

	Name:	Mairrin Forgeon	Race:	Tiefling Male	Multi-Class:	Rogue/Bard	Background:	Urchin – Arcane Trickster
	Age: 21	Height: 5'7"	Weight: 125lbs	Level 7:	6/1	Alignment:	N (Deity: Elegua, Trickster God of Santeria)	
	Eyes: blue	Skin: Black w dark blue	Hair: Black w horns	Experience:	31,622	Languages:	Common, Infernal, Under Common	
	Personality: Recovering Kleptomaniac			Attunements:	Max: 3 / Current: 3	Death Saves:	Successes:ΩΩΩ/Fails:ΩΩΩ	
	Max HP(Hit Dice):	52 (7d8: Ω Ω Ω Ω Ω Ω Ω)			Hit Points:	52	Temp HP:	Condition/Damage Type:

Traits & Feats	Description	Bonuses
Tiefling - Hellish Resistance	Resistance to fire damage	Save vs DC for half damage
Sneak attack	Extra damage/turn to creature you hit if advantage or ally within 5 feet of enemy	3d6 damage/turn if advantage
Cunning Action (Bonus Action)	Combat bonus action to perform a Dash, Disengage or Hide	Bonus Action: Dash, Disengage or Hide
Uncanny dodge	On each turn for successful first attack against you use reaction to halve damage	No roll required
Thieving Expertise	Expert using thieves' tools & sleight of hand; Proficiency bonus x2 for any of those rolls	Prof Bonus x2 for thieves' tools & Sleight of hand
Thieves Cant	Able to embed coded messages in speech or writings that other thieves will understand	Able to send coded messages
Elegua Protection (1 per day)	Ritual for self only with cigars & candy for same as protection from evil spell; Lasts 2 hours	Special: Attacks against you at disadvantage
Feat 4 th Lvl: Magic Initiate	2 cantrips + 1 spell per day from chosen class of Wizard	Use default spell save DC
Bardic Inspiration	Charisma modifier per day; 1d6 inspiration to one target in 60' within 10 min; Not to hit	1d6 inspiration to one target in 60' within 10min
Instruments (Proficient)	Flute (magic; owned); Mouth Harp (owned); Lute (not owned)	Flute: Conjure, Speak, Control Animal; 1/day each

Abilities & Mods	Saves	Inspiration to you:	Skills	Speed: 30	Dark Vision 60'
Strength: 11 +0	+0	Initiative (D): +4	P Acrobatics (D) +7	P Insight (W) +4	E Performance (Ch) +8
Dexterity: 18 +4	P +7	Proficiency Bonus: +3	Animal Handling (W) +1	Intimidation (Ch) +2	Persuasion (Ch) +2
Intelligence: 19(16) +4	P +7	Attunements: 2 of 3	Arcana (I) +4	E Investigation (I) +10	Religion (I) +4
Wisdom: 12 +1	+1	Passive Perception (W): +14	P Athletics (S) +3	Medicine (W) +1	E Sleight of Hand (D) +10
Constitution: 14 +2	+2		P Deception (Ch) +5	Nature (I) +4	E Stealth (D) +11
Charisma: 14 +2	P +5		History (I) +4	P Perception (W) +4	Survival (W) +1

Armor	Armor Class:	20	Attuned	Magic	Equipped	AC
Studded Leather Armor	Travel cloak & hood; Leather/fur boots & bangles			+2	E	14
Ring	Resistance to Necrotic damage			Special	E	Special
Ring	Resistance to Acid damage			Special	E	Special
Ring	Resistance to Cold (requires attunement)		A	Special	E	Special
Bracers of Defense	+2 to AC (requires attunement)		A	Special	E	+2

Weapons	Proficient	Range	Attacks	Magic	Attack Bonus	Damage	
Rapier +2 (Finesse) (Received from Grandfather)	P	5'	1/1	+2/+2	+9	1d8 + 6 (Piercing)	
Poison Dagger (Finesse): 1 turn to add poison; Con save	P	20/60	1/1	+0/+0	+7	1d4 + 4 Piercing / +2d10 Poison	
Bola (<=Large creature; DC10 to free; Bola is AC10 to cut)		20/60	1/1	+0/+0	+4	1d4 + 4 Bludgeoning	
Flute Magic; Conjure, Speak or Control Animal each once per day	P	120'	1/1	+0/+0	+0	None	
Hand Crossbow (Ranged)	Bolts: 97 Regular / Bolts(+1): 4	P	30/120	1/1	+0/+0	+4	1d6 + 4 Piercing

