

Yamgo Yipfarn

Character Name
Sorcerer 3
CLASS
Darkvision (60 ft.)
Vision

Timothy

Player Name
Gnome (Rock) / Humanoid
RACE
3 (3) 927 / 2700
Character Level (CR) EXP/NEXT LEVEL

Deity
Small / 5 ft.
SIZE / FACE
61
AGE
None
Region
3' 1" / 38 lbs.
HEIGHT / WEIGHT
Male
GENDER

Chaotic Neutral
Alignment
Reddish Brown
Hair
Green
EYES



ABILITY NAME	ABILITY SCORE	EQUIPPED SCORE	ABILITY MODIFIER	ABILITY DAMAGE	PENALTY
STR Strength	8		-1		
DEX Dexterity	10		+0		
CON Constitution	15		+2		
INT Intelligence	15		+2		
WIS Wisdom	12		+1		
CHA Charisma	15		+2		

HP hit points	19	WOUNDS/CURRENT HP						SUBDUAL	
AC armor class	10	10	0	0	0	0	0	0	
	TOTAL	BASE	ARMOR BONUS	SHIELD BONUS	STAT	NATURAL ARMOR	MISC		
INITIATIVE modifier	+ 0	+ 0	+ 0						
	TOTAL	DEX MODIFIER	MISC MODIFIER						

Encumbrance	Light
Proficiency Bonus	+2

PROFICIENT	SAVING THROWS	TOTAL	PROFICIENCY	ABILITY	MAGIC	MISC	TEMP
<input type="checkbox"/>	strength	-1	+0	-1	+0	+0	
<input type="checkbox"/>	dexterity	+0	+0	+0	+0	+0	
<input checked="" type="checkbox"/>	constitution	+4	+2	+2	+0	+0	
<input type="checkbox"/>	intelligence	+2	+0	+2	+0	+0	
<input type="checkbox"/>	wisdom	+1	+0	+1	+0	+0	
<input checked="" type="checkbox"/>	charisma	+4	+2	+2	+0	+0	

Dagger		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	P	M	20/x0	5 ft.
TOTAL ATTACK BONUS		DAMAGE				
+2		1d4				
TH	20 ft.	60 ft.				
	+2	+2 (Disadvantage)				
Dam	1d4	1d4				

Crossbow, Light		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	P	M	20/x0	5 ft.
TH	80 ft.	320 ft.				
	+2	+2 (Disadvantage)				
Dam	1d8	1d8				

*: weapon is equipped

SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	PROF MODIFIER	MISC MODIFIER
Acrobatics	DEX	0	=	0	+	
Animal Handling	WIS	1	=	1	+	
✓ Arcana	INT	4	=	2	+	2
Athletics	STR	-1	=	-1	+	
Deception	CHA	2	=	2	+	
History	INT	2	=	2	+	
✓ Insight	WIS	3	=	1	+	2
✓ Intimidation	CHA	4	=	2	+	2
Investigation	INT	2	=	2	+	
Medicine	WIS	1	=	1	+	
Nature	INT	2	=	2	+	
Perception	WIS	1	=	1	+	
Performance	CHA	2	=	2	+	
✓ Persuasion	CHA	4	=	2	+	2
Religion	INT	2	=	2	+	
Sleight of Hand	DEX	0	=	0	+	
Stealth	DEX	0	=	0	+	
Survival	WIS	1	=	1	+	

✓: Proficient Skill.

