

Mara Stonehill

Halfling Sorcerer (Traveler), Level 1

HERITAGE Halfling

CULTURE Hill Dwarf

BACKGROUND Entertainer

DESTINY Coming of Age

Armor Class 12 (15 with *mage armor*)

Hit Points 8

Hit Dice 1d6 (1d6+2)

Speed 25 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	14 (+2)	10 (+0)	12 (+1)	16 (+3)

Proficiency Bonus +2; Maneuver DC 12

Saving Throws Con +4, Cha +5

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

Tools bagpipes, gaming set (dice), land vehicles

Senses passive Perception 13

Languages Common, Dwarvish, Elvish, Gnomish, Primordial

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 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.

Community Magic. Mara knows the *friends* cantrip (using Charisma as her spellcasting ability).

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.

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.

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

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.

Spellcasting. Mara is a 1st level spellcaster that uses Charisma as her spellcasting ability (spell save DC 13; +5 to hit with spell attacks). She knows the following spells from the sorcerer's spell list:

Cantrips: *altered strike*, *light*, *mending*, *prestidigitation*

1st-level (2 slots): *faerie fire*, *force punch*, *mage armor*

BONUS ACTIONS

Ready to Learn. Mara may spend her inspiration to gain proficiency with a weapon, armor, skill, or tool for the next hour.

ACTIONS

Slingstaff. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target.

Hit: 1d6 – 1 bludgeoning damage.

Claws. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target.

Hit: 1d4 – 1 slashing damage.

Slingstaff. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target.

Hit: 1d4+2 bludgeoning damage.



AGE 22

HEIGHT 2 feet 5 inches

WEIGHT 31 pounds

SIZE Small

Altered Strike (Cantrip; V, S, M; Slingstaff). *Melee*

Weapon Attack: +5 to hit, reach 5 ft., one target. *Hit:* 1d6+3 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.

Faerie Fire (1st-Level; 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 13 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.

Force Punch (1st-Level; V, S). *Melee Spell Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 3d8 force damage.

Mage Armor (1st-Level; V, S, M). Until the spell ends after 8 hours, the target is protected by a shimmering magical force. Its AC becomes 13 + its Dexterity modifier. The spell ends if the target dons armor, or if Mara uses an action to dismiss it.

EQUIPMENT

Backpack, bagpipes, bedroll, candles (5), clothes (costume; 2), clothes (fine), disguise kit, silk rope (50 feet), slingstaff (spellcasting focus), waterskin, 11 gold.

SUPPLY

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.

Finding Yourself. Mara may exchange this destiny for another destiny at any time.

Ready to Learn. As a bonus action, Mara may spend her inspiration to gain proficiency with a weapon, armor, skill, or tool for the next hour.

OVERVIEW

Precocious and thrilled to be the center of attention, Mara is a young halfling ready to make her way in the world.

HISTORY

A troupe of hill dwarf performers adopted Mara and raised her as their own after she was abandoned in her infancy by her birth parents. Mara refers to all six of them as her parents—Mam, Meemaw, Nana, Grumps, Dad, and Father Stonehill. She learned tumbling, piping, and how to shake down strangers until they tossed a few coins in her outstretched hat. As she grew older however, odd things started to happen around her. Sometimes they were good, like when she got so entranced in her bagpipe melody that sparks began to cascade from her chanter—other times, like when she panicked doing an aerial silks maneuver and lit the silks on fire, were more disruptive. Eventually her adoptive family knew they didn't have the magical skills to train her to master her gifts, so Mara set off to see the world and find her purpose.

PERSONALITY

Mara grew up in a loving environment doted on by the entire troupe, and as such she's a little bit naive. It's not that she doesn't understand that there are bad people out there—after all, her halfling parents abandoned her—but she is convinced that just like how she was found by her parents, good will always win out. She gives compliments freely and is more than a little fond of being the center of attention. She adores fancy things and always wants the most expensive version of everything, which means she's usually broke (at least until the next settlement with a square large enough for her *very loud* show).

GOALS

Aware of her youth, Mara knows she has a lot to learn. She wants to make her parents proud and will write them a letter whenever she gets the chance. Even so she's excited to be out on her own for the first time and make friends. While she rarely talks about it, she's desperately curious about the origins of her sorcerous magic. Is it hereditary, from the biological parents who abandoned her? Is it the result of some childhood incident she can't remember? She hopes that by exploring the world and strengthening her arcane knowledge, she'll learn the answers to her questions.