



MARA

Halfling Sorcerer 4

Traveler

AGE 22

HEIGHT 2 feet 5 inches

WEIGHT 31 pounds

SIZE Small

CULTURE Hill Dwarf

Armor Class 12

15 with *mage armor*

STR 8 (-1)

SAVE

-1

DEX 14 (+2)

SAVE

+2

CON 14 (+2)

SAVE

+4

INT 10 (+0)

SAVE

+0

WIS 12 (+1)

SAVE

+1

CHA 18 (+4)

SAVE

+6



PROFICIENCIES & LANGUAGES

Proficiency Bonus +2; **Maneuver DC** 12

Saving Throws Constitution, Charisma

Skills Acrobatics (*tumbling* +1d4), Arcana, Insight, Performance (+1d4), Persuasion (+1d4); *peacemaking* +1d4, Survival (+1d4)

Passive Perception 13; **Passive Insight** 15

Armor None

Weapons Simple weapons

Tools Herbalism kit, land vehicles, sewing kit

Languages Common, Dwarvish, Elvish, Gnomish, Primordial

ARCHETYPE: TRAVELER

Travelers are spell-wielders with the powers of distant planes.

Hit Points

24

Hit Dice

4 (1d6+2)

Speed

25 ft., burrow 10 ft.

STARTING EQUIPMENT

Backpack, bagpipes, bedroll, candles (5), clothes (costume; 2), clothes (fine), disguise kit, *potion of resistance (necrotic)*, silk rope (50 feet), slingstaff (spellcasting focus), waterskin, rations (5 Supply).

BACKGROUND: ENTERTAINER

Connection The many tavernkeepers and tailors to whom she owes surprisingly large sums (primarily tailors).

Memento A stage dagger.

Pay the Piper. In any settlement in which Mara hasn't made herself unpopular, her performances can earn enough money to support herself and her companions: the bigger the settlement, the higher her standard of living, up to a moderate lifestyle in a city.

DESTINY: COMING OF AGE

Mara gains inspiration whenever she achieves a personal milestone, such as traveling somewhere new, accepting a quest, or she otherwise grows as a person. Mara fulfills her Coming of Age destiny and gains her fulfillment feature when she completes the hero's journey.

Source of Inspiration

Yes to Adventure. Mara draws inspiration from setting out with adventure in front of her. She gains inspiration whenever she achieves a personal milestone.

Inspiration Feature

Ready to Learn. Mara hasn't had training in everything but she's determined to give it her all anyway. As a bonus action she may spend her inspiration to gain proficiency with a weapon, armor, skill, or tool for the next hour.

Fulfillment Feature

Returned. With the journey complete, Mara will finally know who she is—or rather who she became along the way. When she gains this feature, she immediately choose the fulfillment feature from another destiny. She gains the chosen fulfillment feature, which replaces this one.

CURRENT HIT POINTS

Hit Dice	Maximum Hit Points
Total _____	

INITIATIVE

Ability or Skill Check

RESISTANCES & IMMUNITIES

TREASURE

C.P. _____

S.P. _____

E.P. _____

G.P. _____

P.P. _____

TEMPORARY HIT POINTS

SUPPLY

Max Carried **8**

DEATH SAVES

Successes

Failures

Fatigue

Strife

COMBAT

ATTACKS

Attack	Action	To Hit	Range	Target	Damage
Slingstaff (staff)	A	+1	reach 5 ft	one target	1d6-1 bludgeoning
Slingstaff (sling)	A	+5	ranged 30/120 ft	one target	1d6 piercing
Claws	A	+1	reach 5 ft	one target	1d4-1 slashing
Fire Bolt	A	+6	ranged 120 ft	one target	5 (1d10) fire

SPELLCASTING

CASTER LEVEL 4 **SPELLCASTING ABILITY** Charisma **SPELL SAVE DC** 14 **SPELL ATTACKS** +6

CANTRIPS

A *Altered Strike* (V, S, M; *Slingstaff*). *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit*: 1d6+4 bludgeoning damage. The weapon counts as if it were made with a different material for the purpose of overcoming resistance and immunity to nonmagical attacks and damage: either bone, bronze, cold iron, steel, stone, or wood.

A *Fire Bolt* (S). *Ranged Spell Attack*: +6 to hit, range 120 ft., one target. *Hit*: 5 (1d10) fire damage.

B *Friends* (S). Once before the start of her next turn, when she makes a Charisma ability check against one non-hostile creature within 30 feet, Mara gains an expertise die. If she rolls a 1 on the ability or skill check, the target realizes its judgment was influenced by magic and may become hostile.

A *Light* (V, M). Until the spell ends, an object which Mara can touch, and is no larger than 10 feet in any dimension, emits bright light for 1 hour in a 20-foot radius and dim light an additional 20 feet. Light emanating from the target may be any color. Completely covering the target with something that is not transparent blocks the light. The spell ends when Mara uses an action to dismiss it or if she casts it again. If the target object is held or worn by a hostile creature, it gets a Dexterity saving throw to avoid the effect.

SORCERY POINTS

B *Flexible Casting*. Mara can expend one spell slot and either gain a number of sorcerer points equal to the slot's level or create a spell slot by expending sorcery points (1st-level: 2 points, 2nd-level: 3 points).

R *Flutter*. After casting a spell of 1st-level or higher, Mara can teleport a short distance to an unoccupied space she can see. The maximum range of this teleportation is equal to 5 feet plus 5 feet per level of the spell.

Sorcery Points (4/long rest). Mara can expend sorcery points to enhance spells with metamagic.

