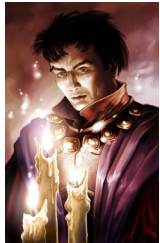


Ballard Weird-Fingers

1st-Level Sorcerer (Wild Magic Origin) (0 XP)



Ballard



Armour Class	11
Hit Points	8
Hit Dice	1d6+2
Size	Medium
Speed	30ft
Vision	Normal
Passive Perception	10
Initiative	+1
Proficiency Bonus	+2
Alignment	Chaotic-Good
Deity	Gwaeron Windstrom
Birthplace	Axewell
Height	5ft 8in
Weight	182lb
Age	20

Wild Magic Origin.

Ballard's innate magic comes from the wild forces of chaos that underlie the order of creation. He might have endured exposure to some form of raw magic, perhaps through a planar portal leading to limbo, the Elemental Planes, or the mysterious Far Realm.

Perhaps he was blessed by a powerful fey creature or marked by a demon. Or his magic could be a fluke of his birth, with no apparent cause or reason. However it came to be, this chaotic magic churns within him, waiting for any outlet.

Background: Entertainer (Dancer)

By Popular Demand.

Ballard can always find a place to perform, usually in an inn or tavern but possibly with a circus, at a theatre, or even in a noble's court. At such a place, he receives free lodging and food of a modest or comfortable standard (depending on the quality of the establishment), as long as he performs each night. In addition, his performance makes him something of a local figure. When strangers recognise him in a town where he has performed, they typically take a liking to him.

Personality

Ballard can defuse any amount of tension. Nobody stays angry at him or around him for long, but he gets bitter if he's not the centre of attention.

Ideal - Creativity. The world is in need of new ideas and bold action.

Bond: Ballard idolises Gambonali, a hero of the old tales and measures his deeds against Gambonali's.

Flaw: Ballard once satirised The Duke of Axefell, who still wants his head. It was a mistake that he is quite likely to repeat.

Religion: Ballard worships at the temple of Gwaeron Windstrom, the NG god of tracking, when he is in Axewell. Followers there are required to wear a yellow ribbon on holy days, to pray to the east at 7 o'clock every morning, and to give one quarter of their wealth to the clergy.

Ability Scores

Strength	10	+0
Dexterity	12	+1
Constitution	15	+2
Intelligence	11	+0
Wisdom	11	+0
Charisma	16	+3

Proficiencies and Skills

Armour	Light Armour
Weapons	Dagger, Dart, Sling, Quarterstaff, Light Crossbow
Saves	CON, CHA
Skills	Acrobatics, Deception, Intimidation, Performance, Persuasion
Tools	Disguise Kit, Drum
Languages	Common, Orc

Saving Throws



Strength	+0
Dexterity	+1
Constitution +	+4
Intelligence	+0
Wisdom	+0
Charisma +	+5

+ Includes +2 Proficiency Bonus

Ability Checks

Strength	Athletics	+0
Dexterity	Acrobatics	+3
	Sleight of Hand	+1
	Stealth	+1
Intelligence	Arcana	+0
	History	+0
	Investigation	+0
	Nature	+0
	Religion	+0
Wisdom	Animal Handling	+0
	Insight	+0
	Medicine	+0
	Perception	+0
	Survival	+0
Charisma	Deception	+5
	Intimidation	+5
	Performance	+5
	Persuasion	+5

Feats

Lightly Armoured.

Ballnard has trained in the use of light armour. His Dexterity score has been increased by 1 and he has gained proficiency in Light Armour.

Attacks

Two Daggers

+3 to hit, 1d4+1/1d4 piercing
finesse, light, thrown, range(20/60)

Light Crossbow

+3 to hit, 1d8+1 piercing
two-handed, loading, ammunition, range(80/320)

Shocking Grasp

+5 to hit, 1d8 lightning
melee spell attack, range (touch)

Class Features

Tides of Chaos.

Ballnard can manipulate the forces of chance and chaos to gain advantage on one attack roll, ability check, or saving throw. Once he does so, he must finish a long rest before he can use this ability again.

Any time before he regains the use of this feature, the DM can have him roll on the Wild Magic Surge Table immediately after he casts a sorcerer spell of 1st level or higher. He then regains the use of this feature.

Spellcasting

Magic Ability	Cha
Spells per Day	2
Magic Attack Modifier	+5
Saving Throw DC	13
Magic Focus	Crystal

Wild Magic Surge.

Ballnard's spellcasting can unleash surges of untamed magic. Immediately after he casts a sorcerer spell of 1st level or higher, the DM can have him roll a d20. If he rolls a 1, roll on the Wild Magic Surge Table (PHB p.104) to create a random magical effect. 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.

Cantrips

Frostbite
Gust
Mould Earth
Shocking Grasp

Spells Known

1 Detect Magic
Fog Cloud

Equipment (79 lb)

Weapons

Dagger(2)
Light Crossbow
Bolts(20)

Backpack

Magic Focus (Crystal)
Backpack
Crowbar
Hammer
Pitons(10)
Torches(10)
Tinderbox
Day's Rations(10)
Waterskin
Hempen Rope - 50ft
Drum
Trinket From An Admirer
Costume
Yellow Ribbon

Pouch 15 gp

Trinket: Two toy soldiers, one with a missing head.