Conditional Skill Modifiers:
Passive Perception is 11
+ 2 Alchemist's Supplies

EQUIPMENT				
ITEM	LOCATION	QTY	WT / COST	
Clothes, Traveler's	Carried	1	4 / 2	
Clothes, Traveler's	Equipped	0	4 / 2	
Backpack	Carried	1	5 / 2	
Backpack	Equipped	0	5 / 2	
Guild Introduction Letter	Carried	1	0 / 0	
Crowbar	Carried	1	5 / 2	
Hammer	Carried	1	3 / 1	
Piton	Carried	10	0.2 (2.5) / 0.1 (0.5)	
Torch	Carried	9	1 (9) / 0 (0.1)	
Tinderbox	Carried	1	1 / 0.5	
Rations (1 day)	Carried	10	2 (20) / 0.5 (5)	
Waterskin	Carried	1	5 / 0.2	
Belt Pouch	Carried	1	1 / 0.5	
Alchemist's Supplies	Carried	1	8 / 50	
Dagger	Carried	2	1 (2) / 2 (4)	
LongRange: 60, RangeLongMult: 3, ShortRange: 20				
Crossbow bolts (20)	Carried	1	1.5 / 1	
Crossbow, Light	Carried	1	5 / 25	
LongRange: 320, RangeLongMult: 4, ShortRange: 80				
Component pouch	Carried	1	2 / 25	
TOTAL WEIGHT CARRIED/VALUE		76.94 lbs.	118.8gp	

WEIGHT ALLOWANCE					
Light	120	Medium	120	Heavy	120
Lift over head	120	Lift off ground	240	Push / Drag	240

MONEY	
Coin (Platinum): 70	[Equipped]
Coin (Gold): 23	[Equipped]
Coin (Silver): 49	[Equipped]
Coin (Copper): 5	[Equipped]
Total= 728 gp	

MAGIC	
Languages	
Common, Dwarvish, Gnomish	

Other Companions	
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Personality Traits	
I like to talk at length about my profession.	
I don't part with my money easily and will haggle tirelessly to get the best deal possible.	

Bonds	
Seeks enlightenment	

Ideals	
Aspiration. I work hard to be the best there is at my craft.	

Flaws	
Drunk	

Race Traits	
Ability Score Increase	[Wizards of the Coast – Player's Handbook, p.36]
Your Intelligence score increases by 2.	
Artificer's Lore	[Wizards of the Coast – Player's Handbook, p.37]
Whenever you make a History check related to magic items, alchemical objects, or technological devices, you can add twice your proficiency bonus (4), instead of any proficiency bonus you normally apply.	
Darkvision	[Wizards of the Coast – Player's Handbook, p.37]
Accustomed to life underground, you have superior vision in dark and dim conditions. 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.

Gnome Cunning	[Wizards of the Coast – Player's Handbook, p.37]
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You have advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

Languages	[Wizards of the Coast – Player's Handbook, p.37]
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You can speak, read, and write Common and Gnomish. The Gnomish language, which uses the Dwarvish script, is renowned for its technical treatises and its catalogs of knowledge about the natural world.

Tinker	[Wizards of the Coast – Player's Handbook, p.37]
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You have proficiency with tinker's tools. Using those tools, you can spend 1 hour and 10 gp worth of materials to construct a Tiny clockwork device (AC 5, 1 hp). The device ceases to function after 24 hours. (unless you spend 1 hour repairing it to keep the device functioning), or when you use your action to dismantle it; at that time, you can reclaim the materials used to create it. You can have up to three such devices active at a time. When you create a device, choose one of the following options: Clockwork Toy: This toy is a clockwork animal or person, such as a frog, mouse, bird, or soldier. When placed on the ground, the toy moves 5 feet across the ground on each of your turns in a random direction. It makes noises as appropriate to the creature it represents. Fire Starter: The device produces a miniature flame, which you can use to light something like a candle, torch, or campfire. Using the device requires your action. Music Box: When opened, this music box plays a single song at a moderate volume. The box stops playing when it reaches the song's end or when it is closed.

Tinker's Tools	[Wizards of the Coast – Player's Handbook, p.37]
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Proficient with Artisan Tinker's Tools.

