct, up to 15 feet in any direction. This movement doesn't have enough force to cause damage.</p> <ul style="list-style-type: none"> You cause the water to form into simple shapes and animate at your direction. This change lasts for 1 hour. You change the water's color or opacity. The water must be changed in the same way throughout. This change lasts for 1 hour. You freeze the water, provided that there are no creatures in it. The water unfreezes in 1 hour. 		CANTRIP
Lightning Bolt	<p>You hurl a mote of lightning at a creature or object within range. Make a ranged spell attack against the target. On a hit, the target takes 4d10+3D12+Char lightning damage. A flammable object hit by this spell ignites if it isn't being worn or carried.</p>		CANTRIP
Nightmare's Rebuke	<p>RANGE/AREA 30 Feet Range Concentration</p> <p>Force a target into a dreamstate filled with hallucinations. They have a movement speed of 0. While in this state the target takes 4d12+CHA +1D12+ Mod Psychic damage till the effect is over. The target must make an INT Saving Throw, DC 19, (DC 10+ CH+MOD). If they fail, the spell takes effect. Each turn they must roll an INT (DC10+CHA+MOD) saving throw. On success the spell ends. If the</p>		20

	spell does not take effect, you do not lose your mana. This spell does not work on those who do not have a brain. If they take damage that isn't from this spell they will have advantage on their next save.	
Dragon's Judgement	RANGE/AREA 60 Feet Range Instant <p>You have Judged your target unworthy and brought wrath upon them. A bolt of lightning strikes from the heavens dealing 10d12 + CHA Mod Lightning Damage + 3d12 + CHA Mod Force Damage. *Can be scaled. Every 40 mana used damage increases by 5d12 to Lightning or Force damage.</p> <p>If the user spends half of his maximum HP + 10 and all his remaining mana with a minimum of 40 Users may deal 10d20 + CHA Mod Lightning Damage + 8d20+ CHA +1D12 Mod Force Damage Extra, This last part can be used just once a week. Target takes half damage on miss with this spell. Target must make a Dex saving throw. (DC10+CHA+MOD)</p>	40
Counter Spell	Range/Area Casting time - 1 Action Instant Reaction <p>You may attempt to disrupt a spell cast by an enemy caster if that caster is within 60 feet of you. The caster must then beat you on a contested spellcast check.</p>	40
Dragon Press	Range/Area 30 feet Casting Time - 1 Action Instant <p>You are a descendant of Freyvernth. Your mind is your weapon and all will bend before it. You focus your mind and form the palm of a dragon, a corporeal personification of your lineage. Now unleash it on your enemy. Can they bare the might? The creature must make a constitution save (DC10+CHA+MOD) or take 7D12+CHA damage and be crushed. If the creature resists they take half damage. On crit, the creature is knocked prone and considered restrained for 1 turn.</p>	20
Dragon Rage - Lightning's Descent	Range/Area 60 feet range - 30 foot Sphere Casting Time - 1 Action Instant <p>Your dragon's blood has become enraged and is now personified.</p>	50

	<p>All creatures within your ire will bear it. Lightning erupts from the earth, the air and even your enemies. As the streamers touch arcs of lightning flash between each creature in dazzling chains of violence. All creatures take 12d12+3d12+CHA lightning damage within the 30 foot radius you set. If this is on yourself, you must also make a saving throw. All creatures must make a dex saving throw (DC10+CHA+MOD) or take half damage.</p>	
<p>Dragon Step - Lightning's Passing</p>	<p>Range/Area Self Casting Time: 1 BA - Cannot move prior to use Concentration, up to 1 minute</p> <p>Your body becomes lightning personified. You gain Immunity to all thunder and lightning damage during the duration of this spell. You can travel through the battlefield at high velocity and can move up to 60 feet straight in a direction. You can move through creatures and do not generate attacks of opportunity. Any creature you move through must make a Dex saving throw (DC10+CHA+MOD) or take 2d10+3D12+CHA lightning damage or take half as much on successful save.</p> <p>You can use this movement for the duration of the spell as a BA on each of your turns.</p>	<p>20</p>
<p>Investiture of Lightning</p>	<p>Range/Area Self Cocentration - up to 10 minutes</p> <p>Until the spell ends, lightning wreaths around you and your eyes crackle with electrical energy, you gain the following benefits:</p> <ul style="list-style-type: none"> • Your walking speed increases by 15 feet and you may use a bonus action to take the Dash action. • Whenever a creature hits you with a melee attack, it takes an additional 2d6+3D12 lightning damage. • You can use your bonus action to release a shockwave in a 15-foot radius around yourself. All creatures within range must make a Constitution saving throw, taking 6d6 +3D12 thunder damage and becoming prone and slowed moving at half speed until the start of your next turn. A creature who succeeds on this saving throw takes half the damage and is not prone. 	<p>100</p>
<p>Malady of Cognizance</p>	<p>Range/Area 120 feet/Single Target 1 Action Instant</p>	<p>80</p>

