

Getu Da Cho'ppa

CHARACTER NAME

Wild Magic Sorcerer 5, Pat... Feylost

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Tortle
RACE

Chaotic Neutral
ALIGNMENT

EXPERIENCE POINTS

STRENGTH

4

19

DEXTERITY

0

10

CONSTITUTION

3

16

INTELLIGENCE

0

10

WISDOM

0

10

CHARISMA

4

18

INSPIRATION

4

PROFICIENCY BONUS

- 6 Strength
- 2 Dexterity
- 9 Constitution
- 2 Intelligence
- 2 Wisdom
- 10 Charisma

SAVING THROWS

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

SKILLS

15

PASSIVE WISDOM (PERCEPTION)

TOOL: Lute

LANGUAGE: Common, Draconic, Elvish

ARMOR: Shields

WEAPON: Dagger, Dart, Light Crossbow, Martial weapons, Quarterstaff, Simple weapons, Sling

OTHER PROFICIENCIES & LANGUAGES

21

ARMOR CLASS

1

INITIATIVE

30

SPEED

Hit Point Maximum 85

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 5+4

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

NAME	ATK	DAMAGE/TYPE
Claws	+8	1d6+4 slashing
Handaxe	+8	1d6+4 Slashing
Dagger	+8	1d4+4 Piercing
Fire Bolt	+8	2d10 Fire
Poison Spray	DC16	2d12 Poison
Ray of Frost	+8	2d8 Cold
Sleep		5d8 Hit Points of ...

ATTACKS & SPELLCASTING

CP	SP	EP	GP	PP
			58	

1 Arcane Focus

1 Handaxe

2 Dagger

1 Explorer's Pack

1 Backpack

1 Bedroll

1 Mess Kit

EQUIPMENT

I'm haunted by fey laughter that only I can hear, though I know it's just my mind playing tricks on me. Good music makes me weep like a baby.

PERSONALITY TRAITS

Changeability. Change is good, which is why I live by an ever-changing set of rules. (Chaotic)

IDEALS

I find magic in all its forms to be compelling. The more magical a place, the more I am drawn to it.

BONDS

I'm forgetful. Sometimes I can't remember even the simplest things.

FLAWS

Tides of Chaos

Wild Magic Surge

Claws

Hold Breath

Natural Armor

Nature's Intuition

Shell Defense

Fey Mark

Rage

Unarmored Defense

Reckless Attack

Danger Sense

Primal Knowledge

Magic Awareness

Wild Surge

Telekinetic

Sorcery Points

Flexible Casting

Metamagic

Metamagic: Empowered Spell

Metamagic: Subtle Spell

Sorcerous Versatility

Magical Guidance

FEATURES & TRAITS



SPELLCASTING CLASS

CHARISMA	16	8
SPELLCASTING ABILITY	SPELL SAVE DC	SPELL ATTACK BONUS

0 CANTRIPS

- Fire Bolt
- Poison Spray
- Ray of Frost
- Prestidigitation
- Mage Hand
- Frostbite

SPELL LEVEL SLOTS TOTAL SLOTS EXPENDED

1 4

- Sleep
- Mage Armor
- Thunderwave

2 3

- Misty Step
- Tasha's Mind Whip

3 2

- Fireball

4 0

5 0

6 0

7 0

8 0

9 0

FEATURES & TRAITS

Tides of Chaos

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.

Wild Magic Surge

Your spellcasting can unleash surges of untamed magic. Once per turn, the DM can have you roll a d20 immediately after you cast a sorcerer spell of 1st level or higher. If you roll a 1, roll on the Wild Magic Surge table to create a magical effect. If that effect is a spell, it is too wild to be affected by your Metamagic, and if it normally requires concentration, it doesn't require concentration in this case; the spell lasts for its full duration.

Claws

You have claws that you can use to make unarmed strikes. When you hit with them, the strike deals 1d6 + your Strength modifier slashing damage, instead of the bludgeoning damage normal for an unarmed strike.

Hold Breath

You can hold your breath for up to 1 hour.

Natural Armor

Your shell provides you a base AC of 17 (your Dexterity modifier doesn't affect this number). You can't wear light, medium, or heavy armor, but if you are using a shield, you can apply the shield's bonus as normal.

Nature's Intuition

Thanks to your mystical connection to nature, you gain proficiency with one of the following skills of your choice: Animal Handling, Medicine, Nature, Perception, Stealth, or Survival.

Shell Defense

You can withdraw into your shell as an action. Until you emerge, you gain a +4 bonus to your AC, and you have advantage on Strength and Constitution saving throws. While in your shell, you are prone, your speed is 0 and can't increase, you have disadvantage on Dexterity saving throws, you can't take reactions, and the only action you can take is a bonus action to emerge from your shell.

