Nails, Sorcerer 5 (Wild Magic)
Medium humanoid (human), neutral

ARMOR CLASS 14 **HIT POINTS** 29 Remaining

	STR	DEX	CON	INT	WIS	CHA
ABILITY SCORES	+13 +1	+13 +1	+14 +2	+13 +1	+13 +1	+18 +4
SAVING THROWS	+1	+1	+5	+1	+1	+7

SKILLS

○ Acrobatics	+1	● Insight	+4	○ Performance	+4
○ Animal Handling	+1	○ Intimidation	+4	● Persuasion	+7
○ Arcana	+1	○ Investigation	+1	○ Religion	+1
● Athletics	+4	○ Medicine	+1	○ Sleight of Hand	+1
● Deception	+7	○ Nature	+1	○ Stealth	+1
○ History	+1	○ Perception	+1	○ Survival	+1

Resistances	
Senses	passive Perception 11
Languages	Common, Infernal
Carrying	0 lb	Max. Carry Weight	195 lb	Push, Drag, Lift³	390 lb

ACTIONS

Attacks **1** Initiative **+1** Speed **30 ft**

Attack Spell (Cha)
Spell: +7 to hit, range see spell. Hit: see spell see spell
Properties: proficient

Dagger
Simple Melee: +4 to hit, range 20/60. Hit: 1d4+1 piercing
Properties: proficient, finesse, light, thrown, underwater

Light crossbow
Simple Ranged: +4 to hit, range 80/320. Hit: 1d8+1 piercing
Properties: proficient, ammunition, loading, two-handed, underwater

SPELLCASTING

	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
SPELL SLOTS	4	3	2	-	-	-	-	-	-
SLOTS USED	☐	☐	☐	☐	☐	☐	☐	☐	☐

DC 15

Pact Magic

L	NAME PREPARED/KNOWN	CAST	RANGE	DURATION	COMPONENT	TYPE
c	**Fire Bolt**	1 act	120 ft	instant	VS	evoc
	ranged, 2d10 fire, unattended flammable objects ignite					
c	**Greenflame Blade**	1 act	5 ft	instant	VM	evoc
	melee weapon, on hit 2d8 fire, 1 creature choosen within 5ft of target takes (spell ability modifier) fire					
c	**Poison Spray**	1 act	10 ft	instant	VS	conjur
	1 creature, 2d12 poison, con save, no damage					
c	**Light**	1 act	touch	1 hr	VM	evoc
	1 object (10ft cube), 20ft rad bright light +20ft dim (any color), ends if dismissed (action) or re-cast					
c	**Minor Illusion**	1 act	30 ft	1 min	SM	illus
	create sound or image of object (5ft cube), investigation check ᵛˢ spell DC to determine illusion					
1	**Mage Armor**	1 act	touch	8 hr	VSM	abjur
	1 willing creature wearing no armor, AC 13 + dex modifier; ends if dons armor or you dismiss (action)					
1	**Shield**	1 react	self	1 rnd	VS	abjur
	gain +5 AC (including against the triggering attack) and you take no dmg from magic missiles					
2	**Misty Step**	1 bon	self	instant	V	conjur
	teleport up to 30ft to an unoccupied space you can see					
2	**Mirror Image**	1 act	self	1 min	VS	illus
	3 illusory duplicates, AC 11, if hit roll d20 to hit duplicate instead (destroyed) on 6+ (3), 8+ (2), 11+ (1)					
3	**Blink**	1 act	self	1 min	VS	trans
	end of turn 50% chance to vanish to Ethereal Plane, start of next turn return to empty space within 10ft					
3	**Fear**	1 act	self	1 min ᶜᵒⁿ	VSM	illus
	30ft cone, wis save or drop items held and frightened (Dash); save again if ends turn not in line of sight					

RACE. Human
- +1 to all ability scores
- Size. Medium
- Speed. 30ft
- Languages. Common, one additional language

BACKGROUND: Mercenary Veteran
- Region: Vasloria
- Feature: Mercenary Life
  You are able to identify mercenary companies by their emblems, and you know a little about any such company, including the names and reputations of its commanders and leaders, and who has hired them recently. You can find the taverns and festhalls where mercenaries abide in any area, as long as you speak the language. You can find mercenary work between adventures sufficient to maintain a comfortable lifestyle
- Specialty:
- Skills: Athletics, Persuasion
- Tools: One type of gaming set, vehicles (land)
- Lifestyle: Modest, 1 gp per day
- Languages: none

CLASS: Sorcerer
- Armor: none
- Weapons: Daggers, darts, slings, quarterstaffs, light crossbows
- Tools: none
- Saves: Constitution, Charisma
- Skills: Choose 2 from Arcana, Deception, Insight, Intimidation, Persuasion, and Religion
- Spellcasting
  Spell slots: finishing a long rest restores any expended spell slots.
  When gaining a level in this class, you can choose one of the sorcerer spells you know and replace it with another spell from the sorcerer spell list, which must be of a level for which you have spell slots
- Sorcerer Origin (Wild Magic)
- Sorcerer Origin Feature (Wild Mage Surge)
  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 (See PH). If a Wild Magic 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.
- Sorcerer Origin Feature (Tide of Chaos)
  You can manipulate the forces of chance and chaos to gain advantage on one attack roll, ability check, or saving throw. 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
  - Sorcery Points (5), regain all spent points after a long rest
  - Flexible Casting (Creating Spell Slots)
    Transform unexpended sorcery points into one spell slot (5th level or lower) as a bonus action
    The created slots vanish at the end of a long rest
  - Flexible Casting (Converting a Spell Slot to Sorcery Points)
    As a bonus action, expend one spell slot and gain a number of points equal to the slot's level
- Metamagic
  Gain 2 Metamagic options, use only one on a spell when casting it unless otherwise noted
- Ability Score Improvement / Feat: Level 4

ABILITY SCORE IMPROVEMENT & FEATS
- Ability Score Improvement - Sorcerer 4
  - Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1