



ELEANOR

Sorcerer 6 (Wild Magic)

CLASS & LEVEL

15,260

EXPERIENCE POINTS

Matthew Stanton

PLAYER NAME

Ghost

RACE/ANCESTRY/HERITAGE

Folk Hero

BACKGROUND

The Legacy of Harland Payne

CAMPAIGN or PLAYER ID

STR

-1
8

+3 PROFICIENCY BONUS

SAVING THROWS

- 1 Strength Saves
- +2 Dexterity Saves
- +5 Constitution Saves *
- +0 Intelligence Saves
- +1 Wisdom Saves
- +7 Charisma Saves *
- * Prof. bonus added

DEX

+2
14

CON

+2
14

INT

+0
10

WIS

+1
12

CHA

+4
19

SKILLS

- +2 Acrobatics (*Dex*)
- +4 Animal Handling (*Wis*) *
- +0 Arcana (*Int*)
- 1 Athletics (*Str*)
- +7 Deception (*Cha*) *
- +0 History (*Int*)
- +4 Insight (*Wis*) *
- +4 Intimidation (*Cha*)
- +0 Investigation (*Int*)
- +1 Medicine (*Wis*)
- +0 Nature (*Int*)
- +4 Perception (*Wis*) *
- +4 Performance (*Cha*)
- +4 Persuasion (*Cha*)
- +0 Religion (*Int*)
- +2 Sleight of Hand (*Dex*)
- +5 Stealth (*Dex*) *
- +4 Survival (*Wis*) *

* Prof. bonus added

14 PASSIVE WISDOM (PERCEPTION)

PROFICIENCIES & LANGUAGES

Armor: none

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

Tools: glassblower's tools, vehicles (land craft)

Saving Throws: Constitution, Charisma

Skills: Animal Handling, Deception, Insight, Perception, Stealth, Survival

Languages: Common

ENCUMBRANCE

Lifting & Carrying: 120 lbs. max. carrying capacity; 240 lbs. pushing or dragging (speed -5 ft.); 240 lbs. max. lift.



ARMOR CLASS (AC)

12



INITIATIVE

+2



SPEED

30 ft.

Armor Worn: none



HIT POINTS

38

HIT DICE

6d6

DEATH SAVES: Success O O O Fail O O O

WEAPON & UNARMED ATTACKS

Basic Attack. One target per Attack action.

Quarterstaff. *Melee Weapon Attack:* +2 to hit, reach 5 ft. *Hit:* 1d6-1 bludgeoning damage. (If used two-handed in melee, does 1d8-1 damage.)

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. 1d4+2 piercing damage. (If thrown, normal range to 20 ft.; disadvantage long range to 21 to 60 ft.)

MAGIC, FEATS & SPECIAL ATTACKS

Ray Of Frost Cantrip. *Ranged Spell Attack:* +7 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, normal clothes (add 1 lb. per 50 coins carried.)

Coins & Gems: 655 gold pieces (gp); 13 silver pieces (sp); 75 copper pieces (cp); 4 gems (worth 50 gp each)

FEATURES, TRAITS & MORE

Alignment: Neutral. I will help others, but avoid serious personal risks or loyalties that don't benefit me.

Folk Hero Background [PHB p. 131]

- **Feature:** Rustic Hospitality
- **Traits:** Cannot reveal ghostly nature to others. Resourceful thinker.
- **Ideal:** Seeks to end own haunting.
- **Bond:** Good works above all else.
- **Flaw:** Afraid of the fey.

Ghost Traits [as Reborn, VRGtR p. 20]

- Creature Type: Undead
- Age: 83 years old (appears as late 20s)
- Medium Size (5' 11", 200 lbs.)
- Ancestral Legacy (bonus proficiencies)
- Darkvision (60 feet)
- Deathless Nature (adv. on disease and poison saves; resistance to poison; adv. on death saves; don't eat, drink, breathe, sleep; immune magical sleep; long rest in 4 hours)
- Knowledge Of Past Life (add +1d6 to ability skill check, use 3 times betw. long rests)

Special Traits [House Rule]

- Possession (once between long rests, may use *Dominare Person* as an 8th level spell)

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 **6 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)
- Bend Luck (for 2 sorcery points, add +1d4 or -1d4 to another's attack, ability or save roll)

Metamagic [PHB p. 101]

- Heighten Spell (for 3 sorcery points, target saves vs. spell with disadv.)
- Quicken Spell (for 2 sorcery points, cast as bonus action instead of action)

MAGIC SPELLS

Spellcasting [PHB p. 201]

Spell Attack Modifier +7
Spell Save DC 15



Cantrips Known: *Friends, Minor Illusion, Prestidigitation, Ray of Frost, True Strike*

Prepared Spells

1st Level (4 slots): *Mage Armor, Burning Hands, Ray of Sickness*

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

3rd Level (3 slots): *Suggestion*

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.