Class Features	
Feature: Guild Membership	[Wizards of the Coast – Player's Handbook]

As an established and respected member of a guild, you can rely on certain benefits that membership provides. Your fellow guild members will provide you with lodging and food if necessary, and pay for your funeral if needed. In some cities and towns, a guildhall offers a central place to meet other members of your profession, which can be a good place to meet potential patrons, allies, or hirelings. Guilds often wield tremendous political power. If you are accused of a crime, your guild will support you if a good case can be made for your innocence or the crime is justifiable. You can also gain access to powerful political figures through the guild, if you are a member in good standing. Such connections might require the donation of money or magic items to the guild's coffers. You must pay dues of 5 gp per month to the guild. If you miss payments, you must make up back dues to remain in the guild's good graces.

Spell Casting	[Wizards of the Coast – Player's Handbook, p.101]
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An event in your past, or in the life of a parent or ancestor, left an indelible mark on you, infusing you with arcane magic. This font of magic, whatever its origin, fuels your spells. See chapter 10 for the general rules of spellcasting and chapter 11 for the sorcerer spell list. You can use an arcane focus (found in chapter 5) as a spellcasting focus for your sorcerer spells. Spell save DC 12; Spell attack modifier + 4

Cantrips	[Wizards of the Coast – Player's Handbook, p.101]
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At 1st level, you know four cantrips of your choice from the sorcerer spell list. You learn additional sorcerer cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Sorcerer table.

Sorcerous Origin	[Wizards of the Coast – Player's Handbook, p.101]
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Choose a sorcerous origin, which describes the source of your innate magical power: Draconic Bloodline or Wild Magic, both detailed at the end of the class description. Your choice grants you features when you choose it at 1st level and again at 6th, 14th, and 18th level.

Wild Magic	[Wizards of the Coast – Player's Handbook, p.103]
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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.

Wild Magic Surge [Wizards of the Coast
–Player’s Handbook,
p.103]

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. A surge can happen once per turn. If a surge effect is a spell, it’s too wild to be affected by Metamagic. If it normally requires concentration, it doesn’t require concentration in this case; the spell lasts for its full duration.

Tides of Chaos [Wizards of the Coast
–Player’s Handbook,
p.103]

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.

Font of Magic [Wizards of the Coast
–Player’s Handbook,
p.101]

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 [Wizards of the Coast
–Player’s Handbook,
p.101]

You have 3 sorcery points. You can never have more sorcery points than 3 at once. You regain all spent sorcery points when you finish a long rest.

Flexible Casting [Wizards of the Coast
–Player’s Handbook,
p.101]

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. 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.

Creating Spell Slots [Wizards of the Coast
–Player’s Handbook,
p.101]

Spell Slot Level-Sorcery Point Cost: 1st-2; 2nd-3; 3rd-5; 4th-6; 5th-7. 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 [Wizards of the Coast
–Player’s Handbook,
p.101]

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.

Distant Spell [Wizards of the Coast
–Player’s Handbook,
p.102]

When you cast a spell that has a range of 5 feet or greater, you can spend 1 sorcery point to double the range of the spell. When you cast a spell that has a range of touch, you can spend 1 sorcery point to make the range of the spell 30 feet.

Quicken Spell [Wizards of the Coast
–Player’s Handbook,
p.102]

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.

Proficiencies
Crossbow (Light), Dagger, Dart, Quarterstaff, Sling

Spell Slots																			
Lvl 0:	At Will	Lvl 1:	4	Lvl 2:	2	Lvl 3:	0	Lvl 4:	0	Lvl 5:	0	Lvl 6:	0	Lvl 7:	0	Lvl 8:	0	Lvl 9:	0

Sorcerer Cantrip Spell-like Abilities

Name	School	Time	Duration	Range	Source
At Will Chill Touch	Necromancy	1 action	1 round	120 feet	PH:p.221

[v, s]**EFFECT:** You create a ghostly, skeletal hand in the space of a creature within range. Make a ranged spell attack against the creature to assail it with the chill of the grave. On a hit, the target takes 1d8 necrotic damage, and it can't regain hit points until the start of your next turn. Until then, the hand clings to the target. If you hit an undead target, it also has disadvantage on attack rolls against you until the end of your next turn. This spell's damage increases by 1d8 when you reach 5th level [2d8], 11th level [3d8], and 17th level [4d8].

