

Vlad

CHARACTER NAME

Spellcaster

CLASS & LEVEL

Kalashtar/Dexterity (Kalashtar Variant)

RACE

Fate-Touched

BACKGROUND

Lawful Evil

ALIGNMENT

NPC

PLAYER NAME

EXPERIENCE POINTS

STRENGTH

0

11

DEXTERITY

+3

16

CONSTITUTION

+1

12

INTELLIGENCE

+1

13

WISDOM

+2

14

CHARISMA

+1

13

INSPIRATION

+3

PROFICIENCY BONUS

- ☐ 0 Strength
- ☐ +3 Dexterity
- ☐ +1 Constitution
- ☐ +1 Intelligence
- ☐ +2 Wisdom
- ☒ +4 Charisma

SAVING THROWS

- ☐ +3 Acrobatics (Dex)
- ☐ +2 Animal Handling (Wis)
- ☒ +4 Arcana (Int)
- ☐ 0 Athletics (Str)
- ☐ +1 Deception (Cha)
- ☐ +1 History (Int)
- ☐ +2 Insight (Wis)
- ☐ +1 Intimidation (Cha)
- ☐ +1 Investigation (Int)
- ☐ +2 Medicine (Wis)
- ☐ +1 Nature (Int)
- ☐ +2 Perception (Wis)
- ☒ +4 Performance (Cha)
- ☒ +4 Persuasion (Cha)
- ☐ +1 Religion (Int)
- ☐ +3 Sleight of Hand (Dex)
- ☐ +3 Stealth (Dex)
- ☐ +2 Survival (Wis)

SKILLS

13

ARMOR CLASS

+3

INITIATIVE

30

SPEED

Hit Point Maximum 25

CURRENT HIT POINTS

TEMPORARY HIT POINTS

6x(1d6+1)

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Number of Attacks: 1

ATTACKS & SPELLCASTING

12

PASSIVE WISDOM (PERCEPTION)

Weapon Proficiencies: Simple

Armor Proficiencies: Light

Language Proficiencies: Common; Quori

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP

PP

TREASURE

EQUIPMENT



Vlad

CHARACTER NAME

15

AGE

Blue

EYES

157

HEIGHT

White (tanned)

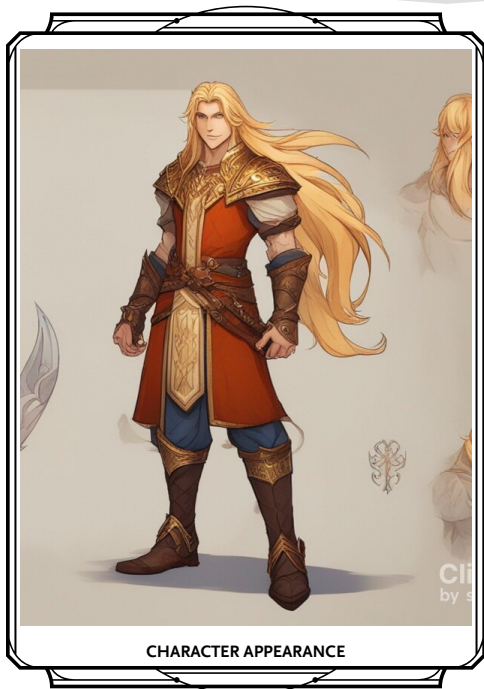
SKIN

64

WEIGHT

Long golden

HAIR



NAME

SYMBOL

ALLIES & ORGANIZATIONS

TREASURE

CHARACTER BACKSTORY



Spellcaster-sidekick-bard-cha-saving-throw-prof-

SPELLCASTING
CLASS

SPELLCASTING
ABILITY

SPELL SAVE DC

SPELL ATTACK
BONUS

0

CANTRIPS

3

3

6

SPELL
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

4

PREPARED

SPELL NAME

4

7

8

2

3

5

9

SPELLS KNOWN



Spellcaster Sidekick (Bard, CHA Saving Throw Prof)

SPELLCASTING
CLASS

Charisma

SPELLCASTING
ABILITY

12

SPELL SAVE DC

+4

SPELL ATTACK
BONUS

0

CANTRIPS

Blade Ward

Mending

Minor Illusion

Thunderclap

SPELL
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

4

PREPARED

SPELL NAME

- ☐ Bane
- ☐ Identify
- ☐ Puppet

2

3

- ☐ Blindness/Deafness
- ☐ Shatter
- ☐ Zone of Truth

3

3

- ☐ Catnap

4

5

6

7

8

9

SPELLS KNOWN

Damage Resistances: psychic

-----Other Traits-----

Dual Mind. When you make a Wisdom saving throw, you can use your reaction to gain advantage on the roll. You can use this trait immediately before or after you roll, but before any of the roll's effects occur.