	<p>Freyvernth wasn't known not only known for his magic, but also his mind. The weak fell with but a glance. Any target you see within 120 feet of you will suffer. Toss a 1D4 to and use one of the following affects:</p> <p>1 - Mind Break - All spells cost double, take twice as long to cast.</p> <p>2 - Thunder Trap - Target takes damage each turn this is on them, take extra damage when they move. Have half movement speed.</p> <p>3 - Fear - Target becomes scared, will move in a random direction away from what targets them till they make a saving throw. Each turn take 20 damage.</p> <p>4 - Soul Shatter - Target takes 60 damage, is unable to cast spells or used abilities till saving through. If save, take no damage, target is unaffected.</p>	
Domain of the Psionic Thunder Lord	<p>Range/Area 60 feet/Single Concentration - 5 minutes</p> <p>Target an ally and use one of two effects on them. Cannot be both at same time.</p> <p>1) Psion's Protection - Clear any mind altering effect from the target. Place a ward of protection that gives them advantage on all saving throws against mind altering attacks.</p> <p>2) Thunderous Vail - Wrap your ally in Psionic Lightning, imbue their weapon, sharpen their body. Ally is able to do 1 extra melee hit per turn, each attack is imbued with lightning - 4d8 +3d12 lightning damage with each hit.</p>	50
Dragon's Roar - Heavens Divide	<p>Range/Area 120 feet - line - verticals or horizontal Instant</p> <p>Dragons most powerful weapon is there breath attack, you are no different. Let your power build, your anger take hold and let loose a bellowing roar of heaven dividing force. A beam of power radiates from your jaw with surge force you are moved back 5 feet. All creatures in its path must make a dex saving throw. On success they dodge the attack. On failure they take 10d20 lightning and 10d20 force damage. If you dump all your mana, damage can be increased by another 10d20 but you are spent and gain 1 exhaustion till next long rest. If you are below max mana, you consume hp at 5 hp per 10 mana. 100 mana = 50 hp</p>	100
Lightning Dragon's Denial	<p>Range/Area 60 Feet/Sphere Concentration - 1 minute Max Targets - 3</p> <p>The rage of Thunder and Lightning becomes personified. For the duration of this spell, all lightning and thunder damage are nullified. Only the caster's thunder and lightning magic remain. For each turn, all designated targets must make a dex saving through +</p>	40

	cha modifier or suffer 5d10 force damage and 5d10 lightning damage per turn till the spell is over.. Half damage on success.	
Thunderclap	Range/Area 30 feet - Cone Instant As Ziggurat brings his hands together with them covered in lightning, a massive wave of force and thunder comes forth from his hands, pushing targets up to 10 feet. Targets must make str saving throw. On success, targets are not moved but take half damage. On crit targets are knocked prone. All targets take 5d10 lightning 5d10 force damage	

Damage

Name	Description

Attuned Magic Items 0/5

Magical Item	Bonuses
Staff of Ziggurat	
Cloak of the Sorcerer Supreme	
Ring of Chickuma	
Ring of Arcane Empowerment	

Inventory

Name	Description
Staff of Ziggurat	+3 to casting When using this staff all lightning damage is boosted by 2d12 <i>When using this staff you cut through both Immunity and Resistance</i> Storm of the Ages You summon a large storm that can last for up to 3 days. It

	<p>generates rain and whilst under the stormy sky you are able to see everything in a mile from the clouds point of view. You can also materialise a hand of lightning and fling spells at that distance dealing 4d12 within 30ft</p> <p style="text-align: center;">The End</p> <p>You may infuse yourself with lightning once a week turning you into lightning making you immune to non magical physical attacks and tripling your movement for an hour. This movement does not need to be on the ground.</p> <p style="text-align: center;">Field of Light</p> <p>Any enemies within 200 ft that have less than 45 hp die. Can only be used once per session</p>
<p>Cloak of the Sorcerer Supreme</p> 	<p>+4 to AC +2 to Charisma +200 Mana 2x per day Double your spell casting mod for DC purposes It adapts to wielder.</p>
<p>Whisper Medallion Uncommon Item</p>	<p>A medallion of The Whispers. X 7 Given to members to pass on at their discretion. If one ever needs help, they can use this token to seek the help of the Whispers. What help will be provided cannot be said, once used it dissipates.</p>
<p>Ring of Chickuma</p>	<p>Can cast two spell per day at half cost +50 Mana Gem of the Greater Purity You may heal yourself or someone for 50HP <i>+1 to hit with spells and spell save DC (when using as a focus)</i></p>
<p>Ring of Arcane Empowerment</p>	<p>+40 to Mana Every hour you restore 2 mana, Max 24 mana. Once per day you can amplify your companions mana you can make one of your allies spells cost half. Does not work on your own spells.</p>
<p>Broche of Anxiaxis</p>	

Greater Bag of Holding (300 cu ft)