Spells	Slots: Level 1:	Ω Ω Ω Ω	Level 2:	Ω Ω	Spells Known:	7+Feat	Spell Save DC:	15	Spell Attack Mod:	+7
Lvl	Spells	Description	Cast Time	Range	Comp	Duration	Damage	Save		
C	Booming Blade	On melee attack surround target with energy; If moves then 2d8 thunder damage	Action	5'	V,M	1 Round	1d8 Thunder	no		
C	Fire Bolt	Bolt of fire at creature/object within a normal range attack;	Action	120'	V,S	Instant	2d10 fire + 4	no		
C	Mage Hand	Magic hand; Invisible; Can't attack; Can't use magic items; Carry <=10lbs;	Action	30'	V,S	1 Minute	no	no		
C	Thaumaturgy	Create sound, movement, change flames, change eyes, unlock normal doors	Action	30'	V	<=1 Minute	no	no		
C	Green Flame Blade	On hand melee attack other creature within 5' it takes SAM damage; Damage increase at higher levels	Action	5'	V,M	Instant	SAM + Special	no		
C	Blade Ward	Trace sigil in the air for resistance to bludgeoning, piercing & slashing	Action	Self	V,S	1 Round	no	no		
C	Mending	Repair's gap 1 foot wide, does not keep magic in items, 2 load stones	1 min	Touch	V,S,M	Instant	none	no		
C	Thunderclap	Creatures in 5' Con Save or 1d6 (Bard Level 1); Heard 100 ft away	Action	5'	S	Instant	1d6	Con		
1	Bane	CONCENTRATE: <= 3 creatures; Char save or target to hit/save rolls at -1d4	Action	30'	V,S,M	<=1 minute	none	Char		
1	Catapult	Hurl object for 90'; 5lbs per slot; Damage 3d8; Add 1d8 damage per slot >=2	Action	60'	S	Instant	3d8 Bludgeon	Dex		
1	Color Spray	Blind creatures: Roll 6d10 for total hit points affected	Action	15' Cone	V,S,M	1 Round	Blinded	no		
1	False Life	No slot; Once per day; 1d4 + 4 temp hit points	Action	Self	V,S,M	1 Hour	no	no		
1	Feather Fall	Self and/or creature in range	Reaction	60'	V,M	1 minute	no	no		
1	Hideous Laughter	CONCENTRATE: 1 creature with Int > 4 is prone & incapacitated; Save each turn w adv if attacked	Action	30'	V,S,M	1 Minute	Special	Wis+		
1	Silent Image	CONCENTRATE: Any silent illusion; Int save to disbelieve	Action	60'	V,S,M	10 min	no	Int		
2	Hellish Rebuke	Surround creature with flame; 2d10 fire damage; Once per day; No slot needed	Reaction	60'	V,S	Instant	2d10 Fire	Dex		

Spell Pouch	Spell Name	Material Components Required	Quantity on Hand
	Bane	Drop of blood in capsule or cut self	Cut Self /
	Booming Blade	One weapon while attacking	Current Weapon
	Color Spray	A pinch of powder or sand that is colored red, yellow & blue	50
	Elegua Protection	A lit cigar and eating a piece of candy both used up in the ritual	
	Feather Fall	A feather or piece of down	
	False Life	Small amount of alcohol OR distilled spirits	
	Green Flame Blade	One weapon while attacking	Current Weapon
	Hideous Laughter	Tiny tarts and a feather waved in the air; Tart gets used up; Feather reusable	
	False Life	Small amount of alcohol OR distilled spirits	
	Silent image	A bit of fleece	

