D&D BEYOND

# Morilius Ashguard

CHARACTER NAME

Sorcerer 15 [Aberrant Mind]
CLASS & LEVEL

PLAYER NAME

Mephistopheles Tiefling
RACE

Faction Agent
BACKGROUND

EXPERIENCE POINTS

| | |
|---|---|
| STRENGTH | -1 (9) |
| DEXTERITY | +2 (14) |
| CONSTITUTION | +2 (14) |
| INTELLIGENCE | +0 (10) |
| WISDOM | +1 (12) |
| CHARISMA | +5 (20) |

| | | |
|---|---|---|
| ○ | -1 | Strength |
| ○ | +2 | Dexterity |
| ⊙ | +7 | Constitution |
| ○ | +0 | Intelligence |
| ○ | +1 | Wisdom |
| ⊙ | +10 | Charisma |

Saving Throw Modifiers
Advantage against being charmed or frightened

SAVING THROWS

| | | | |
|---|---|---|---|
| ○ | +2 | Acrobatics | DEX |
| ○ | +1 | Animal Handling | WIS |
| ○ | +0 | Arcana | INT |
| ○ | -1 | Athletics | STR |
| Ⓟ | +10 | Deception | CHA |
| ○ | +0 | History | INT |
| Ⓟ | +6 | Insight | WIS |
| Ⓟ | +10 | Intimidation | CHA |
| ○ | +0 | Investigation | INT |
| ○ | +1 | Medicine | WIS |
| ○ | +0 | Nature | INT |
| ○ | +1 | Perception | WIS |
| ○ | +5 | Performance | CHA |
| Ⓟ | +10 | Persuasion | CHA |
| ○ | +0 | Religion | INT |
| ○ | +2 | Sleight of Hand | DEX |
| ○ | +2 | Stealth | DEX |
| ○ | +1 | Survival | WIS |
| ○ | ___ | _____ | |
| ○ | ___ | _____ | |
| ○ | ___ | _____ | |

SKILLS

+2
INITIATIVE

ARMOR
17
CLASS

Resistances - Fire, Psychic
DEFENSES

INSPIRATION

+5
PROFICIENCY BONUS

ABILITY SAVE DC

30 ft. (Walking), 50 ft. (Flying), 60 ft. (Swimming)
SPEED

| Max HP | Current HP | Temp HP |
|---|---|---|
| 92 | | -- |

HIT POINTS

Total 15d6
HIT DICE

SUCCESSES ○○○
FAILURES ○○○
DEATH SAVES

=== WEAPONS ===
Crossbow, Light, Dagger, Dart, Quarterstaff, Sling

=== LANGUAGES ===
Common, Dwarvish, Elvish, Infernal

PROFICIENCIES & LANGUAGES

=== ACTIONS ===
Standard Actions
Attack, Cast a Spell, Dash, Disengage, Dodge, Help, Hide, Ready, Search, Use an Object, Opportunity Attack, Grapple, Shove, Improvise, Two-Weapon Fighting, Interact with an Object

Sorcery Points • 15 / Long Rest
You have limiteduse - No limited use data available sorcery points that you regain when you finish a long rest.

=== BONUS ACTIONS ===
Convert Sorcery Points
You can use your sorcery points to gain additional spell slots or sacrifice spell slots to gain additional sorcery points as a bonus action.

Revelation in Flesh
As a bonus action, you can spend 1 or more sorcery points to magically transform your body for 10 minutes. For each sorcery point you spend, you can gain one of the following until the transformation ends:
1. You can see any invisible creature within 60 feet of you, provided it isn't behind total cover.
2. You gain a flying speed equal to your walking speed, and you can hover.
3. You gain a swimming speed equal to twice your walking speed, and you can breathe underwater.
4. You can move through any space as narrow as 1 inch without squeezing, and you can spend 5 feet of movement to escape from nonmagical restraints or

ACTIONS

| | |
|---|---|
| 11 | PASSIVE WISDOM (PERCEPTION) |
| 16 | PASSIVE WISDOM (INSIGHT) |
| 10 | PASSIVE INTELLIGENCE (INVESTIGATION) |

Darkvision 60 ft.