Fortune's Grace. Your fate-touched essence occasionally leads surrounding events to shift in your favor. You gain 1 Luck point, as per the Lucky feat outlined within the PHB. This luck point is used in the same fashion as the feat, and you regain this expended luck point when you finish a long rest. If you already have the Lucky feat, you add this luck point to your total for the feat.

Magical Recovery. Beginning at 2nd level, when the sidekick finishes a short rest, it can recover expended spell slots. The spell slots can have a combined level that is equal to or less than half its level in this class (rounded up), and none of the spell slots can be 6th level or higher. Once the sidekick uses this feature, it can't use the feature again until it finishes a long rest.

Mental Discipline. You have resistance to psychic damage.

Mind Link. You can speak telepathically to any creature you can see within 60 feet of you. You don't need to share a language with the creature for it to understand your telepathic messages, but the creature must be able to understand at least one language or be telepathic itself.

As a bonus action when you're speaking telepathically to a creature, you can give that creature the ability to speak telepathically to you until the start of your next turn. To use this ability, the creature must be within 60 feet of you and able to see you.

Plot Significance. Player's are not intended to choose this background. As a DM, consider the character's significance in the story before giving them this background.

Potent Cantrips. Starting at 6th level, the sidekick can add its spellcasting ability modifier to the damage it deals with any can trip.

Psychic Glamour. Choose one of the following skills: Insight, Intimidation, Performance, or Persuasion. You have advantage on all ability checks you make with that skill.

Severed from Dreams. Kalashtar sleep, but they don't connect to the plane of dreams as other creatures do. Instead, their minds draw from the memories of their otherworldly spirit while they sleep. As such, you are immune to spells and other magical effects that require you to dream, like the dream spell, but not to spells and effects that put you to sleep, like the sleep spell.

Spellcasting. At 1st level, the sidekick gains the ability to cast spells. (If the creature already has the Spellcasting trait, this feature replaces that trait.).

Spellcasting Focus. The sidekick uses a musical instrument as a focus for its spells.

Spells Known. The sidekick knows three 1st-level spells of your choice from its spell list. Click the homebrew button to choose the third spell.

The Spells Known column of the Spellcaster table at https://media.wizards.com/2018/dnd/downloads/UA_Sidekicks.pdf shows when the sidekick learns more spells of your choice. Each of these spells must be of a level for which the sidekick has spell slots, as shown on the table. For instance, when the sidekick reaches 3rd level in this class, it can learn one new spell of 1st or 2nd level.

Additionally, when the sidekick gains a level in this class, you can choose one of the spells it knows from this class and replace it with another spell from its spell list, which also must be of a level for which it has spell slots.

Blade Ward

Spellcaster Sidekick (Bard, CHA Saving Throw Prof)

Cantrip Abjuration DC 12 Spell Mod +4
1 Act. Self V,S 1 Rnd

You extend your hand and trace a sigil of warding in the air. Until the end of your next turn, you have resistance against bludgeoning, piercing, and slashing damage dealt by weapon attacks.

Mending

Spellcaster Sidekick (Bard, CHA Saving Throw Prof)

Cantrip Transmutation DC 12 Spell Mod +4
1 min Touch V,S,M Inst

Two lodestones

This spell repairs a single break or tear in an object you touch, such as a broken chain link, two halves of a broken key, a torn cloak, or a leaking wineskin. As long as the break or tear is no larger than 1 foot in any dimension, you mend it, leaving no trace of the former damage. This spell can physically repair a magic item or construct, but the spell can't restore magic to such an object.