Name	Description
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Hillover Pipeweed	50 days worth. Herby with a hint of dry applewood.
Lucky Jacks	9 of the finest Cigars
Potion of Fire Resistance	Half damage for fire 1 hour
Potion of Earth Resistance	Half damage earth for 1 hour
Cape of Force	14AC +1 to casting spells +40 to mana +2 to all saving throws - You can change the damage type of any spell to force. - Force Beam - Deal 100 damage to a enemy once per day - Deflective casting - Resist magic damage for one turn two times a day.
Backpack	Bedroll, Mess Kit, Tinderbox, waterskin, rope
Spiced Tabacco w/ Pipe	6 ounces of spiced tobacco w/ pipe.
5x Greater Healing Potion	Healing Potion - Does 8D4+8
Water Breathing Shell X3	
Decent Rations - 28	Rations
Book of Oz	Has secrets relating to transmutation and enchantment. Arcane in nature. Will take time to learn.
Sun Cloak	Blocks the sun and keeps temps normal
Old Toby's Pipe Weed 19x	+2 Insight after smoking - EXPENSIVE
Arcanists Rum	+2 to arcana - 9 uses
10 (+50) Mythrill Ingots	Worth 50k each (50 ingots in Steelguard Bank

10 (+50) Adamantine Ingots	Worth 75k each (50 ingots Steelguard Bank)
Whisper Documents	<p>Whisper Documents</p> <p>Beige files - Anyone can look</p> <p>Green files - Mainly low level admins</p> <p>Yellow files - Confidential information</p> <p>Red Files - High level members</p> <p>Manilla - Eyes of leaders</p> <p>Black - Specific person that needs to know</p>

Infusions

Name	Description

Currency

Name	Description (pieces)
Emperial Standards (EP) (100,000G/e)	
Platinum (PP)	
Gold (GP)	318,477 (2 mil in bank)
Silver (SP)	8
Copper (CP)	

Languages:

Common, Draconic, Sylvan, Elvish, Dwarvish, Gnomish, Giant, Undercommon, Celestial, Primordial, Infernal, Abyssal, Orc

Background:**UP FOR REWRITE!!!**

Ziggurat has lived a long life. Born as the heir of his clan he had everything he could ever want. Well, everything but freedom. His life was decided for him the moment he took his first breath of air. From a young age he had his life dictated by those around him. How he walks, he talks, who he talks to, who is suppose to be. Everything except for him to be himself. To be free to be who he is.

As he became young man and passed his rite ceremony, he began to rebel. Pushing back on those around him. Doing what he wanted to do. He loved reading and magic. Not the martial arts politics his family tried to teach him. He was a man of magic and the pen, not of cloth and word.

As time passed he made more and more of his family and his elders furious. He would disappear days on end to god knows where just to escape. Make a fool of himself or others for enjoyment (mainly for the embarrassment it caused to those around him). Additionally would lock himself in his room with books and scrolls. Finally the day came. All his trouble was too much. From no good heir to exile. He was out on his ass with nothing but what could fit in his bags.

This, however, was the greatest thing to ever happen as now, he was free.

Before long he found out his name had more to do with the world than ever thought. He knew his clan were descendants of an ancient dragon he just didn't know it would be all that important. He soon dedicated his life to learning and working for those who followed Freyvernth and her values. The Whispers.

Later he also built a family with his wife and his two daughters. They were tragically killed after a Ziggurat made a mistake in allowing an old enemy to live. His wife and daughters were slaughtered like farm animals and left to hang in a gruesome manner for Ziggurat to find. Ziggurat sought revenge and was successful but it left a scar on him. A deep wound: Revenge doesn't bring back your family.

This happened over 100 years ago so he has had time to sort out his feelings on the matter. One of those ways of stopping such things from happening is keeping bad things out of the hands of bad people. Plus after knowing about what his family does he doubles down on it. He doesn't want innocent people dying. He cannot stand that. He honestly cannot stand seeing people suffering at the hands of another. It is why he hates slavery so much.

He has a big heart and cares. It is also why he has a soft spot for kids. His daughters were 3 and 7 when they died.

Note: C

He has spent a long time with the whispers more someone who seeks out dangerous items and retrieves them.

He has spent a lot of time in ruins and archeological sites. Not a lot of time with people.

Explains his lack of graces and very forthright attitude. Honesty as well.

Explains his lack of knowledge of the world.

As a former noble he understands the world quite well.

He also believes nobles serve a purpose: Serve the people not the other way around.

Wife - Zyrsi

Youngest - Ylla

Oldest - Arri

It is how he was.

Likes:

Alcohol, food, tobacco

Hates:

Vinegar,

Code of Honor

He is proud to be a dragonborn and is rather... rough around the edges and is not afraid to speak his mind. He generally does not like getting himself involved in people's affairs unless there is a good reason, or a whim. He has his own code of honour and morals that he follows. One of them is sticking up for those around him he calls an ally or friend. When it comes to solving problems, people or otherwise, he can be... rather persuasive if need be.

Code he lives by

- 1) Protect yourself
- 2) Life is more than right or wrong. There is a lot of grey.
- 3) Follow your heart and do what you think is right
- 4) Don't yield on your values
- 5) The pursuit of knowledge is more than just knowing.
- 6) There are some secrets that are worth more than a few lives to be protected.
- 7) Protect your friends and allies.