SENSES

| NAME | HIT | DAMAGE/TYPE | NOTES |
|---|---|---|---|
| Crossbow, Light, +2 | +9 | 1d8+4 Piercing | Simple, Ammunition, Loading, Range, Two-Handed, Range (80/320) |
| Dagger | +7 | 1d4+2 Piercing | Simple, Finesse, Light, Thrown, Range (20/60) |
| Dagger, +2 | +9 | 1d4+4 Piercing | Simple, Finesse, Light, Thrown, Range (20/60) |
| Chill Touch | +12 | 3d8 Necrotic | D: 1Rnd, V/S |
| Fire Bolt | +12 | 3d10 Fire | V/S |
| Unarmed Strike | +4 | 0 Bludgeoning | |

WEAPON ATTACKS & CANTRIPS

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D&D BEYOND

| CHARACTER NAME | CLASS & LEVEL | PLAYER NAME |
|---|---|---|
| Morilius Ashguard | Sorcerer 15 [Aberrant Mind] | |

| RACE | BACKGROUND | EXPERIENCE POINTS |
|---|---|---|
| Mephistopheles Tiefling | Faction Agent | |

=== SORCERER FEATURES ===

* Additional Sorcerer Spells • TCoE 65
Your Sorcerer has additional spells available to them, as designated in Tasha's Cauldron of Everything.

* Hit Points • PHB 100

* Proficiencies • PHB 100

* Spellcasting • PHB 101
You can cast known sorcerer spells using CHA as your spellcasting modifier (Spell DC 18, Spell Attack +10). You can use an arcane focus as a spellcasting focus.

* Sorcerous Origin • PHB 101

| Aberrant Mind

* Psionic Spells • TCoE 67
You learn additional spells when you reach certain levels in this class, as shown on the Psionic Spells table.

* Telepathic Speech • TCoE 67
As a bonus action, choose one creature you can see within 30 ft. of you. You and the chosen creature can speak telepathically with each other while you are within 5 miles of each other). The telepathic connection lasts for 15 minutes.

| 1 Bonus Action

* Font of Magic • PHB 101
You have 15 sorcery points that you regain when you finish a long rest. You can use your sorcery points to gain additional spell slots or sacrifice spell slots to gain additional sorcery points as a bonus action.

| Sorcery Points: 15 / Long Rest • 1 Action

| Convert Sorcery Points: 1 Bonus Action

* Metamagic • PHB 101
You gain the ability to twist spells to suit your needs.

| Distant Spell • PHB
When you cast a spell that has a range of 5 ft. or greater, you can spend 1 sorcery point to double the range of the spell (or make the range 30 ft. for a spell with a range of touch).

| Metamagic - Distant Spell: Special

| Quickened Spell • PHB
When you cast a spell that has a casting time of 1 action, you can spend 2 sorcery points to change the casting time to 1 bonus action for this casting.

| Metamagic - Quickened Spell: Special

| Twinned Spell • PHB
You can spend sorcery points equal to a spell's level (1 for a cantrip) to target a second creature in range with the same spell, as long as the spell at the level it's being cast is incapable of targeting more than one creature.

| Metamagic - Twinned Spell: Special

* Sorcerous Versatility • TCoE 66
Whenever you reach a level in this class that grants the Ability Score Improvement feature, you can do one of the following, representing the magic within you flowing in new ways:
- Replace one of the options you chose for the Metamagic feature with a different Metamagic option available to you.
- Replace one cantrip you learned from this class's Spellcasting feature with another cantrip from the sorcerer spell list.

* Ability Score Improvement • PHB 102

* Magical Guidance • TCoE 66
When you make an ability check that fails, you can spend 1 sorcery point to reroll the d20, and you must use the new roll, potentially turning the failure into a success.

| Special

* Psionic Sorcery • TCoE 68
When you cast any spell of 1st level or higher from your Psionic Spells feature, you can cast it by expending a spell slot as normal or by spending a number of sorcery points equal to the spell's level. If you cast the spell using sorcery points, it requires no verbal or somatic components, and it requires no material components, unless they are consumed by the spell.

| Special

* Psychic Defenses • TCoE 68
You gain resistance to psychic damage, and you have advantage on saving throws against being charmed or frightened.

