LV₃

Dexter Stardust, 22 (he/him) Charlatan Aasimar, Divine Soul Sorcerer

HP: 18 **CHP**: 9

AC: 13

Spell DC: 15 Movement: 30ft

STR: 9, -1 DEX: 17, +3 CON: 11, +0 INT: 6, -2 WIS: 3, -4 CHA: 20, +5

C-0|S-0|G-15|P-0

Languages: common, celestial

Sorcery Points: 3 Inspiration: 1

Cantrips:

- fire bolt
- message
- prestidigitation
- sacred flame

First-Level: 4/4

- cure wounds
- bane
- magic missile
- detect magic

Second-Level: 2/2

misty step

Aasimar Powers:

- darkvision
- resistance to necrotic and radiant damage
- healing hands: as an action, you can touch a creature and roll a number of d4s
 equal to your proficiency bonus. the creature regains a number of hit points equal to
 the total rolled. once you use this trait, you can't use it again until you finish a long
 rest.
- **light** (cantrip, CHA)

Sorcerer Powers:

- **favored by the gods:** if you fail a saving throw or miss with an attack roll, you can roll 2d4 and add it to the total, possibly changing the outcome. once you use this feature, you can't use it again until you finish a short or long rest.

Metamagic:

- **subtle spell:** when you cast a spell, you can spend 1 sorcery point to cast it without any somatic or verbal components.

Proficiencies (+2):

• Armor: none

• Weapons: daggers, darts, slings, quarterstaffs, light crossbows

Tools: disguise kit, forgery kitSaving Throws: CON, CHA

• **Skills**: deception (CHA), sleight of hand (DEX), persuasion (CHA), intimidation (CHA)

Inventory:

- set of fine clothes
- disguise kit
- set of weighted dice
- coin pouch
- 3 daggers (1d4, piercing, dex)
- arcane focus (GUN)
- a bedroll
- a mess kit
- a tinderbox
- 10 torches
- 10 days of rations
- a waterskin
- 50ft of hempen rope

fun stuff hq

Favourite Schemes: I cheat at games of chance.

Personality traits: I lie about almost everything, even when there's no good reason to.

Ideal: I never target people who can't afford to lose a few coins.

Flaw: I'm convinced that no one could ever fool me the way I fool others.