

Pyra, Keeper of Keys

Level 6 Gnome Sorcerer



Pyra has a fascination with collecting keys, not as a thief, but due to their captivating allure. Their shimmering hues evoke a sense of mystery and adventure. One key she treasures is a weathered, brass relic discovered in a deep footprint near her town, which she whimsically imagines as the key to Darkhaven's city gate. Another key, exquisitely adorned and possibly made of silver, features a delicate tree motif, sparking visions of unlocking a cabinet brimming with pristine elvish healing potions. There is also a rounded clock key, likely passed down through generations, belonging to a cherished pendulum timepiece. Pyra also possesses a small heart-shaped key, playfully pretending it is the diary key of her crusty neighbor, Finneas. To Pyra, keys symbolize her yearning for freedom and thrilling escapades.

Apart from her fascination with keys, Pyra treasures her eight brothers. Together they operate a merchant stall in the town square, showcasing a medley of exotic wares and captivating trinkets to entice passing travelers. Behind the display of trinkets, hidden beneath the counter, resides a treasury of brightly colored potions and elixirs, meticulously crafted by Pyra and her brothers in the small cellar of their home.

One fateful day, while attending their merchant stand, Pyra stumbled upon her most cherished key. It was acquired through a trade with a traveler who was interested in an over-seasoned cast iron skillet with a broken handle. Pyra embellished the skillet's history, weaving a tale of it being a relic from the legendary "Battle of Broken Eggs."

Intrigued by the story or simply in need of a cooking utensil, the traveler agreed to trade the skillet for the unique key hanging from his belt. This odd cruciform key, with three intact sides and a missing fourth, fashioned from oxidizing copper, found its rightful place adorning a leather strap around Pyra's neck, where it remains, kindling her insatiable curiosity about its origins. This curiosity fuels her adventures, in which she lives out her desire for freedom. However, she makes time to come home to her brothers often.

SECRET:

Pyra has another key. She found it while cleaning the hearth, amid the ashes. It is made of redgold, and is forged in the shape of a dragon's head. Sometimes she hears whispers in Draconic coming from it, but she can never tell exactly what it is trying to tell her.

PERSONALITY TRAIT:

I always want to know how things work, what secrets lay behind closed doors, and what makes people tick.

IDEAL:

I have keys that I need to find the locks for. Who knows what might be beyond?

BOND:

My brothers mean everything to me, even if they are sometimes unbearable.

FLAW:

My curiosity can sometimes land me in hot water.



Character Name

Pyra, Keeper of Keys

Class & Level

Level 6 Draconic (Redflame) Sorcerer

Race / Background

Gnome / Merchant League Member

Alignment

Chaotic Good

Languages Common, Gnomish, Dwarvish, Halfling, Elvish, Draconic

Attacks & Spellcasting

Name	ATK	Damage
Dagger	+5	1d4+2 Piercing
Dagger (Off-Hand)	+5	1d4 Piercing
Light Crossbow	+5	1d8+2 Piercing
Fire Bolt	+9	2d10+5 Fire
Burning Hands	DC 17	3d6+5 Fire
Scorching Ray	+9	2d6+5 Fire
Fireball	DC 17	8d6+5 Fire
Mend Construct	-	1d4+5 Mending

Equipment

Weapons: Dagger x2 (*Finesse, light, thrown (range 20/60)*), Light Crossbow (*Ammunition (range 80/320), loading, two-handed*), 20 crossbow bolts

Armor: None (See Draconic Resilience)

Gear: Redgold Dragon Key (*Arcane Focus; see Special Abilities*), Mystery Key, Belt Pouch containing 15gp, Backpack, Bedroll, Mess Kit, Tinderbox, Torch x10, Rations x10, Waterskin, Hempen Rope, Tinker's Tools, Common Clothes, Key Ring holding 10 varied keys.

Proficiency Bonus +3	Inspiration	Passive Perception 11
+0 11 Strength	◇ +0 ○ +0 ○ +0 ○ +0 Saving Throws Athletics	
+2 15 Dexterity	◇ +2 ○ +2 ○ +2 ○ +2 Saving Throws Acrobatics Sleight of Hand Stealth	
+3 16 Constitution	◆ +6 Saving Throws	
+2 14 Intelligence	◇ +2 ● +5 ● +8 ● +5 ○ +2 ○ +2 Saving Throws Arcana History* Investigation Nature Religion	
+1 12 Wisdom	◇ +1 ○ +1 ● +4 ○ +1 ○ +1 ○ +1 Saving Throws Animal Handling Insight Medicine Perception Survival	
+5 20 Charisma	◆ +8 ○ +5 ○ +5 ○ +5 ● +8 Saving Throws Deception Intimidation Performance Persuasion	

Armor Class 15	Initiative +2	Speed 25 ft.
MAX HP 44	Current HP	
Temporary Hit Points		
Hit Dice 6 (d6)	Death Saves Success-Failures Total _____	
Spellcasting Ability CHA	Spell Save DC 17	Spell Attack Bonus +9
Proficiencies		
Armor: None		
Weapons: Dagger, Dart, Light Crossbow, Quarterstaff		
Saving Throws: Constitution, Charisma		
(Note: You have advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.)		

