

Merry Skipstep

CHARACTER NAME

Rogue 2 / Sorceror 5 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

+3

PROFICIENCY BONUS

- ☐ -1 Strength
- ☒ +5 Dexterity
- ☐ +0 Constitution
- ☒ +4 Intelligence
- ☐ +0 Wisdom
- ☐ +3 Charisma

SAVING THROWS

- ☒ +8 Acrobatics (Dex)
- ☐ +0 Animal Handling (Wis)
- ☐ +1 Arcana (Int)
- ☒ +2 Athletics (Str)
- ☒ +9 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)
- ☒ +6 Persuasion (Cha)
- ☐ +1 Religion (Int)
- ☒ +10 Sleight of Hand (Dex)
- ☒ +5 Stealth (Dex)
- ☐ +0 Survival (Wis)

SKILLS

16

ARMOR CLASS

+2

INITIATIVE

25

SPEED

Hit Point Maximum 32

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 2d8 + 5d6

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

Wanderlust, rebel, dedicated, sarcastic. Getting more serious

PERSONALITY TRAITS

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

IDEALS

Isolated from family Home among friends

BONDS

Lack of seriousness, tomfoolery. Difficulty being honest. Getting better

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Rapier

+5

1d8+2/p

Shortsword

+5

1d6+2/p

Dagger

+5

1d4+2/p

Armor: Elven Chain

Shield: None

ATTACKS & SPELLCASTING

10

PASSIVE WISDOM (PERCEPTION)

Proficiencies:

Light armor, simple weapons, hand crossbows, longwords, rapiers, shortwords, thieves' tools.

Languages:

Common, Halfling

OTHER PROFICIENCIES & LANGUAGES

CP 0

SP 0

EP 0

GP 0

PP 0

Boots of the Winterlands, Cape of the Mountebank, Charlattan's Die, Gloves of Thievery, Fine clothes. Cloak of Protection (Outfit for Ball). Disguise kit. Thieves' tools. Bag of knickknacks. Backpack. Bedroll. Mess kit. Tinderbox. 10x torches. 9x rations. waterskins. 50' rope. 2x daggers.

EQUIPMENT

(See Features Page)

--Actor
--Brave
--Cunning Action
--Empowered Spell
--Expertise
--False Identity
--Font of Magic
--Halfling Nimbleness
--Lucky
--Metamagic
--Naturally Stealthy
--Quickened Spell
--Sneak Attack (1d6)
--Tides of Chaos
--Wild Magic Surge

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TODO: New spell learned (3rd Level available)

*Personas

-Zoltan, foremost seer of other worlds and planes (ancient tome)
-Hogarth, left hand of Tyr (old broken hammer)
-Soleas, animal whisperer (dog carving)
-Axel, Pyros Sorceror Supreme III (fine clothes)
-Harrison Ford, kessel run in 12 pc (magic die)
-Sandra, Zeed's Cousin

FEATURES & TRAITS



Sorcerer 5

SPELLCASTING
CLASS

CHA

SPELLCASTING
ABILITY

14

SPELL SAVE DC

+6

SPELL ATTACK
BONUS

0

CANTRIPS

Mage Hand (V,S)
Poison Spray (V,S)
Prestidigitation (V,S)
Shocking Grasp (V,S)

3

2

6

0

SPELL
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

4

PREPARED

SPELL NAME

- ☒ Burning Hands (V,S)
- ☒ Thunderwave (V,S)

4

0

7

0

8

0

2

3

- ☒ Cloud Of Daggers (V,S,M) (C)
- ☒ Mirror Image (V,S)

5

0

9

0

SPELLS KNOWN

Features and Magic Items

Merry Skipstep

Subclasses

Subclass: 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.