* Revelation in Flesh • TCoE
As a bonus action, you can spend 1 or more sorcery points to magically transform your body for 10 minutes, gaining benefits per sorcery point spent.

| 1 Bonus Action

=== MEPHISTOPHELES TIEFLING RACIAL TRAITS ===

* Darkvision • BR 43
You can see in darkness (shades of gray) up to 60 ft.

**FEATURES & TRAITS**

| CP | SP | EP | GP | PP |
|---|---|---|---|---|
| 0 | 0 | 0 | 5 | 4 |

WEIGHT CARRIED: 73.68 lb.
ENCUMBERED: 135 lb.
PUSH/DRAG/LIFT: 270 lb.

| NAME | QTY | WEIGHT |
|---|---|---|
| Crossbow, Light, +2 | 1 | 5 lb. |
| Dagger, +2 | 1 | 1 lb. |
| Dagger | 1 | 1 lb. |
| Broom of Flying | 1 | 3 lb. |
| Cloak of the Manta Ray | 1 | -- |
| Immovable Rod | 1 | -- |
| Potion of Healing (Greater) | 2 | 1 lb. |
| Barrier Tattoo (Rare) | 1 | -- |
| Bloodwell Vial, +2 | 1 | -- |
| Crossbow Bolts | 20 | 1.5 lb. |
| Backpack | 1 | 5 lb. |
| Case, Crossbow Bolt | 1 | 1 lb. |
| Clothes, Traveler's | 1 | 4 lb. |
| Flask or Tankard | 1 | 1 lb. |
| Rope, Silk (50 feet) | 1 | 5 lb. |

| NAME | QTY | WEIGHT |
|---|---|---|
| Soap | 1 | -- |
| Whetstone | 1 | 1 lb. |
| Bedroll | 1 | 7 lb. |
| Mess Kit | 1 | 1 lb. |
| Rations (1 day) | 10 | 20 lb. |
| Tinderbox | 1 | 1 lb. |
| Torch | 10 | 10 lb. |
| Waterskin | 1 | 5 lb. |

| ATTUNED MAGIC ITEMS | QTY | WEIGHT |
|---|---|---|
| Barrier Tattoo (Rare) | 1 | -- |
| Bloodwell Vial, +2 | 1 | -- |

**EQUIPMENT**

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Morilius Ashguard

CHARACTER NAME

Sorcerer 15 [Aberrant Mind]

CLASS & LEVEL

PLAYER NAME

Mephistopheles Tiefling

RACE

Faction Agent

BACKGROUND

EXPERIENCE POINTS

* Hellish Resistance • BR 43
You have resistance to fire damage.

* Legacy of Cania • MToF 23
You know the mage hand cantrip. [3rd] You can cast burning hands (2nd) once per long rest. [5th] You can cast flame blade once per long rest. CHA is your spellcasting ability.

=== FEATS ===

* Metamagic Adept • TCoE 80

| Empowered Spell • PHB
When you roll damage for a spell, you can spend 1 sorcery point to reroll up to 5 of the dice. You must use the new rolls and you can use this option even if you've already used another Metamagic option.

| Extended Spell • PHB
When you cast a spell that has a duration of 1 minute or longer, you can spend 1 sorcery point to double its duration, to a maximum duration of 24 hours.

| Sorcery Points: 2 / Long Rest • Special

| Metamagic - Empowered Spell: Special

| Metamagic - Extended Spell: Special

ADDITIONAL FEATURES & TRAITS

| NAME | QTY | WEIGHT | NAME | QTY | WEIGHT |
|---|---|---|---|---|---|

ADDITIONAL EQUIPMENT

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D&D BEYOND

Morilius Ashguard

CHARACTER NAME

| | | | | |
|---|---|---|---|---|
| Male | 29 | Medium | 5' 11" | 180 |
| GENDER | AGE | SIZE | HEIGHT | WEIGHT |
| Neutral | Auppenser | Blue | Red | None |
| ALIGNMENT | FAITH | SKIN | EYES | HAIR |

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

I've enjoyed fine food, drink, and high society among my temple's elite. Rough living grates on me. I've spent so long in the temple that I

PERSONALITY TRAITS

Aspiration. I seek to prove myself worthy of my god's favor by matching my actions against his or her

IDEALS

I seek to preserve a sacred text that my enemies consider heretical and seek to destroy.

