



Sorcerer 5 (Wild Magic)

CLASS & LEVEL

Rock Gnome

RACE/ANCESTRY/HERITAGE

7,085

EXPERIENCE POINTS

Criminal

BACKGROUND

PLAYER NAME

CAMPAIGN or PLAYER ID

STR
+0
10

+3 PROFICIENCY
BONUS

SAVING THROWS

- +0 Strength Saves
- +1 Dexterity Saves
- +5 Constitution Saves *
- +0 Intelligence Saves
- +1 Wisdom Saves
- +6 Charisma Saves *
- * Prof. bonus added

DEX
+1
13

CON
+2
15

SKILLS

- +1 Acrobatics (*Dex*)
- +1 Animal Handling (*Wis*)
- +3 Arcana (*Int*) *
- +3 Athletics (*Str*) *
- +6 Deception (*Cha*) *
- +0 History (*Int*)
- +4 Insight (*Wis*) *
- +6 Intimidation (*Cha*) *
- +0 Investigation (*Int*)
- +1 Medicine (*Wis*)
- +0 Nature (*Int*)
- +1 Perception (*Wis*)
- +3 Performance (*Cha*)
- +3 Persuasion (*Cha*)
- +0 Religion (*Int*)
- +1 Sleight of Hand (*Dex*)
- +4 Stealth (*Dex*) *
- +1 Survival (*Wis*)

* Prof. bonus added

11 PASSIVE WISDOM
(PERCEPTION)

PROFICIENCIES & LANGUAGES

Armor: none

Weapons: dagger, dart, light crossbow, quarterstaff, sling

Tools: gaming set (dice set), thieves' tools

Saving Throws: Constitution, Charisma

Skills: Arcana, Athletics, Deception, Insight, Intimidation, Stealth

Languages: Common, Gnomish

ENCUMBRANCE

Lifting & Carrying: 150 lbs. max. carrying capacity; 300 lbs. pushing or dragging (speed -5 ft.); 300 lbs. max. lift.

ARMOR
CLASS
(AC)

11

INITIATIVE

+1

SPEED

25 ft.

Armor Worn: none



HIT POINTS

32

HIT DICE

5d6

DEATH SAVES: Success O O O Fail O O O

WEAPON & UNARMED ATTACKS

Basic Attack. One target per Attack action.

Quarterstaff. *Melee Weapon Attack:* +3 to hit, reach 5 ft. *Hit:* 1d6+0 bludgeoning damage. (If used two-handed in melee, does 1d8+0 damage.)

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. 1d4+1 piercing damage. (If thrown, normal range to 20 ft.; disadvantage long range 21 to 60 ft.)

MAGIC, FEATS & SPECIAL ATTACKS

Ray Of Frost Cantrip. *Ranged Spell Attack:* +6 to hit, targets one creature or object within 60 ft. range. *Hit:* 2d8 cold damage and target's speed reduced by 10 feet for one round.

EQUIPMENT & TREASURE

Carried Gear [PHB, p. 143]: two (2) daggers, quarterstaff, belt pouch, crowbar, set of dark common clothes with a hood. (This load is about 11 lbs.; add 1 lb. per 50 coins carried.)

Coins & Gems: 655 gold pieces (gp); 43 silver pieces (sp); 13 copper pieces (cp); 4 gems (worth 50 gp each)

FEATURES, TRAITS & MORE

Alignment: Chaotic Neutral. I follow my shifting whims with little concern about rules or later consequences.

Criminal Background [PHB p. 129]

- **Feature:** Criminal Contact.
- **Traits:** As child, bullied by lawmen. Smokes non-stop.
- **Ideal:** Rewards outweigh risks.
- **Bond:** Always shares loot with family.
- **Flaw:** Reckless for a big score.