Features

Actor

Source: Feats

Skilled at mimicry and dramatics, you gain the following benefits:

- Increase your Charisma score by 1, to a maximum of 20.
- You have an advantage on Charisma (Deception) and Charisma (Performance) checks when trying to pass yourself off as a different person.
- You can mimic the speech of another person or the sounds made by other creatures. You must have heard the person speaking, or heard the creature make the sound, for at least 1 minute. A successful Wisdom (Insight) check contested by your Charisma (Deception) check allows a listener to determine that the effect is faked.

Brave

Source: Race (Halfling)

You have advantage on saving throws against being frightened.

Cunning Action

Source: Rogue

Starting at 2nd level, your quick thinking and agility allow you to move and act quickly. You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

Empowered Spell

Source: Sorcerer (Metamagic)

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.

Expertise

Source: Rogue

At 1st level, choose two of your skill proficiencies, or one of your skill proficiencies and your proficiency with thieves tools. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies.

At 6th level, you can choose two more of your proficiencies (in skills or with thieves tools) to gain this benefit.

Add these skills to "skill.expertise" in your character.py file

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 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.

Font of Magic

Source: Sorcerer

At 2nd level, you tap into a deep wellspring of magic within yourself. This wellspring is represented by sorcery points, which allow you to create a variety of magical effects.

Sorcery Points: You have sorcery points equal to your Sorcerer Level. You can never have more sorcery points than shown on the table for your level. You regain all spent sorcery points when you finish a long rest.

Flexible Casting: You can use your sorcery points to gain additional spell slots, or sacrifice spell slots to gain additional sorcery points. You learn other ways to use your sorcery points as you reach higher levels. 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. As a bonus action on your turn, you can expend one spell slot and gain a number of sorcery points equal to the slots level.

- 1st Level Slot $\frac{1}{2}$ 2 sorcery points
- 2nd Level Slot $\frac{1}{2}$ 3 sorcery points
- 3rd Level Slot $\frac{1}{2}$ 5 sorcery points
- 4th Level Slot $\frac{1}{2}$ 6 sorcery points
- 5th Level Slot $\frac{1}{2}$ 7 sorcery points

Halfling Nimbleness

Source: Race (Halfling)

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

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.

Metamagic

Source: Sorcerer (Metamagic)

At 3rd level, you gain the ability to twist your spells to suit your needs. You gain two of the following Metamagic options of your choice. You gain another one at 10th and 17th level. You can use only one Metamagic option on a spell when you cast it, unless otherwise noted

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.

Quicken Spell

Source: Sorcerer (Metamagic)

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.

Sneak Attack (1d6)

Source: Rogue

Beginning at 1st level, you know how to strike subtly and exploit a foe's distraction. Once per turn, you can deal an extra 1d6 damage to one creature you hit with an attack if

you have advantage on the attack roll. The attack must use a finesse or a ranged weapon.

You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

The amount of the extra damage increases as you gain levels in this class, as shown in the Sneak Attack column of the Rogue table.

Tides of Chaos

Source: Sorcerer (Wild Magic)

Starting at 1st level, you can manipulate the forces of chance and chaos to gain advantage on one attack roll, ability check, or saving throw. Once you do so, you must finish a long rest before you can use this feature again.

Any time before you regain the use of this feature, the DM can have you roll on the Wild Magic Surge table immediately after you cast a sorcerer spell of 1st level or higher. You then regain the use of this feature.

Wild Magic Surge

Source: Sorcerer (Wild Magic)

Starting when you choose this origin at 1st level, your spellcasting can unleash surges of untamed magic. Immediately after you cast a sorcerer spell of 1st level or higher, the DM can have you roll a d20. If you roll a 1, roll on the Wild Magic Surge table to create a random magical effect.

Magic Items

Charlatan's Die

Requires Attunement: False

Rarity: Common

Whenever you roll this six-sided die, you can control which number it rolls.

Cape of the Mountebank

Requires Attunement: True

Rarity: Rare

This cape smells faintly of brimstone. While wearing it, you can use it to cast the Dimension Door spell as an action. This property of the cape can't be used again until the next dawn.