At Will Fire Bolt	Evocation	1 action	Instantaneous	120 feet	PH:p.242
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[v, s]**EFFECT:** You hurl a mote of fire at a creature or object within range. Make a ranged spell attack against the target. On a hit, the target takes 1d10 fire damage. A flammable object hit by this spell ignites if it isn't being worn or carried. This spell's damage increases by 1d10 when you reach 5th level [2d10], 11th level [3d10], and 17th level [4d10].

At Will Mage Hand	Conjuration	1 action	1 minute	30 feet	PH:p.256
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[v, s]**EFFECT:** 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 magic items, or carry more than 10 pounds.

At Will Ray of Frost	Evocation	1 action	Instantaneous	60 feet	PH:p.271
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[v, s]**EFFECT:** A frigid beam of blue-white light streaks toward a creature within range. Make a ranged spell attack against the target. On a hit, it takes 1d8 cold damage, and its speed is reduced by 10 feet until the start of your next turn. The spell's damage increases by 1d8 when you reach 5th level [2d8], 11th level [3d8], and 17th level [4d8].

* = Domain/Specialty Spell											
Sorcerer Spells											

LEVEL	0	1	2	3	4	5	6	7	8	9
KNOWN	4	2	2	—	—	—	—	—	—	—
PER DAY	99	4	2	—	—	—	—	—	—	—

LEVEL 0 / Per Day:99 / Caster Level:3

Name	School	Time	Duration	Range	Source
☐☐☐☐☐ Chill Touch	Necromancy	1 action	1 round	120 feet	PH:p.221

[v, s]**EFFECT:** You create a ghostly, skeletal hand in the space of a creature within range. Make a ranged spell attack against the creature to assail it with the chill of the grave. On a hit, the target takes 1d8 necrotic damage, and it can't regain hit points until the start of your next turn. Until then, the hand clings to the target. If you hit an undead target, it also has disadvantage on attack rolls against you until the end of your next turn. This spell's damage increases by 1d8 when you reach 5th level [2d8], 11th level [3d8], and 17th level [4d8].

☐☐☐☐☐ Fire Bolt	Evocation	1 action	Instantaneous	120 feet	PH:p.242
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[v, s]**EFFECT:** You hurl a mote of fire at a creature or object within range. Make a ranged spell attack against the target. On a hit, the target takes 1d10 fire damage. A flammable object hit by this spell ignites if it isn't being worn or carried. This spell's damage increases by 1d10 when you reach 5th level [2d10], 11th level [3d10], and 17th level [4d10].

☐☐☐☐☐ Mage Hand	Conjuration	1 action	1 minute	30 feet	PH:p.256
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[v, s]**EFFECT:** 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 magic items, or carry more than 10 pounds.

☐☐☐☐☐ Ray of Frost	Evocation	1 action	Instantaneous	60 feet	PH:p.271
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[v, s]**EFFECT:** A frigid beam of blue-white light streaks toward a creature within range. Make a ranged spell attack against the target. On a hit, it takes 1d8 cold damage, and its speed is reduced by 10 feet until the start of your next turn. The spell's damage increases by 1d8 when you reach 5th level [2d8], 11th level [3d8], and 17th level [4d8].

LEVEL 1 / Per Day:4 / Caster Level:3

Name	School	Time	Duration	Range	Source
☐☐☐☐☐ Magic Missile	Evocation	1 action	Instantaneous	120 feet	PH:p.257

[v, s]**EFFECT:** You create three glowing darts of magical force. Each dart hits a creature of your choice that you can see within range. A dart deals 1d4 + 1 force damage to its target. The darts all strike simultaneously, and you can direct them to hit one creature or several. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the spell creates one more dart for each slot level above 1st.

