

OTHER PROFICIENCIES &amp; LANGUAGES

NAME	ATK	DAMAGE/TYPE
ATTACKS & SPELLCASTING		

CP	SP	EP	GP	PP
10 Rations				
1 Waterskin				
1 Hempen rope				
1 Quarterstaff				
1 Brass Bell				
EQUIPMENT				

Total: 0  
0  
EMOTIONS

Total: 1  
0  
TIDES OF CHAOS


Total: 2  
2  
SORCERY POINTS

Total:

Total:

Total:

Total:



SPELLCASTING CLASS

CHARISMA

SPELLCASTING ABILITY

14

SPELL SAVE DC

6

SPELL ATTACK BONUS

0

CANTRIPS

Poison Spray

Blade Ward

Mage Hand

Green-Flame Blade

Mind Sliver

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

3

☐ Expeditious Retreat

☐ Chaos Bolt

☐ Speak with Animals

☐ Mage Armor

2

0

3

0

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.

When you use this feature, you add one level of Emotion, but do not need to make a roll for a wild magic surge.

## Wild Magic Surge

Your emotions can unleash surges of untamed magic. As you experience instances of heightened emotion (fear, grief, humiliation, pain, anger...) your emotional load increases by one. If you are surprised in combat, if you take 1/2 your hit point max in damage as the result of a single attack, or when you fall unconscious, you take a level of emotion. At any point your emotional load increases, you may choose to "let your emotions out" and voluntarily allow a wild magic surge. If you wish to resist a surge, you roll a d20. If the roll is higher than your emotional level, the surge is suppressed. However, if you unleash a surge, you reduce your emotion to zero. If the wild magic 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. Reducing your emotional load by one level can be done during a short rest, or through restorative magic. A long rest resets your emotional load to zero.

## Darkvision

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.

## Innate Spellcasting

You know the poison spray cantrip. You can cast animal friendship an unlimited number of times with this trait, but you can target only snakes with it. Starting at 3rd level, you can also cast suggestion with this trait. Once you cast it, you can't do so again until you finish a long rest. Charisma is your spellcasting ability for these spells.

## Magic Resistance

You have advantage on saving throws against magic spells.

## Poison Resistance

You are resistant to poison damage and the poisoned condition. (taking 1/2 damage)

## Stranger Intuition

Because you spent a lot of your life cast out from your people, you have much experience encountering new groups of people and assessing them. When you encounter a new group of intelligent beings you are adept at investigating their living spaces to get a sense of how they might react to outsiders. If you are able to spend 10 minutes examining the buildings, possessions and/or the behaviors of a new group of people, you will get a general sense of what motivates them or how they view outsiders like yourself.

## 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 2 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.

# SPELLS

## 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).

## Blade Ward

Abjuration cantrip

**Casting Time:** 1 action

**Range:** Self

**Target:** Self

**Components:** V S

**Duration:** 1 round

### Description:

You extend your hand and trace a sigil of warding in the air. Until the end of your next turn, you have resistance against bludgeoning, piercing, and slashing damage dealt by weapon attacks.

## 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.

## Green-Flame Blade

Evocation cantrip

**Casting Time:** 1 action

**Range:** Self (5-foot radius)

**Target:** one creature within the spell's range

**Components:** V M

**Duration:** Instantaneous

### Description:

You brandish the weapon used in the spell's casting and make a melee attack with it against one creature within 5 feet of you. On a hit, the target suffers the weapon attack's normal effects, and you can cause green fire to leap from the target to a different creature of your choice that you can see within 5 feet of it. The second creature takes fire damage equal to your spellcasting ability modifier. This spell's damage increases when you reach certain levels. At 5th level, the melee attack deals an extra 1d8 fire damage to the target on a hit, and the fire damage to the second creature increases to 1d8 + your spellcasting ability modifier. Both damage rolls increase by 1d8 at 11th level (2d8 and 2d8) and 17th level (3d8 and 3d8).

## Mind Sliver

Enchantment cantrip

**Casting Time:** 1 action

**Range:** 60 feet

**Target:**

**Components:** V

**Duration:** 1 round

### Description:

You drive a disorienting spike of psychic energy into the mind of one creature you can see within range. The target must succeed on an Intelligence saving throw or take 1d6 psychic damage and subtract 1d4 from the next saving throw it makes before the end of your next turn. This spell's damage increases by 1d6 when you reach certain levels: 5th level (2d6), 11th level (3d6), and 17th level (4d6).

## Expeditious Retreat

Transmutation 1

**Casting Time:** 1 bonus action

**Range:** Self

**Target:** Self

**Components:** V S

**Duration:** ConcentrationUp to 10 minutes

### Description:

This spell allows you to move at an incredible pace. When you cast this spell, and then as a bonus action on each of your turns until the spell ends, you can take the Dash action.

## Chaos Bolt

Evocation 1

**Casting Time:** 1 action

**Range:** 120 feet

**Target:** One creature in range

**Components:** V S

**Duration:** Instantaneous

### Description:

You hurl an undulating, warbling mass of chaotic energy at one creature in range. Make a ranged spell attack against the target. On a hit, the target takes 2d8 + 1d6 damage. Choose one of the d8s. The number rolled on that die determines the attack's damage type, as shown below. d8 Damage Type 1 Acid 2 Cold 3 Fire 4 Force 5 Lightning 6 Poison 7 Psychic 8 Thunder If you roll the same number on both d8s, the chaotic energy leaps from the target to a different creature of your choice within 30 feet of it. Make a new attack roll against the new target, and make a new damage roll, which could cause the chaotic energy to leap again. A creature can be targeted only once by each casting of this spell.

**At Higher Levels:** When you cast this spell using a spell slot of 2nd level or higher, each target takes 1d6 extra damage of the type rolled for each slot level above 1st.

## Speak with Animals

Divination 1

**Casting Time:** 1 action

**Range:** Self

**Target:** Self

**Components:** V S

**Duration:** 10 minutes

### Description:

You gain the ability to comprehend and verbally communicate with beasts for the duration. The knowledge and awareness of many beasts is limited by their intelligence, but at minimum, beasts can give you information about nearby locations and monsters, including whatever they can perceive or have perceived within the past day. You might be able to persuade a beast to perform a small favor for you, at the DM's discretion.

**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.