Notes

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Level 6 Special Abilities (Page 1 of 2)



SORCERY POINTS – 6/LONG REST

REDGOLD DRAGON KEY - This key acts as your arcane focus. You gain a +1 bonus to all spell attack rolls and spell save DC. The key adds the spell, *Shield*, to your list of spells known.

GNOME CUNNING - You have advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

DARKVISION - 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.

TINKER - You have proficiency with artisan's tools (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, monster, or person, such as a frog, mouse, bird, dragon, 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 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 LORE - Whenever you make an Intelligence (History) check related to magic items, alchemical objects, or technological devices, you can add twice your proficiency bonus, instead of any proficiency bonus you normally apply.

MERCHANT LEAGUE MEMBER - You are a member of the city of Darkenhaven's Merchant League, who operate in West Verdestia and even beyond. You can always count on help from a fellow Merchant League member. You may often be rivals, but you are honorbound to look out for one-another in times of desperate need.

DRACONIC INFUSION: REDFLAME - Some time in the past, your bloodline was ritually infused with draconic blood, specifically that of a Redflame dragon. Your associated magical element is fire.

DRACONIC INTERACTIONS - Whenever you make a Charisma check when interacting with dragons, your proficiency bonus is doubled if it applies to the check.

DRACONIC RESILIENCE - As magic flows through your body, it causes physical traits of your dragon ancestors to emerge. At 1st level, your hit point maximum increases by 1 and increases by 1 again whenever you gain a level in this class. Additionally, parts of your skin are covered by a thin sheen of dragon-like scales. When you aren't wearing armor, your AC equals $13 + \text{your Dexterity modifier}$.

SORCERY POINTS - 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.

You have 3 sorcery points, and you gain more as you reach higher levels, as shown in the Sorcery Points column of the Sorcerer table. 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.

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Level 6 Special Abilities (Page 2 of 2)



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.

- **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.

- A 1st level Spell Slot cost 2 Sorcery Points
- A 2nd level Spell Slot cost 3 Sorcery Points
- A 3rd level Spell Slot cost 5 Sorcery Points

- **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 - You gain the ability to twist your spells to suit your needs. You gain two Metamagic options.

You can use only one Metamagic option on a spell when you cast it, unless otherwise noted.

- **METAMAGIC: EMPOWERED SPELL** - 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.

- **METAMAGIC: CAREFUL SPELL** - When you cast a spell that forces other creatures to make a saving throw, you can protect some of those creatures from the spell's full force. To do so, you spend 1 sorcery point and choose a number of those creatures up to your Charisma modifier (minimum of one creature). A chosen creature automatically succeeds on its saving throw against the spell.

- **ELEMENTAL AFFINITY** - When you cast a spell that deals damage of the type associated with your draconic ancestry, add your Charisma modifier to that damage. At the same time, you can spend 1 sorcery point to gain resistance to that damage type for 1 hour.

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Level 6 Spells (Page 1 of 2)



CANTRIPS (UNLIMITED)

FIRE BOLT (EVOCATION)

Casting Time: 1 action

Range: 120 feet

Target: A creature or object within range

Components: V, S

Duration: Instantaneous

Description: 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 $2d10$ fire damage. A flammable object hit by this spell ignites if it isn't being worn or carried.

DANCING LIGHTS (EVOCATION)

Casting Time: 1 action

Range: 120 feet

Target: Four points within range

Components: V, S, M (A bit of phosphorus or wychwood, or a glowworm)

Duration: Concentration, Up to 1 minute

Description: You create up to four torch-sized lights within range, making them appear as torches, lanterns, or glowing orbs that hover in the air for the duration. You can also combine the four lights into one glowing vaguely humanoid form of Medium size. Whichever form you choose, each light sheds dim light in a 10-foot radius. As a bonus action on your turn, you can move the lights up to 60 feet to a new spot within range. A light must be within 20 feet of another light created by this spell, and a light winks out if it exceeds the spell's range.