Fey Mark

You were transformed in some small way by your stay in the Feywild and gained a fey mark, determined by rolling on the Fey Mark table. Your eyes swirl with iridescent colors.

Rage

In battle, you fight with primal ferocity. On your turn, you can enter a rage as a bonus action. While raging, you gain the following benefits if you aren't wearing heavy armor: -You have advantage on Strength checks and Strength saving throws. -When you make a melee weapon attack using Strength, you gain a bonus to the damage roll that increases as you gain levels as a barbarian, as shown in the Rage Damage column of the Barbarian table. -You have resistance to bludgeoning, piercing, and slashing damage. If you are able to cast spells, you can't cast them or concentrate on them while raging. Your rage lasts for 1 minute. It ends early if you are knocked unconscious or if your turn ends and you haven't attacked a hostile creature since your last turn or taken damage since then. You can also end your rage on your turn as a bonus action. Once you have raged the number of times shown for your barbarian level in the Rages column of the Barbarian table, you must finish a long rest before you can rage again.

Unarmored Defense

While you are not wearing any armor, your Armor Class equals 10 + your Dexterity modifier + your Constitution modifier. You can use a shield and still gain this benefit.

Reckless Attack

Starting at 2nd level, you can throw aside all concern for defense to attack with fierce desperation. When you make your first attack on your turn, you can decide to attack recklessly. Doing so gives you advantage on melee weapon attack rolls using Strength during this turn, but attack rolls against you have advantage until your next turn.

Danger Sense

At 2nd level, you gain an uncanny sense of when things nearby aren't as they should be, giving you an edge when you dodge away from danger. You have advantage on Dexterity saving throws against effects that you can see, such as traps and spells. To gain this benefit, you can't be blinded, deafened, or incapacitated.

Primal Knowledge

When you reach 3rd level and again at 10th level, you gain proficiency in one skill of your choice from the list of skills available to barbarians at 1st level.

Magic Awareness

As an action, you can open your awareness to the presence of concentrated magic. Until the end of your next turn, you know the location of any spell or magic item within 60 feet of you that isn't behind total cover. When you sense a spell, you learn which school of magic it belongs to. You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Wild Surge

The magical energy roiling inside you sometimes erupts from you. When you enter your rage, roll on the Wild Magic table to determine the magical effect produced. If the effect requires a saving throw, the DC equals 8 + your proficiency bonus + your Constitution modifier. Wild Magic d8 Magical Effect 1 Shadowy tendrils lash around you. Each creature of your choice that you can see within 30 feet of you must succeed on a Constitution saving throw or take 1d12 necrotic damage. You also gain 1d12 temporary hit points. 2 You teleport up to 30 feet to an unoccupied space you can see. Until your rage ends, you can use this effect again on each of your turns as a bonus action. 3 An intangible spirit, which looks like a flumph or a pixie (your choice), appears within 5 feet of one creature of your choice that you can see within 30 feet of you. At the end of the current turn, the spirit explodes, and each creature within 5 feet of it must succeed on a Dexterity saving throw or take 1d6 force damage. Until your rage ends, you can use this effect again, summoning another spirit, on each of your turns as a bonus action. 4 Magic infuses one weapon of your choice that you are holding. Until your rage ends, the weapon's damage type changes to force, and it gains the light and thrown properties, with a normal range of 20 feet and a long range of 60 feet. If the weapon leaves your hand, the weapon reappears in your hand at the end of the current turn. 5 Whenever a creature hits you with an attack roll before your rage ends, that creature takes 1d6 force damage, as magic lashes out in retribution. 6 Until your rage ends, you are surrounded by multicolored, protective lights; you gain a +1 bonus to AC, and while within 10 feet of you, your allies gain the same bonus. 7 Flowers and vines temporarily grow around you; until your rage ends, the ground within 15 feet of you is difficult terrain for your enemies. 8 A bolt of light shoots from your chest. Another creature of your choice that you can see within 30 feet of you must succeed on a Constitution saving throw or take 1d6 radiant damage and be blinded until the start of your next turn. Until your rage ends, you can use this effect again on each of your turns as a bonus action.

Telekinetic

You learn to move things with your mind, granting you the following benefits: Increase your Intelligence, Wisdom, or Charisma score by 1, to a maximum of 20. You learn the mage hand cantrip. You can cast it without verbal or somatic components, and you can make the spectral hand invisible. If you already know this spell, its range increases by 30 feet when you cast it. Its spellcasting ability is the ability increased by this feat. As a bonus action, you can try to telekinetically shove one creature you can see within 30 feet of you. When you do so, the target must succeed on a Strength saving throw (DC 8 + your proficiency bonus + the ability modifier of the score increased by this feat) or be moved 5 feet toward you or away from you. A creature can willingly fail this save.

Sorcery Points

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. You have 5 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.

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 A 4th level Spell Slot cost 6 Sorcery Points A 5th level Spell Slot cost 7 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

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.

