

Merry Skipstep

CHARACTER NAME

Rogue 2 / Sorcerer 1 Charlatan

CLASS & LEVEL

BACKGROUND

Josh

PLAYER NAME

Lightfoot Halfling

RACE

Chaotic Good

ALIGNMENT

0

EXPERIENCE POINTS

STRENGTH

-1

8

DEXTERITY

+2

14

CONSTITUTION

+0

10

INTELLIGENCE

+1

12

WISDOM

+0

11

CHARISMA

+3

16

0

INSPIRATION

+2

PROFICIENCY BONUS

- ☐ -1 Strength
- ☒ +4 Dexterity
- ☐ +0 Constitution
- ☒ +3 Intelligence
- ☐ +0 Wisdom
- ☐ +3 Charisma

SAVING THROWS

- ☒ +4 Acrobatics (Dex)
- ☐ +0 Animal Handling (Wis)
- ☐ +1 Arcana (Int)
- ☒ +1 Athletics (Str)
- ☒ +5 Deception (Cha)
- ☐ +1 History (Int)
- ☐ +0 Insight (Wis)
- ☐ +3 Intimidation (Cha)
- ☐ +1 Investigation (Int)
- ☐ +0 Medicine (Wis)
- ☐ +1 Nature (Int)
- ☐ +0 Perception (Wis)
- ☐ +3 Performance (Cha)
- ☒ +5 Persuasion (Cha)
- ☐ +1 Religion (Int)
- ☒ +4 Sleight of Hand (Dex)
- ☒ +4 Stealth (Dex)
- ☐ +0 Survival (Wis)

SKILLS

16

ARMOR CLASS

+2

INITIATIVE

25

SPEED

Hit Point Maximum 19

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 2d8 + 1d6

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

Wanderlust, rebel, dedicated, sarcastic.

PERSONALITY TRAITS

Life is too short not to enjoy it. No one tells me what to do.

IDEALS

Isolated from family
Home among friends

BONDS

Lack of seriousness, tomfoolery. Difficulty being honest.

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Rapier

+4

1d8+2/p

Shortsword

+4

1d6+2/p

Dagger

+4

1d4+2/p

Armor: Elven Chain

Shield: None

ATTACKS & SPELLCASTING

10

PASSIVE WISDOM (PERCEPTION)

Proficiencies:

Light armor, simple weapons, hand crossbows, longswords, rapiers, shortswords, thieves' tools, daggers, darts, slings, quarterstaves, light crossbows.

Languages:

Common, Halfling

OTHER PROFICIENCIES & LANGUAGES

CP 0
SP 0
EP 0
GP 0
PP 0

Fine clothes.
Disguise kit. Thieves' tools. Bag of knickknacks.
Backpack. Bedroll.
Mess kit. Tinderbox.
10x torches. 10x rations. waterskins.
50' rope. 2x daggers.

EQUIPMENT

(See Features Page)

--Lucky
--Brave
--Halfling Nimbleness
--Naturally Stealthy
--False Identity

=====
*Lucky: reroll 1 on d20
*Brave: Adv. vs. frightened
*Halfling Nimbleness: Move through size+1
*Naturally Stealthy: Hide behind size+1
*False Identity: handful of shallow cons
*Expertise: Acrobatics, Deception
*Sneak Attack: 1d6 if ADV or flanking
*Thieves' Cant
*Cunning Action: free bonus action (Hide, Dash, Disengage)
*Sorcerous Origin: Wild Magic
-Wild Surge (1 on d20)
-Tides of Chaos (1 adv / long rest)
*Personas
-Zoltan, foremost seer of other worlds and planes (ancient tome)
-Hoghrath, left hand of Tyr (old hat)
-Soleas, animal whisperer (dog carving)
-Axel, Pyros Sorcerer Supreme III (fine clothes)
-Harrison Ford, kessel run in 12 pc (magic die)

FEATURES & TRAITS



Sorcerer 1

SPELLCASTING
CLASS

CHA

SPELLCASTING
ABILITY

13

SPELL SAVE DC

+5

SPELL ATTACK
BONUS

0

CANTRIPS

Prestidigitation (V,S)

Mage Hand (V,S)

Poison Spray (V,S)

Shocking Grasp (V,S)

SPELL
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

2

PREPARED

SPELL NAME

☒ Burning Hands (V,S)

☒ Expeditious Retreat (V,S) (C)

