

Ellie Redcap, Fathom Fleet Firebrand

CHARACTER NAME

Sorcerer (Wild Magic)

CLASS & LEVEL

Sailor

BACKGROUND

PLAYER NAME

Human

RACE

Neutral

ALIGNMENT

EXPERIENCE POINTS

+2

PROFICIENCY BONUS

INSPIRATION

13

+1

STRENGTH

- ◇ +1 SAVING THROWS
- +3 ATHLETICS

14

+2

DEXTERITY

- ◇ +2 SAVING THROWS
- +2 ACROBATICS
- +2 SLEIGHT OF HAND
- +2 STEALTH

14

+2

CONSTITUTION

- ◇ +4 SAVING THROWS

12

+1

INTELLIGENCE

- ◇ +1 SAVING THROWS
- +1 ARCANA
- +1 HISTORY
- +1 INVESTIGATION
- +1 NATURE
- +1 RELIGION

10

+0

WISDOM

- ◇ +0 SAVING THROWS
- +0 ANIMAL HANDLING
- +0 INSIGHT
- +0 MEDICINE
- +2 PERCEPTION
- +0 SURVIVAL

16

+3

CHARISMA

- ◇ +5 SAVING THROWS
- +3 DECEPTION
- +5 INTIMIDATION
- +3 PERFORMANCE
- +5 PERSUASION

12

PASSIVE WISDOM (PERCEPTION)

12

ARMOR CLASS

+2

INITIATIVE

30 ft.

SPEED

HIT POINT MAXIMUM 26

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 4d6

1d6

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Obsidian daggers

+4

1d4 + 2 piercing

Light crossbow

+4

1d8 + 2 piercing

Unarmed

+1

1 + 1 bludgeoning

Sorcerer spellcasting:

Spell save DC 13

Spell attack modifier +5

Cantrips: fire bolt, mage hand, mending, message, prestidigitation

Spells known:

1st - burning hands, false life, mage armor

2nd - misty step, scorching ray

Spell slots: 4 1st level, 3 2nd level

ATTACKS & SPELLCASTING

Sailor Features:

Ship's Passage (PH page 139)

Sorcerer Features (PH page 100):

Spellcasting

Font of Magic (4 Sorcery Points)

Metamagic: Empowered Spell, Quicken Spell

Wild Magic Features (PH page 103):

Wild Magic Surge (DM initiated d20 roll; on a 1, roll on Wild Magic Surge table)

Tides of Chaos (gain advantage on one attack, check, or saving throw; regain on a long rest)

FEATURES & TRAITS

Languages: Common

Weapons: Daggers, darts, slings, quarterstaves, light crossbows

OTHER PROFICIENCIES & LANGUAGES

Two obsidian daggers, light crossbow, 20 bolts, broken compass (focus), backpack, bedroll, mess kit, tinderbox, 10 torches, waterskin, 50 feet of hempen rope

Ellie was the first mate and spelljack aboard the Relentless. She was known for her acumen at sea and her mysterious arcane tattoos inscribed with flame sigils. Ever the opportunist, she rose quickly through the ranks of the crew and was planning a mutiny to oust the captain due to his gross incompetence. His last foolish order saw the pirates in battle with a galleon much too big for their ship, and the goblins in their zeal overloaded a firecannon and blew the ship up. Ellie survived the explosion but was plunged into the sea, and washed ashore with Turk near Conqueror's Foothold. Both were immediately arrested for piracy against the Legion of Dusk, and were due to be executed before being freed by Alante. Ellie brokered a deal – she would help Alante retrieve her artifact, and then she'd be granted a captured ship as payment for her efforts.

EQUIPMENT & CHARACTER NOTES