Minor Illusion

Spellcaster Sidekick (Bard, CHA Saving Throw Prof)

Cantrip Illusion DC 12 Spell Mod +4
1 Act. 30 ft S,M 1 min

A bit of fleece

You create a sound or an image of an object within range that lasts for the duration. The illusion also ends if you dismiss it as an action or cast this spell again. If you create a sound, its volume can range from a whisper to a scream. It can be your voice, someone else's voice, a lion's roar, a beating of drums, or any other sound you choose. The sound continues unabated throughout the duration, or you can make discrete sounds at different times before the spell ends. If you create an image of an object—such as a chair, muddy footprints, or a small chest—it must be no larger than a 5-foot cube. The image can't create sound, light, smell, or any other sensory effect. Physical interaction with the image reveals it to be an illusion, because things can pass through it. If a creature uses its action to examine the sound or image, the creature can determine that it is

Thunderclap

Spellcaster Sidekick (Bard, CHA Saving Throw Prof)

Cantrip Evocation DC 12 Spell Mod +4
1 Act. 5 ft S 1 Inst

You create a burst of thunderous sound that can be heard up to 100 feet away. Each creature within range, other than you, must succeed on a Constitution saving throw or take 1d6 thunder damage. The spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

Bane

Spellcaster Sidekick (Bard, CHA Saving Throw Prof)

Level 1 Enchantment DC 12 Spell Mod +4
1 Act. 30 ft V,S,M Conc, 1 min

A drop of blood

Up to three creatures of your choice that you can see within range must make Charisma saving throws. Whenever a target that fails this saving throw makes an attack roll or a saving throw before the spell ends, the target must roll a d4 and subtract the number rolled from the attack roll or saving throw. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st.

Identify (ritual)

Spellcaster Sidekick (Bard, CHA Saving Throw Prof)

Level 1 Divination DC 12 Spell Mod +4
1 min Touch V,S,M Inst

A pearl worth at least 100 gp and an owl feather

You choose one object that you must touch throughout the casting of the spell. If it is a magic item or some other magic-imbued object, you learn its properties and how to use them, whether it requires attunement to use, and how many charges it has, if any. You learn whether any spells are affecting the item and what they are. If the item was created by a spell, you learn which spell created it. If you instead touch a creature throughout the casting, you learn what spells, if any, are currently affecting it.

Puppet

Spellcaster Sidekick (Bard, CHA Saving Throw Prof)

Level 1 Enchantment DC 12 Spell Mod +4
1 Act. 120 ft S 1 Inst

Your gesture forces one humanoid you can see within range to make a Constitution saving throw. On a failed save, the target must move up to its speed in a direction you choose. In addition, you can cause the target to drop whatever it is holding. This spell has no effect on a humanoid that is immune to being charmed.

Blindness/Deafness

Spellcaster Sidekick (Bard, CHA Saving Throw Prof)

Level 2 Necromancy DC 12 Spell Mod +4
1 Act. 30 ft V 1 min

You can blind or deafen a foe. Choose one creature that you can see within range to make a Constitution saving throw. If it fails, the target is either blinded or deafened (your choice) for the duration. At the end of each of its turns, the target can make a Constitution saving throw. On a success, the spell ends. At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can target one additional creature for each slot level above 2nd.

Minor Illusion *(reverse)*

an illusion with a successful Intelligence (Investigation) check against your spell save DC. If a creature discerns the illusion for what it is, the illusion becomes faint to the creature.

Level 2 Evocation DC 12 Spell Mod +4
1 Act. **60 ft** **V,S,M** **Inst**

A chip of mica

A sudden loud ringing noise, painfully intense, erupts from a point of your choice within range. Each creature in a 10-foot-radius sphere centered on that point must make a Constitution saving throw. A creature takes 3d8 thunder damage on a failed save, or half as much damage on a successful one. A creature made of inorganic material such as stone, crystal, or metal has disadvantage on this saving throw. A nonmagical object that isn't being worn or carried also takes the damage if it's in the spell's area. At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d8 for each slot level above 2nd.

Level 2 Enchantment DC 12 Spell Mod +4
1 Act. 60 ft V,S 10 mins

You create a magical zone that guards against deception in a 15-foot-radius sphere centered on a point of your choice within range. Until the spell ends, a creature that enters the spell's area for the first time on a turn or starts its turn there must make a Charisma saving throw. On a failed save, a creature can't speak a deliberate lie while in the radius. You know whether each creature succeeds or fails on its saving throw. An affected creature is aware of the spell and can thus avoid answering questions to which it would normally respond with a lie. Such a creature can be evasive in its answers as long as it remains within the boundaries of the truth.

Level 3 Enchantment DC 12 Spell Mod +4
1 Act. 30 ft S, M 10 mins

A pinch of sand

You make a calming gesture, and up to three willing creatures of your choice that you can see within range fall unconscious for the spell's duration. The spell ends on a target early if it takes damage or someone uses an action to shake or slap it awake. If a target remains unconscious for the full duration, that target gains the benefit of a short rest, and it can't be affected by this spell again until it finishes a long rest. At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you can target one additional willing creature for each slot level above 3rd.

