

HALVAN GRIMSLADE

LN male tiefling shadow sorcerer 3



[Source](#)

Background: Haunted One

Height: 6' 2"

Weight: 170 pounds

Personality Trait: I don't run from evil. Evil runs from me.

Ideal: **Determination.** I'll stop the spirits that haunt me or die trying.

Bond: One day, I will claim vengeance against the monster that took my family from me.

Flaw: I'll do whatever grim task must be done, for my soul is already lost.

Strength	8	(-1)	
Dexterity	14	(+2)	[+1 racial]
Constitution	14	(+2)	
Intelligence	10	(+0)	
Wisdom	12	(+1)	
Charisma	17	(+3)	[+2 racial]

AC: 12 (15 w/mage armor)

HP: 20 [3d6]

Speed: 30'

Proficiency: +2

Melee Attack:

Ranged Attack: *Chill touch* +6, damage 1d8 necrotic + can't regain health (undead disadvantage)

Spell Save DC: 13

Cantrips Known: *Chill touch, create bonfire, mage hand, message, mind sliver, thaumaturgy*

Spell Slots: 4/2

Spells Known

1. *Mage armor, magic missile, silent image*
2. *Darkness, Maximillian's earthen grasp*

Saving Throws

- Strength -1
- Dexterity +2
- **Constitution +4**
- Intelligence +0
- Wisdom +1
- **Charisma +5**
- Fire resistance

Languages

- Common, Abyssal, Infernal

Proficiencies

- Daggers, darts, slings, quarterstaves, light crossbows

Skills

- Arcana +2
- Deception +5
- Intimidation +5
- Persuasion +5

Feats

- **Metamagic Adept** (+2 metamagic options, +2 sorcery points)

Traits

- **Darkvision:** 60'
- **Hellish Resistance.** You have resistance to fire damage.
- **Legacy of Dis.** You know the [Thaumaturgy](#) cantrip. Once you reach 3rd level, you can cast the [Disguise Self](#) spell once as a 2nd-level spell. Once you reach 5th level, you can also cast the [Detect Thoughts](#) spell once. You must finish a long rest to cast these spells again with this trait. Charisma is your spellcasting ability for these spells.
- **Heart of Darkness:** Those who look into your eyes can see that you have faced unimaginable horror and that you are no stranger to darkness. Though they might fear you, commoners will extend you every courtesy and do their utmost to help you. Unless you have shown yourself to be a danger to them, they will even take up arms to fight alongside you, should you find yourself facing an enemy alone.

Dark Gift: Gathered Whispers

- **Spirit Whispers** – You learn the [Message](#) cantrip and can cast it without components. The messages are delivered by the whispering spirits instead of your voice.
- **Sudden Cacophony** – When hit by an attack roll, use your reaction to let your spirits howl through you. Add your proficiency bonus to your AC potentially causing the attack to miss. Once this ability causes an attack to miss, you can't use it again until you finish a long rest.
- **Voices From Beyond** – After rolling a 1 on an attack roll, saving throw, or ability check, the voices get too loud and overwhelming. Roll on the Voices from Beyond table to determine what happens. This can only happen once per short or long rest.

d4	Voices from Beyond effect
1	Disadvantage on your next attack roll, ability check, or saving throw.
2	You are deafened for 1 minute as the voices overwhelm you.
3	Become frightened of the creature closest to you until the end of your next turn. If there are multiple creatures equally close to you, the DM chooses which one you're frightened of.
4	Within the next 10 minutes, you can ask the spirits about the results of a specific course of action that you expect to take within the next 30 minutes. You receive an omen as if with the Augury spell as the spirits whisper it to you in a way that only you can hear them.

Features

- **Eyes of the Dark:** Darkvision 120'. When you reach 3rd level in this class, you learn the [Darkness](#) spell, which doesn't count against your number of sorcerer spells known. In addition, you can cast it by spending 2 sorcery points or by expending a spell slot. If you cast it with sorcery points, you can see through the darkness created by the spell.
- **Strength of the Grave:** When damage reduces you to 0 hit points, you can make a Charisma saving throw (DC 5 + the damage taken). On a success, you instead drop to 1 hit point. You can't use this feature if you are reduced to 0 hit points by radiant damage or by a critical hit.
After the saving throw succeeds, you can't use this feature again until you finish a long rest.
- **Font of Magic:** 5 sorcery points
 - **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. The created spell slots vanish at the end of a long rest.
 - **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.
- **Metamagic**
 - **Empowered Spell:** When you roll damage for a spell, you can spend 1 sorcery point to reroll a number of the damage dice up to your Charisma modifier (minimum of one). You must use the new rolls.
 - You can use Empowered Spell even if you have already used a different Metamagic option during the casting of the spell.
 - **Heightened Spell:** When you cast a spell that forces a creature to make a saving throw to resist its effects, you can spend 3 sorcery points to give one target of the spell disadvantage on its first saving throw made against the spell.
 - **Quicken 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.
 - **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 cantrip). To be eligible for Twinned Spell, a spell must be incapable of targeting more than one creature at the spell's current level.

Gear

- +1 bloodwell vial
- Crossbow w/20 bolts
- Dagger (2)
- Component pouch
- Monster hunter's pack
- Set of common clothes

- Belt pouch
- 5 gp

BACKSTORY

Halvan was the youngest of the three Grimslade children, all of which were odd. His sister Syrethe, the eldest, could see in the darkest midnight, and her eyes shone like a cat's in lantern-light; when she became angry her eyes would change color, becoming a fiery red with slit pupils. His brother Jonner had enormous hands with black, clawlike nails, of which he was deeply ashamed, but with which he could exert enormous strength. Halvan's skin was gray as ash and cool as mist, though he demonstrated no unusual powers.

Things fell apart when Halvan was very young. To this day he doesn't know exactly what happened, but the other townspeople turned on the Grimslade family, accusing them of consorting with dark powers and casting curses. The parents died to the mob; the three siblings fled in terror, seeking shelter in an abandoned barn. They were pursued, and both Syrethe and Jonner fell to the mob's misguided "justice," but Halvan survived, hiding in a rusted old potbelly stove.

He was taken in by a wandering fellow named Vitori, an ex-Vistani who roamed the roads as a tinker and fortune-teller. Vitori saw some inner power in the young tiefling and slowly teased it out, teaching Halvan how to master his magic and training him in the sorcerer's arts. But he underestimated his student's perceptiveness and moral fiber, for Halvan realized that Vitori intended to bind him in magical service. Now a teenager, Halvan fled Vitori and wandered on his own, taking whatever jobs he could find, keeping himself alive with his magic, and fighting off the ignorant when necessary.

He is haunted by the spirits of his siblings, who whisper words only he can hear - usually meaningless babble, childhood songs and rhymes, and snatches of dialogue from years gone by. Syrethe and Jonner do not seem to be truly aware of the world around them, but on more than one occasion they have saved Halvan from danger by distracting his attacker with their ghostly chatter.

Halvan fell in with Isolde because she didn't judge him for his appearance or talents, and she's doing a needed job. The sorcerer sees her as a kindred spirit, and serves her fiercely. He knows Vitori is still out there and believes he and his former master will cross paths again some day.