BONDS

I am suspicious of strangers and expect the worst of them.

FLAWS

CHARACTER BACKSTORY

ADDITIONAL NOTES

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D&D BEYOND

| Sorcerer | CHA | 20 | +12 |
|---|---|---|---|
| SPELLCASTING CLASS | SPELLCASTING ABILITY | SPELL SAVE DC | SPELL ATTACK BONUS |

| PREP | SPELL NAME | SOURCE | SAVE/ATK | TIME | RANGE | COMP | DURATION | PAGE REF | NOTES |
|---|---|---|---|---|---|---|---|---|---|
| | === CANTRIPS === | (At Will) | | | | | | | |
| O | Prestidigitation | Sorcerer | -- | 1A | 10 ft. | V,S | 1 hour | PHB 267 | D: 1h, V/S |
| O | Minor Illusion | Sorcerer | -- | 1A | 30 ft./5 ft. Cube | S,M | 1 minute | PHB 260 | D: 1m, 5 ft. Cube, S/M |
| O | Fire Bolt | Sorcerer | +12 | 1A | 120 ft. | V,S | Instantaneous | PHB 242 | V/S |
| O | Shape Water | Sorcerer | -- | 1A | 30 ft./5 ft. Cube | S | Instantaneous | EE 164 | 5 ft. Cube, S |
| O | Light | Sorcerer | DEX 20 | 1A | Touch/20 ft. Sphere | V,M | 1 hour | PHB 255 | D: 1h, 20 ft. Sphere, V/M |
| O | Chill Touch | Sorcerer | +12 | 1A | 120 ft. | V,S | 1 round | PHB 221 | D: 1Rnd, V/S |
| O | Mage Hand | Legacy of Cania | -- | 1A | 30 ft. | V,S | 1 minute | PHB 256 | D: 1m, V/S |
| P | Mind Sliver | Psionic Spells (Always Prepared) | INT 20 | 1A | 60 ft. | V | Instantaneous | TCoE 108 | V |
| | === 1st LEVEL === | 4 Slots OOOO | | | | | | | |
| O | Magic Missile | Sorcerer | -- | 1A | 120 ft. | V,S | Instantaneous | PHB 257 | V/S |
| O | Shield | Sorcerer | -- | 1R | Self | V,S | 1 round | PHB 275 | D: 1Rnd, V/S |
| O | Absorb Elements | Sorcerer | -- | 1R | Self | S | 1 round | EE 150 | D: 1Rnd, S |
| P | Arms of Hadar | Psionic Spells (Always Prepared) | STR 20 | 1A | Self/10 ft. Sphere | V,S | Instantaneous | PHB 215 | 10 ft. Sphere, V/S |
| P | Dissonant Whispers | Psionic Spells (Always Prepared) | WIS 20 | 1A | 60 ft. | V | Instantaneous | PHB 234 | V |
| | === 2nd LEVEL === | 3 Slots OOO | | | | | | | |
| O | Maximilian's Earthen Grasp <C> | Sorcerer | STR 20 | 1A | 30 ft./5 ft. Square | V,S,M | Concentration, up to 1 minute | EE 161 | D: 1m, 5 ft. Square, V/S/M |
| O | Misty Step | Sorcerer | -- | 1BA | Self | V | Instantaneous | PHB 260 | V |
| O | Burning Hands | Legacy of Cania | DEX 20 | 1A | Self/15 ft. Cone | V,S | Instantaneous | PHB 220 | 1/LR, 15 ft. Cone, V/S |
| O | Flame Blade <C> | Legacy of Cania | +12 | 1BA | Self | V,S,M | Concentration, up to 10 minutes | PHB 242 | 1/LR, D: 10m, V/S/M |
| P | Calm Emotions <C> | Psionic Spells (Always Prepared) | CHA 20 | 1A | 60 ft./20 ft. Sphere | V,S | Concentration, up to 1 minute | PHB 221 | D: 1m, 20 ft. Sphere, V/S |
| P | Detect Thoughts <C> | Psionic Spells (Always Prepared) | WIS 20 | 1A | Self | V,S,M | Concentration, up to 1 minute | PHB 231 | D: 1m, V/S/M |