SPELLS KNOWN

2

0

3

0

6

0

7

0

4

0

8

0

5

0

9

0

Features and Magic Items

Merry Skipstep

Wild Magic

Your innate magic comes from the wild forces of chaos that underlie the order of creation. You might have endured exposure to some form of raw magic, perhaps through a planar portal leading to Limbo, the Elemental Planes, or the mysterious Far Realm. Perhaps you were blessed by a powerful fey creature or marked by a demon. Or your magic could be a fluke of your birth, with no apparent cause or reason. However it came to be, this chaotic magic churns within you, waiting for any outlet.

documents including official papers and personal letters, as long as you have seen an example of the kind of document or the handwriting you are trying to copy.

Lucky

Source: Race (Halfling)

When you roll a 1 on an attack roll, ability check, or saving throw, you can reroll the die and must use the new roll.

Brave

Source: Race (Halfling)

You have advantage on saving throws against being frightened.

Halfling Nimbleness

Source: Race (Halfling)

You can move through the space of any creature that is of a size larger than yours.

Naturally Stealthy

Source: Race (Lightfoot Halfling)

You can attempt to hide even when you are obscured only by a creature that is at least one size larger than you.

False Identity

Source: Background (Charlatan)

You have created a second identity that includes documentation, established acquaintances, and disguises that allow you to assume that persona. Additionally, you can forge

Spell Descriptions

Merry Skipstep

Burning Hands

Evocation Level 1

Casting Time: 1 action

Range: Self (15 foot cone)

Components: V, S

Duration: Instantaneous

As you hold your hands with thumbs touching and fingers spread, a thin sheet of flames shoots forth from your outstretched fingertips. Each creature in a 15-foot cone must make a Dexterity saving throw. A creature takes 3d6 fire damage on a failed save, or half as much damage on a successful one.

The fire ignites any flammable objects in the area that aren't being worn or carried.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.

Expeditious Retreat

Transmutation Level 1 (concentration)

Casting Time: 1 bonus action

Range: self

Components: V, S

Duration: Concentration, up to 10 minutes

This spell allows you to move at an incredible pace. When you cast this spell, and then as a bonus action on each of your turns until the spell ends, you can take the Dash action.

Prestidigitation

Transmutation Cantrip

Casting Time: 1 action

Range: 10 feet

Components: V, S

Duration: 1 hour

This spell is a minor magical trick that novice spellcasters use for practice. You create one of the following magical effects within range.

- You create an instantaneous, harmless sensory effect, such as a shower of sparks, a puff of wind, faint musical notes, or an odd odor.
- You instantaneously light or snuff out a candle, a torch, or a small campfire.
- You instantaneously clean or soil an object no larger than 1 cubic foot.
- You chill, warm, or flavor up to 1 cubic foot of nonliving material for 1 hour.
- You make a color, a small mark, or a symbol appear on an object or a surface for 1 hour.
- You create a nonmagical trinket or an illusory image that can fit in your hand and that lasts until the end of your next turn.

If you cast this spell multiple times, you can have up to three of its non-instantaneous effects active at a time, and you can dismiss such an effect as an action.

Mage Hand

Conjuration Cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: 1 minute

A spectral, floating hand appears at a point you choose within range. The hand lasts for the duration or until you dismiss it as an action. The hand vanishes if it is ever more than 30 feet away from you or if you cast this spell again.

You can use your action to control the hand. You can use the hand to manipulate an object, open an unlocked door or container, stow or retrieve an item from an open container, or pour the contents out of a vial. You can move the hand up to 30 feet each time you use it.

The hand can't attack, activate magical items, or carry more than 10 pounds.

Poison Spray

Conjuration Cantrip

Casting Time: 1 action

Range: 60 ft

Components: V, S

Duration: Instantaneous

You extend your hand toward a creature you can see within range and project a puff of noxious gas from your palm. The creature must succeed on a Constitution saving throw or take 1d12 poison damage. This spell's damage increases by 1d12 when you reach 5th level (2d12), 11th level (3d12), and 17th level (4d12).

Shocking Grasp

Evocation Cantrip

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

Lightning springs from your hand to deliver a shock to a creature you try to touch. Make a melee spell attack against the target. You have advantage on the attack roll if the target is wearing armor made of metal. On a hit, the target

takes 1d8 lightning damage, and it can't take reactions until the start of its next turn.

The spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).