☐☐☐☐☐ Witch Bolt	Evocation	1 action	Concentration, up to 1 minute	30 feet	PH:p.289
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[V, S, M (a twig from a tree that has been struck by lightning)]**EFFECT:** A beam of crackling, blue energy lances out toward a creature within range, forming a sustained arc of lightning between you and the target. Make a ranged spell attack against that creature. On a hit, the target takes 1d12 lightning damage, and on each of your turns for the duration, you can use your action to deal 1d12 lightning damage to the target automatically. The spell ends if you use your action to do anything else. The spell also ends if the target is ever outside the spell's range or if it has total cover from you. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the initial damage increases by 1d12 for each slot level above 1st.

LEVEL 2 / Per Day:2 / Caster Level:3

Name	School	Time	Duration	Range	Source
☐☐☐☐☐ Phantasmal Force	Illusion	1 action	Concentration, up to 1 minute	60 feet	PH:p.264

[DC: 12, Intelligence] [V, S, M (a bit of fleece)]**EFFECT:** You craft an illusion that takes root in the mind of a creature that you can see within range. The target must make an Intelligence saving throw. On a failed save, you create a phantasmal object, creature, or other visible phenomenon of your choice that is no larger than a 10-foot cube and that is perceivable only to the target for the duration. This spell has no effect on undead or constructs. The phantasm includes sound, temperature, and other stimuli, also evident only to the creature. The target can use its action to examine the phantasm with an Intelligence [Investigation] check against your spell save DC. If the check succeeds, the target realizes that the phantasm is an illusion, and the spell ends. While a target is affected by the spell, the target treats the phantasm as if it were real. The target rationalizes any illogical outcomes from interacting with the phantasm. For example, a target attempting to walk across a phantasmal bridge that spans a chasm falls once it steps onto the bridge. If the target survives the fall, it still believes that the bridge exists and comes up with some other explanation for its fall-it was pushed, it slipped, or a strong wind might have knocked it off. An affected target is so convinced of the phantasm's reality that it can even take damage from the illusion. A phantasm created to appear as a creature can attack the target. Similarly, a phantasm created to appear as fire, a pool of acid, or lava can burn the target. Each round on your turn, the phantasm can deal 1d6 psychic damage to the target if it is in the phantasm's area or within 5 feet of the phantasm, provided that the illusion is of a creature or hazard that could logically deal damage, such as by attacking. The target perceives the damage as a type appropriate to the illusion.

☐☐☐☐☐ Scorching Ray	Evocation	1 action	Instantaneous	120 feet	PH:p.273
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[v, s]**EFFECT:** You create three rays of fire and hurl them at targets within range. You can hurl them at one target or several. Make a ranged spell attack for each ray. On a hit, the target takes 2d6 fire damage. At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you create one additional ray for each slot level above 2nd.

* = Domain/Specialty Spell											
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Sorcerer Cantrip Spell-like Abilities

At Will Chill Touch
At Will Fire Bolt
At Will Mage Hand
At Will Ray of Frost

Yamgo Yipfarn

Gnome (Rock)

RACE

61

AGE

Male

GENDER

Darkvision (60 ft.)

VISION

Chaotic Neutral

ALIGNMENT

Right

DOMINANT HAND

Humanoid

Race Type

Race Sub Type

DEITY

3' 1"

HEIGHT

38 lbs.

WEIGHT

Green

EYE COLOUR

Vibrant Blue (Naturally Pale)

SKIN COLOUR

Reddish Brown, Medium-Length, Tidy

HAIR / HAIR STYLE

INTERESTS

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SPOKEN STYLE / CATCH PHRASE

RESIDENCE

None

REGION

Description:

Average in the way of gnomes, clean and well kept, but early signs of aging appear in his face. Large bite marks and scars cover his body from his time as a zombie.

Biography:

Born into a family of artisans, Yamgo showed great promise for the sciences in addition to the arcane. Becoming a potion making apprentice in his last years of school, he soon became a well respected alchemist for a local apothecary. After a few personal disappointments and failed relationships, he slipped into a bottle and seclusion, preferring to contemplate and drink rather than adventure. After a near death experience with a drunkenly mixed potion which nearly blew up the mountain he called home, he decided to venture forth and seek meaning for his life outside his cave.

