

EXPERIENCE POINTS

CHARISMA
-1
9

- ☐ -1 Strength
- ☐ 3 Dexterity
- ☒ 2 Constitution
- ☒ 6 Intelligence
- ☐ 1 Wisdom
- ☐ -1 Charisma

- ☐ 3 Acrobatics (Dex)
- ☐ 1 Animal Handling (...)
- ☐ 4 Arcana (Int)
- ☐ -1 Athletics (Str)
- ☐ -1 Deception (Cha)
- ☐ 4 History (Int)
- ☐ 1 Insight (Wis)
- ☐ -1 Intimidation (Cha)
- ☐ 4 Investigation (Int)
- ☒ 3 Medicine (Wis)
- ☐ 4 Nature (Int)
- ☐ 1 Perception (Wis)
- ☐ -1 Performance (Cha)
- ☐ -1 Persuasion (Cha)
- ☐ 4 Religion (Int)
- ☒ 5 Sleight of Hand (...)
- ☒ 5 Stealth (Dex)
- ☐ 1 Survival (Wis)

SKILLS



15
SPEED

SUCCESSES ○=○=○
FAILURES ○=○=○
DEATH SAVES

NAME	ATK	DAMAGE/TYPE
Quarterstaff (...)	1	1d6-1 Bludge...
Quarterstaff (...)	1	1d8-1 Bludge...
Cure Wounds		1d8+4 Healing
Rock	1	1d4-1 bludge...
Quarterstaff	1	1d6-1 Bludge...
Cure Wounds		1d8+4 Healing
Quarterstaff	1	1d6-1 Bludge...

ATTACKS & SPELLCASTING

Diagram illustrating the distribution of 10 units across five categories: CP, SP, EP, GP, and PP. The value 10 is positioned above the GP category.

1 Quarterstaff
1 Backpack
1 Alchemist's Supplies

EQUIPMENT

I hide scraps of food and trinkets away in my pockets. I can build something useful out of literal trash, and I'm very proud of that

PERSONALITY TRAITS

I do what i need to do for food drinks ans
scrap dont trust the city guard

IDEALS

i like old and friendly shop keepers (helped and showed me alchemy) Alchemy kit is pasted down from old shop keeper (Dont touch it)

BONDS

I hoard scrap and gadgets “just in case,” even when it slows me down. Will try to eat almost everything

FLAWS

Darkvision

Fury of the Small.

Nimble Escape

Spellcasting

Magical Tinkering

FEATURES & TRAITS

11 PASSIVE WISDOM (PERCEPTION)

TOOL: Alchemist's Supplies, Disguise Kit,
Thieves' Tools, Tinker's Tools

LANGUAGE: Common, goblin

ARMOR: light armor, medium armor, shield

WEAPON: simple weapons

OTHER PROFICIENCIES & LANGUAGES

NAME

ATK

DAMAGE/TYPE

Cure Wounds

1d8+4 Healing

CP	SP	EP	GP	PP

Total:

Total:

Total:


Total:

ATTACKS & SPELLCASTING

Total:

Total:

EQUIPMENT



SPELLCASTING CLASS

INTELLIGENCE
SPELLCASTING ABILITY

14
SPELL SAVE DC

6
SPELL ATTACK BONUS

0

CANTRIPS

Mending

Spare the Dying

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

2

☐ Cure Wounds

☐ Faerie Fire

☐ Catapult

2

0

3

0

4

0

5

0

6

0

7

0

8

0

9

0

FEATURES & TRAITS

Darkvision

You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Fury of the Small.

When you damage a creature with an attack or a spell and the creature's size is larger than yours, you can cause the attack or spell to deal extra damage to the creature. The extra damage equals your level. Once you use this trait, you can't use it again until you finish a short or long rest.

Nimble Escape

You can take the Disengage or Hide action as a bonus action on each of your turns.

Spellcasting

Magical Tinkering

SPELLS

Mending

Transmutation cantrip

Casting Time: 1 minute

Range: Touch

Target: A single break or tear in an object you touch

Components: V S M

Duration: Instantaneous

Description:

This spell repairs a single break or tear in an object you touch, such as a broken chain link, two halves of a broken key, a torn cloak, or a leaking wineskin. As long as the break or tear is no larger than 1 foot in any dimension, you mend it, leaving no trace of the former damage. This spell can physically repair a magic item or construct, but the spell can't restore magic to such an object.

Spare the Dying

Necromancy cantrip

Casting Time: 1 action

Range: Touch

Target: A living creature that has 0 hit points

Components: V S

Duration: Instantaneous

Description:

You touch a living creature that has 0 hit points. The creature becomes stable. This spell has no effect on undead or constructs.

Cure Wounds

Evocation 1

Casting Time: 1 action

Range: Touch

Target: A creature you touch

Components: V S

Duration: Instantaneous

Description:

A creature you touch regains a number of hit points equal to 1d8 + your spellcasting ability modifier. This spell has no effect on undead or constructs.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the Healing increases by 1d8 for each slot level above 1st.

Faerie Fire

Evocation 1

Casting Time: 1 action

Range: 60 feet

Target: Each object in a 20-foot cube within range

Components: V

Duration: ConcentrationUp to 1 minute

Description:

Each object in a 20-foot cube within range is outlined in blue, green, or violet light (your choice). Any creature in the area when the spell is cast is also outlined in light if it fails a Dexterity saving throw. For the duration, objects and affected creatures shed dim light in a 10-foot radius. Any attack roll against an affected creature or object has advantage if the attacker can see it, and the affected creature or object can't benefit from being invisible.

Catapult

Transmutation 1

Casting Time: 1 action

Range: 60 feet

Target:

Components: S

Duration: Instantaneous

Description:

Choose one object weighing 1 to 5 pounds within range that isn't being worn or carried. The object flies in a straight line up to 90 feet in a direction you choose before falling to the ground, stopping early if it impacts against a solid surface. If the object would strike a creature, that creature must make a Dexterity saving throw. On a failed save, the object strikes the target and stops moving. When the object strikes something, the object and what it strikes each take 3d8 bludgeoning damage.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the maximum weight of objects that you can target with this spell increases by 5 pounds, and the damage increases by 1d8, for each slot level above 1st.