

Mr. Scribbles

CHARACTER NAME

Rog/Mas/4,Sor/Wil/2

CLASS & LEVEL

Gnome/Forest Gnome

RACE

Far Traveler

BACKGROUND

Chaotic Neutral

ALIGNMENT

PLAYER NAME

EXPERIENCE POINTS

STRENGTH

10

0

DEXTERITY

18

+4

CONSTITUTION

14

+2

INTELLIGENCE

19

+4

WISDOM

11

0

CHARISMA

10

0

INSPIRATION

+3

PROFICIENCY BONUS

- ☐ 0 Strength
- ☒ +7 Dexterity
- ☐ +2 Constitution
- ☒ +7 Intelligence
- ☐ 0 Wisdom
- ☐ 0 Charisma

SAVING THROWS

- ☒ +7 Acrobatics (Dex)
- ☐ 0 Animal Handling (Wis)
- ☐ +4 Arcana (Int)
- ☐ 0 Athletics (Str)
- ☐ 0 Deception (Cha)
- ☐ +4 History (Int)
- ☒ +3 Insight (Wis)
- ☐ 0 Intimidation (Cha)
- ☐ +4 Investigation (Int)
- ☐ 0 Medicine (Wis)
- ☐ +4 Nature (Int)
- ☒ +3 Perception (Wis)
- ☐ 0 Performance (Cha)
- ☒ +6 Persuasion (Cha)
- ☐ +4 Religion (Int)
- ☒ +10 Sleight of Hand (Dex)
- ☒ +10 Stealth (Dex)
- ☐ 0 Survival (Wis)

SKILLS

17

ARMOR CLASS

+4

INITIATIVE

25

SPEED

Hit Point Maximum 48

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

Insane Mastermind Criminal

PERSONALITY TRAITS

Change

IDEALS

Owner of a small brazar

BONDS

No long term memory

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Dagger

+7

1d4 +8 piercing

Dart

+7

1d4 +14 piercing

Dagger

+7

1d4 +8 piercing

ATTACKS & SPELLCASTING

13

PASSIVE WISDOM (PERCEPTION)

Languages. Gnomish, Elvish, Abyssal, Celestial, Common, Undercommon, Halfling

Weapon. Simple, Crossbow hand, Longsword, Rapier, Shortsword

Armor. Light

Tools. Disguise kit, Jewelers tools, Playing card set, Land, Forgery kit, Lute, Thieves

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP

PP

EQUIPMENT

Gaze of Forgetfulness. Able to penetrate the subconscious of an enemy through his gaze and thereby cause the enemy to forget ever seeing Dr. Scribbles.

Gnome Cunning. You have advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

Natural Illusionist. See the Players Handbook for details.

Speak with Small Beasts. See the Players Handbook for details.

Sneak Attack. You know how to strike subtly and exploit a foe's distraction. Once per turn, you can deal an extra 1d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon. You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll. The amount of the extra damage increases as you gain levels in this class, as shown in the Sneak Attack column of the Rogue table.

Thieves' Cant. During your rogue training you learned thieves' cant, a secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation. Only another creature that knows thieves' cant understands such messages. It takes four times longer to convey such a message than it does to speak the same idea plainly. In addition, you understand a set of secret signs and symbols used to convey short, simple messages, such as whether an area is dangerous or the territory of a thieves' guild, whether loot is nearby, or whether the people in an area are easy marks or will provide a safe house for thieves on the run.

Cunning Action. Your quick thinking and agility allow you to move and act quickly. You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

Master of Intrigue. See Sword Coast Adventurer's Guide for details.

Master of Tactics. See Sword Coast Adventurer's Guide for details.

Wild Magic Surge. See the Players Handbook for details.

Tides of Chaos. See the Players Handbook for details.

FEATURES & TRAITS



Mr. Scribbles

CHARACTER NAME

97 years

AGE

5'

HEIGHT

110 Pounds

WEIGHT

EYES

SKIN

HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

A gnome who found Hyperion and tried to sell him as a valuable gem, not realizing that Hyperion is fully alive. Dr Scribbles is mentally deranged and quick to a joke, generally beloved by all. He is a fiendish trickster that would sell his mothers soul for a cup of soup. Hyperion constantly struggles to gain his father figure's recognition. Often followed by an unseen servant who is a rat born of Mr. Scribbles insanity. Also has a few mechanical servants designed to get him home if he forgets where home is.

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. Any spell slot you create with this feature vanishes when you finish a long rest.

ADDITIONAL FEATURES & TRAITS

CHARACTER BACKSTORY

TREASURE



Sorcerer

SPELLCASTING
CLASS

Cha

SPELLCASTING
ABILITY

11

SPELL SAVE DC

+3

SPELL ATTACK
BONUS

0

CANTRIPS

Minor Illusion
Spare the Dying
Vicious Mockery

SPELL
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

3

Find Familiar

SPELL NAME

Unseen Servant
Faerie Fire

3

6

7

4

8

2

5

9

SPILLS KNOWN