

# PESKY

## GOBLIN ILLUSIONIST 2nd Level



<b>12 STR</b>	<b>15 DEX</b>	<b>10 CON</b>
+1	+3	+0
<b>18 INT</b>	<b>13 WIS</b>	<b>15 CHA</b>
+4	+1	+2
+2 Proficiency		30' Speed
+6 INT saving throw		+2 CON saving throw

### ABILITIES

**Darkvision 60'**

**Fury of the small**

Pesky can add +2 damage to any attack on creatures larger than he is.

**Fey Ancestry**

Pesky gains Advantage on Saving Throws against charm spells.

### SKILLS

Arcana +6  
 Insight +6  
 Deception +4  
 Perception +3  
 Performance +4  
**Nimble Escape**  
 Pesky can hide or disengage as a bonus action.

### SPELLS

*Descriptions on back*

CANTRIPS

*Cast these spells as often as you like:*

**Fire Bolt, Mage Hand, Mending, Minor Illusion, Prestidigitation**

1ST LEVEL

*Cast a spell from this list 3 times/day:*

**Chromatic Orb, Detect Magic, Mage Armor, Silent Image, Unseen Servant**

DAGGER | **+5** to hit | **1d4+3** to damage

FIRE BOLT | **+6** to hit | **1d10** to damage



### EQUIPMENT

Large, mostly empty spell book, ink, 3 quills, 12 sheets of fine vellum, small notebooks, cloak, basic repair kit, bed roll, magnifying glass, large haversack with many pockets for spell components.

### TREASURE

35 Gold

# PESKY

## GOBLIN ILLUSIONIST 2nd Level

Pesky is the youngest of 37 siblings in the Gargle'Gark family. Bookish by nature, he has been doing light maintenance around the Pits of Peril since he could walk. Pesky can fix anything. Recently Pesky has begun running some of the scary "attractions" himself. Researching everything he can read about carnival sideshows and amusement parks, he longs to learn more about how other practical illusionists ply their trade. Once the Trogloodytes began invading from below the Pits of Peril, Pesky's 37 other siblings fled, leaving him alone to help his mom and dad protect the family business.

*Personality: "Now you see it... Kalamazoo Pretzell... Now you don't!"*

*Ideal: "One day I'll open the world's most famous house of illusions!"*

*Bond: "Nothing is real, except for a smile. Happiness is never an illusion."*

*Flaw: "Why do something the easy way, when the incredibly complex solution will be slightly better?"*

## CANTRIPS

**FIRE BOLT** Hurl a bolt of fire at one target up to 120' away. It does 1d10 damage on a successful hit.

**MAGE HAND** Evoke a small invisible floating hand that can move 10 feet away and lift 10 pounds.

**MENDING** Make minor repairs to wood and cloth on a small area.

**MINOR ILLUSION** Create a human-sized or smaller illusionary object with sound! The illusion lasts one minute.

**PRESTIDIGITATION** Create minor magical effects like card tricks or producing a small flame.

## 1ST LEVEL SPELLS

**CHROMATIC ORB** Hurl a tiny ball of fire, cold or lightning at one target. Pesky is +6 to hit, and the orb does 3d8 damage on a successful hit.

**DETECT MAGIC** For 10 minutes, Pesky sees all magic nearby glowing faintly.

**MAGE ARMOR** Pesky's armor class increases to 15 for the next 8 hours.

**SILENT IMAGE** Pesky creates an illusion of anything smaller than a 15' cube. The illusion can move anywhere within 60'. Creatures can attempt to see through the illusion with an INTELLIGENCE (Investigation) check of 14 or higher.

**UNSEEN SERVANT** For one hour, Pesky creates a temporary ghostly friend that is capable of simple tasks like fetching objects, opening doors, folding clothes, and serving food. The friend is not capable of attacking. It can never be further than 60 feet away from Pesky.

# PESKY

## GOBLIN ILLUSIONIST 2nd Level



<b>STR</b>	<b>DEX</b>	<b>CON</b>
<b>INT</b>	<b>WIS</b>	<b>CHA</b>
Proficiency	Speed	
Saving throw	Saving throw	

### ABILITIES

### SKILLS

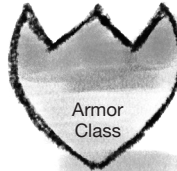
### SPELLS

to hit

to damage

to hit

to damage



Armor  
Class



Hit  
Points

### EQUIPMENT

### TREASURE

Print at 50%, then cut around the character and fold in the middle for a flat miniature character to use in your game!