When you disappear, you leave behind a cloud of smoke, and you appear in a similar cloud of smoke at your destination. The smoke lightly obscures the space you left and the space you appear in, and it dissipates at the end of your next turn. A light or stronger wind disperses the smoke.

Gloves of Thievery

Requires Attunement: False

Rarity:

These gloves are invisible while worn. While wearing them, you gain a +5 bonus to Dexterity (Sleight of Hand checks and Dexterity checks made to pick locks).

Boots of the Winterlands

Requires Attunement: True

Rarity:

These furred boots are snug and feel quite warm. While you wear them, you gain the following benefits:

- You have Resistance to cold damage.
- You ignore difficult terrain created by ice or snow.
- You can tolerate temperatures as low as -50 degrees Fahrenheit without any additional Protection. If you wear heavy clothes, you can tolerate temperatures as low as -100 degrees Fahrenheit.

Spell Descriptions

Merry Skipstep

Burning Hands

Evocation Level 1

Casting Time: 1 action

Duration: Instantaneous

Range: Self (15-foot cone)

Components: V, S

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.

Cloud Of Daggers

Conjuration Level 2 (concentration)

Casting Time: 1 action

Duration: Concentration, up to 1 minute

Range: 60 feet

Components: V, S, M (A sliver of glass)

You fill the air with spinning daggers in a cube 5 feet on each side, centered on a point you choose within range. A creature takes 4d4 slashing damage when it enters the spells area for the first time on a turn or starts its turn there.

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 2d4 for each slot level above 2nd.

Mage Hand

Conjuration Cantrip

Casting Time: 1 action

Duration: 1 minute

Range: 30 feet

Components: V, S

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.

Mirror Image

Illusion Level 2

Casting Time: 1 action

Duration: 1 minute

Range: Self

Components: V, S

Three illusory duplicates of yourself appear in your space. Until the spell ends, the duplicates move with you and mimic your actions, shifting position so it's impossible to track which image is real. You can use your action to dismiss the illusory duplicates.

Each time a creature targets you with an attack during the spell's duration, roll a d20 to determine whether the attack instead targets one of your duplicates.

If you have three duplicates, you must roll a 6 or higher to change the attack's target to a duplicate. With two duplicates, you must roll an 8 or higher. With one duplicate, you must roll an 11 or higher.

A duplicate's AC equals 10 + your Dexterity modifier. If an attack hits a duplicate, the duplicate is destroyed. A duplicate can be destroyed only by an attack that hits it. It ignores all other damage and effects. The spell ends when all three duplicates are destroyed.

A creature is unaffected by this spell if it can't see, if it relies on senses other than sight, such as blindsight, or if it can perceive illusions as false, as with truesight.

Poison Spray

Conjuration Cantrip

Casting Time: 1 action

Duration: Instantaneous

Range: 10 feet

Components: V, S

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.

At Higher Levels: This spell's damage increases by 1d12 when you reach 5th level (2d12), 11th level (3d12), 17th level (4d12).

Prestidigitation

Transmutation Cantrip

Casting Time: 1 action

Duration: Up to 1 hour

Range: 10 feet

Components: V, S

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.

Shocking Grasp

Evocation Cantrip

Casting Time: 1 action

Duration: Instantaneous

Range: Touch

Components: V, S

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.

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

Thunderwave

Evocation Level 1

Casting Time: 1 action

Duration: Instantaneous

Range: Self (15-foot cube)

Components: V, S

A wave of thunderous force sweeps out from you. Each creature in a 15-foot cube originating from you must make a Constitution saving throw. On a failed save, a creature takes 2d8 thunder damage and is pushed 10 feet away from you. On a successful save, the creature takes half as much damage and isn't pushed.

In addition, unsecured objects that are completely within the area of effect are automatically pushed 10 feet away from you by the spell's effect, and the spell emits a thunderous boom audible out to 300 feet.

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