Rock Gnome Traits [PHB p. 35]

- Creature Type: Humanoid
- Age: 138 years old
- Small Size (3' 3", 39 lbs.)
- Darkvision (60 feet)
- Gnome Cunning (adv. on Intelligence, Wisdom, Charisma saving throws vs. magic)
- Artificer's Lore (History bonus)
- Tinker (craft devices)

Sorcerer Class Features [PHB p. 99]

- Wild Magic Surge (after casting spell, 1 in 20 chance of rolling on the effects table found on PHB p. 104)
- Tides Of Chaos (gain adv. on attack, ability or save roll once betw. long rests)
- Font Of Magic (use up to 5 sorcery points betw. long rests)
- Flexible Casting (use 2 sorcery points for one 1st level spell slot, 3 pts. for 2nd level slot, 5 pts. 3rd level)

Metamagic [PHB p. 101]

- Careful Spell (for 1 sorcery point, exclude 3 targets from spell)
- Distant Spell (for 1 sorcery point, double range of spell)

MAGIC SPELLS

Spellcasting [PHB p. 201]

Spell Attack Modifier +6
Spell Save DC 14



Cantrips Known: *Blade Ward, Friends, Light, Ray of Frost, True Strike*

Prepared Spells

1st Level (4 slots): *Magic Missile*

2nd Level (3 slots): *Crown of Madness, Enhance Ability, Invisibility*

3rd Level (2 slots): *Lightning Bolt, Fireball*

PLAYING THE GAME

- The Dungeon Master (DM) describes a scene and players take turns describing their characters' responses.
- For ability checks, saving throws, and attack rolls, roll 1d20 + one ability modifier + proficiency bonus (if proficient in task). The higher the total, the better the effort. The DM tracks minimum totals needed for successful results.
- For initiative rolls, roll 1d20 + Initiative (Dex) modifier. Higher totals act before lower totals in the same 6-second round.
- During a turn, a character or creature may do 1 movement, 1 action and up to 1 bonus action. Between turns, do up to 1 reaction.
- Advantage: Roll two d20s and use the higher result. Disadvantage: Roll two d20s and use the lower result.
- On attack rolls only, a "natural 20" is always a critical hit, while a "natural 1" is always a miss.
- Saving throws are rolled as needed at any time due to attacks, spells, or hazards.
- A character may die if failing three death saves while at 0 hit points, gaining 6 levels of exhaustion, or suffering certain deadly spells and hazards.
- Specific traits, features, spells, and magic items may create exceptions to any rules.

ACTIONS (1 per turn)

- **Attack:** Roll to hit, melee or ranged. Some classes and creatures make extra attacks at higher levels with this action.
- **Cast Spell:** If casting time 1 action.
- **Dash:** Double Speed this turn.
- **Disengage:** Avoiding all opportunity attacks while moving; "defensive retreat."
- **Dodge:** Give attackers disadvantage.
- **Escape:** Try to break free from grapple.
- **Grapple:** Special melee attack.
- **Help:** Give an ally advantage on one ability check or attack roll.
- **Hide:** Stealth allowed only if unobserved.
- **Ready:** Plan to take action as reaction when trigger occurs.
- **Search:** Perception or Investigation check.
- **Shove:** Special melee attack.
- **Stabilize:** DC 10 Medicine check to aid 0 h.p. dying creature; automatic success if using healer's kit.
- **Use Object:** Pick a lock, activate magical item, cover a hooded lantern, etc.
- **Use Potion:** Drink or administer.
- **Use Shield:** Equip or drop a shield.

BONUS ACTIONS (up to 1 per turn)

- **Offhand Attack:** If doing Attack as action, may make one attack this turn if light weapon in other hand.
- **Cast Spell:** If casting time 1 bonus action.

MOVEMENTS (limited by Speed)

- **Move:** Distance equal to Speed.
- **Crawl, Climb, Swim, Squeeze, Move Across Difficult Terrain or Move While Grappling:** "Half speed," uses up 10 ft. of Speed per 5 ft. distance.
- **Drop Prone:** No cost to Speed.
- **Stand Up:** From Prone position/condition, costs half Speed that turn.
- **Take Cover:** At end of move, half cover gives +2 to Armor Class and Dexterity saving throws; three-quarter cover gives +5 AC and Dex saves.

REACTIONS (1 between turns)

- **Cast Spell:** If casting time 1 reaction.
- **Opportunity Attack:** May make one attack if enemy moves out of reach.
- **Readied Action:** After trigger occurs, else action wasted.

FREE ACTIONS

- **Concentration (Maintain A Spell):** Ends if caster starts another concentration spell, or the caster is incapacitated, stunned, unconscious, or killed. If caster takes damage, a Constitution saving throw is needed to avoid immediately ending spell. DC is equal to 10 or half damage taken, whichever is greater. Each hit needs a separate saving throw check.
- **Interacting With An Object:** Generally part of another Movement or Action. Examples: Draw one weapon, drop a held object, or open an unlocked door.