LIGHT (EVOCATION)

Casting Time: 1 action

Range: Touch

Target: One object that is no larger than 10 feet in any dimension

Components: V, M (A firefly or phosphorescent moss)

Duration: 1 hour

Description: You touch one object that is no larger than 10 feet in any dimension. Until the spell ends, the object sheds bright light in a 20-foot radius and dim light for an additional 20 feet. The light can be colored as you like. Completely covering the object with something opaque blocks the light. The spell ends if you cast it again or dismiss it as an action. If you target an object held or worn by a hostile creature, that creature must succeed on a Dexterity saving throw to avoid the spell.

PRESTIDIGITATION (TRANSMUTATION)

Casting Time: 1 action

Range: 10 feet

Target: See text

Components: V, S

Duration: Up to 1 hour

Description: 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.

MENDING / MEND CONSTRUCT (TRANSMUTATION)

Casting Time: 1 minute

Range: Touch

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

Components: V, S, M (Two lodestones)

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.

Note: Mending can also be used to restore hit points to a construct such as an Inzandra'az with a casting time of 1 action. You mend one construct for $1d4$ + your spellcasting modifier hit points.

LEVEL 1 (7 SLOTS)

BURNING HANDS (EVOCATION)

Casting Time: 1 action

Range: Self (15-foot cone)

Target: Self (15-foot cone)

Components: V, S

Duration: Instantaneous

Description: 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.

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Level 6 Spells (Page 2 of 2)



LEVEL 1 (CONTINUED)

GREASE (CONJURATION)

Casting Time: 1 action

Range: 60 feet

Target: A 10-foot square centered on a point within range

Components: V, S, M (A bit of pork rind or butter)

Duration: 1 minute

Description: Slick grease covers the ground in a 10-foot square centered on a point within range and turns it into difficult terrain for the duration. When the grease appears, each creature standing in its area must succeed on a Dexterity saving throw or fall prone. A creature that enters the area or ends its turn there must also succeed on a Dexterity saving throw or fall prone.

DETECT MAGIC (DIVINATION)

RITUAL

Casting Time: 1 action

Range: Self

Target: Self

Components: V, S

Duration: Concentration, Up to 10 minutes

Description: For the duration, you sense the presence of magic within 30 feet of you. If you sense magic in this way, you can use your action to see a faint aura around any visible creature or object in the area that bears magic, and you learn its school of magic, if any. The spell can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

SHIELD (ABJURATION)

Casting Time: 1 reaction, which you take when you are hit by an attack or targeted by the magic missile spell

Range: Self

Target: Self

Components: V, S

Duration: 1 round

Description: An invisible barrier of magical force appears and protects you. Until the start of your next turn, you have a +5 bonus to AC, including against the triggering attack, and you take no damage from magic missile.

LEVEL 2 (3 SLOTS) □ □ □

SCORCHING RAY (EVOCATION)

Casting Time: 1 action

Range: 120 feet

Target: Targets (one or several) within range

Components: V, S

Duration: Instantaneous

Description: 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.

MISTY STEP (CONJURATION)

Casting Time: 1 bonus action

Range: Self

Target: Self

Components: V

Duration: Instantaneous

Description: Briefly surrounded by silvery mist, you teleport up to 30 feet to an unoccupied space that you can see.

LEVEL 3 (3 SLOTS) □ □ □

DAYLIGHT (EVOCATION)

Casting Time: 1 action

Range: 60 feet

Target: A point you choose within range

Components: V, S

Duration: 1 hour

Description: A 60-foot-radius sphere of light spreads out from a point you choose within range. The sphere is bright light and sheds dim light for an additional 60 feet. If you chose a point on an object you are holding or one that isn't being worn or carried, the light shines from the object and moves with it. Completely covering the affected object with an opaque object, such as a bowl or a helm, blocks the light. If any of this spell's area overlaps with an area of darkness created by a spell of 3rd level or lower, the spell that created the darkness is dispelled.

FIREBALL (EVOCATION)

Casting Time: 1 action

Range: 150 feet

Target: A point you choose within range

Components: V, S, M (A tiny ball of bat guano and sulfur)

Duration: Instantaneous

Description: A bright streak flashes from your pointing finger to a point you choose within range and then blossoms with a low roar into an explosion of flame. Each creature in a 20-foot-radius sphere centered on that point must make a Dexterity saving throw. A target takes 8d6 fire damage on a failed save, or half as much damage on a successful one. The fire spreads around corners. It ignites 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 4th level or higher, the damage increases by 1d6 for each slot level above 3rd.