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: Subtle Spell

When you cast a spell, you can spend 1 sorcery point to cast it without any somatic or verbal components.

Sorcerous Versatility

Whenever you reach a level in this class that grants the Ability Score Improvement feature, you can do one of the following, representing the magic within you flowing in new ways: Replace one of the options you chose for the Metamagic feature with a different Metamagic option available to you. Replace one cantrip you learned from this class's Spellcasting feature with another cantrip from the sorcerer spell list.

Magical Guidance

You can tap into your inner wellspring of magic to try to conjure success from failure. When you make an ability check that fails, you can spend 1 sorcery point to reroll the d20, and you must use the new roll, potentially turning the failure into a success.

SPELLS

Fire Bolt

Evocation cantrip

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 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).

Poison Spray

Conjuration cantrip

Casting Time: 1 action

Range: 10 feet

Target: A creature you can see within range

Components: V S

Duration: Instantaneous

Description:

You extend your hand toward a creature you can see within range and project a puff of noxious gas from your palm. The creature must succeed on a Constitution saving throw or take 1d12 poison damage. This spell's damage increases by 1d12 when you reach 5th level (2d12), 11th level (3d12), and 17th level (4d12).

Ray of Frost

Evocation cantrip

Casting Time: 1 action

Range: 60 feet

Target: A creature within range

Components: V S

Duration: Instantaneous

Description:

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).

Prestidigitation

Transmutation cantrip

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.

Mage Hand

Conjuration cantrip

Casting Time: 1 action

Range: 30 feet

Target: A point you choose within range

Components: V S

Duration: 1 minute

Description:

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.

Frostbite

Evocation cantrip

Casting Time: 1 action

Range: 60 feet

Target: One creature that you can see within range

Components: V S

Duration: Instantaneous

Description:

You cause numbing frost to form on one creature that you can see within range. The target must make a Constitution saving throw. On a failed save, the target takes 1d6 cold damage, and it has disadvantage on the next weapon attack roll it makes before the end of its next turn. The spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

Sleep

Enchantment 1

Casting Time: 1 action

Range: 90 feet

Target: Creatures within 20 feet of a point you choose within range (in ascending order of their current hit points, ignoring unconscious creatures)

Components: V S M

Duration: 1 minute

Description:

This spell sends creatures into a magical slumber. Roll 5d8; the total is how many hit points of creatures this spell can affect. Creatures within 20 feet of a point you choose within range are affected in ascending order of their current hit points (ignoring unconscious creatures). Starting with the creature that has the lowest current hit points, each creature affected by this spell falls unconscious until the spell ends, the sleeper takes damage, or someone uses an action to shake or slap the sleeper awake. Subtract each creature's hit points from the total before moving on to the creature with the next lowest hit points. A creature's hit points must be equal to or less than the remaining total for that creature to be affected. Undead and creatures immune to being charmed aren't affected by this spell.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, roll an additional 2d8 for each slot level above 1st.

Mage Armor

Abjuration 1

Casting Time: 1 action

Range: Touch

Target: A willing creature who isn't wearing armor

Components: V S M

Duration: 8 hours

Description:

You touch a willing creature who isn't wearing armor, and a protective magical force surrounds it until the spell ends. The target's base AC becomes 13 + its Dexterity modifier. The spell ends if the target dons armor or if you dismiss the spell as an action.

Thunderwave

Evocation 1

Casting Time: 1 action

Range: Self (15-foot cube)

Target: Self (15-foot cube)

Components: V S

Duration: Instantaneous

Description:

A wave of thunderous force sweeps out from you. Each creature in a 15-foot cube originating from you must make a Constitution saving throw. On a failed save, a creature takes 2d8 thunder damage and is pushed 10 feet away from you. On a successful save, the creature takes half as much damage and isn't pushed. In addition, unsecured objects that are completely within the area of effect are automatically pushed 10 feet away from you by the spell's effect, and the spell emits a thunderous boom audible out to 300 feet.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8 for each slot level above 1st.

Misty Step

Conjuration 2

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.

Tasha's Mind Whip

Enchantment 2

Casting Time: 1 action

Range: 90 feet

Target:

Components: V

Duration: 1 round

Description:

You psychically lash out at one creature you can see within range. The target must make an Intelligence saving throw. On a failed save, the target takes 3d6 psychic damage, and it can't take a reaction until the end of its next turn. Moreover, on its next turn, it must choose whether it gets a move, an action, or a bonus action; it gets only one of the three. On a successful save, the target takes half as much damage and suffers none of the spell's other effects.

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, you can target one additional creature for each slot level above 2nd. The creatures must be within 30 feet of each other when you target them.

Fireball

Evocation 3

Casting Time: 1 action

Range: 150 feet

Target: A point you choose within range

Components: V S M

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.