

SILENT WITNESS

(CHARACTER NAME)

CLASS: SORCERER

PLAYSTYLE: SNEAK

RACE:

DIFFICULTY: MEDIUM

APPEARANCE

ROLEPLAYING

IDEALS:

LANGUAGES:

1) Common

2)

PERSONALITY:

BONDS:

ALIGNMENT:

FLAWS:

- I
STRENGTH

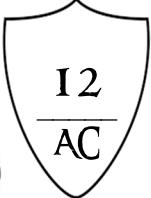
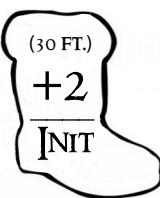
+ 2
DEXTERITY

+ 5
CONSTITUTION

- I
INTELLIGENCE

- I
WISDOM

+ 6
CHARISMA



ITEMS

EQUIPMENT:

Main Hand. Flare Gun.

Off-Hand. Taser.

Armor. Unarmored.

TOOLS/KITS:

Painter's Supplies. An easel, canvas, paints, brushes, charcoal sticks, and a palette.

Hit Dice.

During short rest (1 hr.), heal yourself for 1d6+3.

BACKPACK:

Dungeoneer's Pack.

- crowbar
- hammer, pitons (10)
- tinderbox, torch (10)
- waterskin, rations (10)
- hempen rope (50 ft.)

MONEY: Copper: _____ Silver: _____ Gold: 25

SPECIAL

Speak No Evil.

As an action, create a 20-ft. radius sphere of silence. All within are deaf and no sound can enter or be created within. Also, all within are immune to thunder damage. Only you can cast spells inside. [120 ft. range, lasts 10 min.]

REACTIONS

Luck Changer.

When you miss an attack or fail a save, roll 2d4 and add that to the miss/fail.

ATTACKS (+5)

Flare Gun. ∞

Ranged (120 ft.), 1d10 fire.

Taser. ∞

Melee, 1d8 lightning. Target cannot react for 1 turn.

BONUS ACTIONS

Move Dancing Lights. If dancing lights are active, you may move each of them.

ABILITIES (DC 13)

Dancing Lights. ∞

Create 4 torch-sized lights that cast dim light in a 10-ft. radius. [120 ft. range, lasts 1 min.]

Hide. ∞

Attempt to hide, gaining advantage on your next attack (DEX check). [WIS save: not hidden].

Thaumaturgy. ∞

Create a minor magical effect such as flickering flames, booming voice, minor tremors, glowing eyes, and slamming doors or windows. [30 ft. range].

Hear No Evil.

Make a target deaf. [30 ft. range, lasts 1 min. (CON save: no effect – repeat each round)].

See No Evil.

Make a target blind. [30 ft. range, lasts 1 min. (CON save: no effect – repeat each round)].

FEATURES

Darkvision. For up to 60 ft., you can see in darkness as dim light.

Incorruptible. You have advantage on saving throws against being charmed, and magic can't put you to sleep.