| | === 3rd LEVEL === | 3 Slots OOO | | | | | | | |
| O | Fireball | Sorcerer | DEX 20 | 1A | 150 ft./20 ft. Sphere | V,S,M | Instantaneous | PHB 241 | 20 ft. Sphere, V/S/M |
| O | Counterspell | Sorcerer | -- | 1R | 60 ft. | S | Instantaneous | PHB 228 | Special: (See Description)*, S |
| P | Hunger of Hadar <C> | Psionic Spells (Always Prepared) | DEX 20 | 1A | 150 ft./20 ft. Sphere | V,S,M | Concentration, up to 1 minute | PHB 251 | D: 1m, 20 ft. Sphere, V/S/M |
| P | Sending | Psionic Spells (Always Prepared) | -- | 1A | Unlimited | V,S,M | 1 round | PHB 274 | D: 1Rnd, V/S/M |
| | === 4th LEVEL === | 3 Slots OOO | | | | | | | |
| O | Greater Invisibility <C> | Sorcerer | -- | 1A | Touch | V,S | Concentration, up to 1 minute | PHB 246 | D: 1m, V/S |
| O | Wall of Fire <C> | Sorcerer | DEX 20 | 1A | 120 ft. | V,S,M | Concentration, up to 1 minute | PHB 285 | D: 1m, V/S/M |
| P | Evard's Black Tentacles <C> | Psionic Spells (Always Prepared) | DEX 20 | 1A | 90 ft./20 ft. Square | V,S,M | Concentration, up to 1 minute | PHB 238 | D: 1m, 20 ft. Square, V/S/M |
| P | Summon Aberration <C> | Psionic Spells (Always Prepared) | -- | 1A | 90 ft. | V,S,M | Concentration, up to 1 hour | TCoE 109 | Special: When you cast this spell using a spell slot of 5th level or higher, use the higher level wherever the spell's level appears in the stat block.*, D: 1h, V/S/M |
| | === 5th LEVEL === | 2 Slots OO | | | | | | | |
| O | Bigby's Hand <C> | Sorcerer | -- | 1A | 120 ft. | V,S,M | Concentration, up to 1 minute | PHB 218 | D: 1m, V/S/M |
| O | Hold Monster <C> | Sorcerer | WIS 20 | 1A | 90 ft. | V,S,M | Concentration, up to 1 minute | PHB 251 | D: 1m, V/S/M |
| P | Rary's Telepathic Bond | Psionic Spells (Always Prepared) | -- | 1A | 30 ft. | V,S,M | 1 hour | PHB 270 | D: 1h, V/S/M |
| P | Telekinesis <C> | Psionic Spells (Always Prepared) | -- | 1A | 60 ft. | V,S | Concentration, up to 10 minutes | PHB 280 | D: 10m, V/S |
| | === 6th LEVEL === | 1 Slots O | | | | | | | |
| O | Disintegrate | Sorcerer | DEX 20 | 1A | 60 ft. | V,S,M | Instantaneous | PHB 233 | V/S/M |
| | === 7th LEVEL === | 1 Slots O | | | | | | | |
| O | Etherealness | Sorcerer | -- | 1A | Self | V,S | 8 hours | PHB 238 | D: 8h, V/S |
| | === 8th LEVEL === | 1 Slots O | | | | | | | |



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Sorcerer

SPELLCASTING CLASS

| CHA | 20 | +12 |
|---|---|---|
| SPELLCASTING ABILITY | SPELL SAVE DC | SPELL ATTACK BONUS |

| PREP | SPELL NAME | SOURCE | SAVE/ATK | TIME | RANGE | COMP | DURATION | PAGE REF | NOTES |
|---|---|---|---|---|---|---|---|---|---|
| O | Sunburst | Sorcerer | CON 20 | 1A | 150 ft./60 ft. Sphere | V,S,M | Instantaneous | PHB 279 | 60 ft. Sphere, V/S/M |

SPELLS

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