- Distant Spell (1)**: When Mara casts a spell that has a range of 5 feet or greater, she can spend 1 sorcery point to double the range of the spell. Alternatively, if she casts a spell that has a range of Touch, Mara can spend 1 sorcery point to make the range of the spell 20 feet.
- Manifestation (1)**: When Mara casts a spell that deals lightning or thunder damage, she can spend 1 sorcery point to produce a thunderous blast around her. Each Large or smaller creature within 5 feet of Mara makes a DC 14 Strength saving throw or is pushed back 10 feet and knocked prone.
- Subtle Spell (1)**: When Mara casts a spell, she can spend 1 sorcery point to cast it without any vocalized or seen components.
- Quickened Spell (2)**: When Mara casts a spell that has a casting time of 1 action, she can spend 2 sorcery points to change the casting time to 1 bonus action for this casting.

SORCERY POINTS

Max 4

SLINGSTAFF

Parrying. When Mara is wielding this weapon and not using a shield, once before her next turn she can gain an expertise die to her AC against a single melee attack made against her by a creature she can see. Mara cannot use this property while incapacitated, paralyzed, rattled, restrained, or stunned.

SPECIAL COMBAT FEATURES

Claws. Mara has strong shovel-like claws. These claws are natural weapons, which she can use to make unarmed strikes that deal slashing damage equal to 1d4 + her Strength modifier.

Halfling Nimbleness. Mara can move through the space of any creature that is of a size larger than hers.

Manifestation: Hurricane. When Mara casts a spell that deals acid, cold, fire, lightning, poison, or thunder damage, she can change the damage type to lightning or thunder.

L *Mending* (V, S, M). Mara can repair a single rip or break in an object she can touch. The break must be smaller than 1 foot in all dimensions. The spell leaves no trace that the object was damaged. Magic items and constructs may be repaired in this way, but their magic is not restored.

B *Prestidigitation* (V, S). Mara wields arcane energies to produce minor effects. Choose one of the following:

- create a single burst of magic that manifests to one of the senses (for example a burst of sound, sparks, or an odd odor).
- clean or soil an object of 1 cubic foot or less.
- light or snuff a flame.
- chill, warm, or flavor nonliving material of 1 cubic foot or less for 1 hour
- color or mark an object or surface for 1 hour.
- create an ordinary trinket or illusionary image that fits in her hand and lasts for 1 round.

Mara may cast this spell multiple times, though only three effects may be active at a time. Dismissing each effect requires an action.

1ST-LEVEL (4 SLOTS)

A *Faerie Fire* (V, Concentration). Each object in a 20-foot cube within 60 feet is outlined in light (of a color of Mara's choice) for up to 1 minute. Any creature in the area when the spell is cast is also outlined unless it makes a DC 14 Dexterity saving throw. Until the spell ends, affected objects and creatures shed dim light in a 10-foot radius.

Any attack roll against an affected object or creature has advantage. The spell also negates the benefits of invisibility on affected creatures and objects.

A *Force Punch* (V, S). *Melee Spell Attack*: +6 to hit, reach 5 ft., one target. *Hit*: 3d8 force damage.

A *Mage Armor* (V, S, M). Until the spell ends, one willing, unarmored creature is protected by a shimmering magical force. Its AC becomes 13 + its Dexterity modifier. The spell ends after 8 hours, or if the target dons armor, or if Mara use an action to dismiss it.

R *Shield* (V, S). When Mara is hit by an attack or targeted by magic missile, she gains a +5 bonus to AC (including against the triggering attack) and immunity to magic missile. These benefits last until the start of her next turn.

2ND-LEVEL (3 SLOTS)

A *Invisibility* (V, S, M, Concentration). Mara or a creature she touches is invisible for 1 hour. The spell ends if the invisible creature attacks or casts a spell.

B *Misty Step* (V). Mara teleports to an unoccupied space she can see within 30 feet. Mara can't cast this spell and a 1st-level or higher spell on the same turn.

EXPLORATION

Beyond the Boundary. Mara can always choose to use Charisma when making an ability check to navigate, survive in, or remember information about planes of existence other than the Material Plane.

Burrow. Mara's primordial claws give her a burrowing speed of 10 feet. Mara can use her burrowing speed to move through nonmagical sand, loose earth, loamy soil, mud, or snow, but not solid rock. She does not naturally leave any sort of tunnel behind but she can attempt to create a 5-foot by 5-foot wide tunnel in earth, soil, or snow by spending extra time and effort shoring it up and adding support. This reduces her burrowing speed to 5 feet every 15 minutes.

Lingering Touch. When Mara encounters a shed piece of a creature (such as a lock of hair, bloody bandage, a scale, or a tooth), she can touch that object and instantly attune to it as if it were a magic item. If Mara is carrying the shed piece and attuned to it when she sees the creature from which it originated, she immediately knows that it belongs to that creature, at which point the attunement ends. At the Narrator's discretion, Mara may learn additional cryptic information from being attuned to such things.

SOCIAL

Fearless. Mara is immune to the effects of the frightened condition, whether caused by magic or by natural phenomena. She might still feel fear, but she is able to ignore it; alternatively she might be unable to even experience that emotion, and is unable to understand it in others.

Latent Power: All Eyes (1 sorcery point). Mara puts out a subtle pulse that causes all creatures within 60 feet to take notice of her, allowing her to speak and be heard even in the midst of chaos. During combat, this notice lasts only a split second—not long enough to distract, but allowing Mara to make a Charisma check as part of the bonus action used to activate this feature.

OTHER FEATURES

Lucky. When Mara rolls a 1 on the d20 for an attack roll, ability check, or saving throw, she can reroll the die and must use the new roll.

SPECIAL ITEMS

A *Potion of Resistance (Necrotic).* After drinking this potion Mara gains resistance to necrotic damage for 1 hour.

NOTES