Name:	Mairrin Forgeon	Race:	Tiefling Male	Classes:	Rogue (Arcane Trickster) / Bard	Level:	Level 7: Rogue 6 / Bard 1
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Magic Items	Description	Attuned	Equipped
Boots	Boots of Dryness		E
Cloak	Adds +1 to stealth		E
Hat	Hat of Disguise: While wearing use Action to cast Disguise Self spell that ends if hat is removed.		
Headband	Headband of intellect; Raises intelligence to 19; Requires attunement	A	E
Instrument	Flute Magic; Conjure, Speak or Control Animal each 1/day; Wooden with brass inlay		E
Instrument	Flauto di Mobilitàà (Flute of Mobility) Does not require attunement <ul style="list-style-type: none"> Made of bone from the femur of a mountain giant All spells cast as 3rd Level +2 to all Performance Checks 2/day: Haste, Hold Person, Zephyr Strike (self/target; Speed+30'; Advantage on attacks; d6 extra force damage; Lasts 1min) At 1st level up since ownership gain: Misty Step (self/target): Teleport <=30' into unoccupied space you can see. Instant. At 2nd level up since ownership gain: Kinetic Jaunt (self/target): Speed+10'; Opportunity attack immunity; pass thru other creatures' spaces; Lasts 1min. At 3rd level up since ownership gain: Fly (self/target): Allows target to fly w speed 60'; Lasts 10min 		E
Pouch	Ackbar's Magic Dust: Disables any trap that is built into a floor; 10 pinches		
Pouch	Bag of Dust of Dryness: Turn 15' cube of water into pellet to carry; Smash pellet to retrieve water all at once; Pinches: 10		
Potion	Healing: Potion of Healing 2d4+2; Doses =		
Potion	Healing: Potion of Superior Healing 8d4 + 8; Doses =		
Potion	Potion of Fire Breathing: Bonus action fire breath; 3 times per dose or 1hr; Damage 4d6; Dex save DC13 half damage; Doses:		
Potion	Potion of haste (1 dose)		
Potion	Potion of Climbing (walking speed)		
Ring	Ring of Swimming - swimming speed of 40 feet while wearing this ring; Attunement not required		E
Scroll	Rope Trick		
Token	Qual's feather token-Anchor w dark feather: Touch to anchor boat in place for 24hrs or touch again, then token disappears		

Items	Description	Equipped
Thieves Tools	A small file, set of lock picks, a small mirror mounted on a metal handle, a set of narrow-bladed scissors, and a pair of pliers	
Disguise Kit	Make up, 3 wigs, 3 mustaches, 3 beards fake human ears, fake eye brows, glasses, eye patch, set of fancy clothes, 1 female dress	
Entertainers Pack	Candles + Costumes not yet purchased	
Gear	Small knife, Map of Loudwater, climbing gear, 50' rope, bedding	
Gambling	Deck of cards	
Instrument	Mouth Harp (Proficient)	E
Instrument	Lute (Proficient); Do not own	
Plate	Plate with Tony's face painted on it; Signed by Tony in Ketchup	

Coin & Treasure			
Platinum:	50	Silver:	200
Gold:	1000	Copper:	30
My Party Treasure:		My Treasure:	
		2 Gems (250gp ea)	
		2 Gems (50gp ea)	
		2 Gems (40gp ea)	
		5 Gems (10gp ea)	
		Bank	

Appearance:
Black skin with a midnight bluish shimmer. Small white streaks on forearms. Tattoo on neck: 1 inch thin outlined circle. Small 3" horns on forehead black with a dark purple shimmer. Eyes of a single midnight blue color. Dark blue cap with hood. Rapier from grandfather looks like: black handle with silver basket and blued blade

Background:
Grew up in Loudwater with his family (mom, dad & grandfather). His grandfather was a blacksmith with good clientele including Gundren Rockseeker who often came to Loudwater for the smithy's work. Mairrin fell prey to the Loudwater Mafia at a young age and wound up running with many of its urchin gangs. This troubled the family who decided to escape the mafia's growing hold on them and moved to Daggerdale when Mairrin was 15. Five years later the family is thriving in Daggerdale and Mairrin has become something much better than his urchin past suggested. He has taken a fancy to the arcane arts and finds no joy in stealing anymore, but still retains his skills as a top notch thief. Mairrin began to feel the urge to strike out on his own maybe to take on the adventurer's life. Seeing this, Mairrin's grandfather gave to Mairrin one of the finest blades he's ever made: an excellently crafted rapier (+2). Mairrin's grandfather was too old for the adventuring life, so when word arrived from Neverwinter that Gundren Rockseeker needed his aid he sent Mairrin in his stead.

Personality:
Personality: Recovering Kleptomaniac, I like to squeeze into small spaces where no one can get me.
Religion: Worshiper of Nergal, Demon God of the Underworld. Helped create Tiefling race. It is believed Nergal's descendants have his midnight black skin...just like Mairrin's.
Ideal: Doesn't like to see others being taken advantage of. Defender of those easily swayed (children).
Flaw: A little bit of a kleptomaniac from habits from his urchin days. Controllable...most of the time.

Change Log:	
2019-08-27	Character creation; HP 8
2019-10-01	Level 2; HP increase +9 to 17
2019-12-14	Level 3; HP increase +6 to 23
2020-03-07	Level 4; HP increase +8 to 31
2020-05-28	Level 5; HP increase +7 to 38
2020-12-15	Level 6; HP increase +8 to 46
2021-09-09	Level 7: Rogue Level 6 / Bard Level 1; HP increase +6 to 52