D&D BEYOND

Morilius Ashguard

CHARACTER NAME

Sorcerer 20 [Aberrant Mind]
CLASS & LEVEL

PLAYER NAME

Mephistopheles Tiefling
RACE

Faction Agent
BACKGROUND

EXPERIENCE POINTS

STRENGTH	-1 (9)
DEXTERITY	+3 (16)
CONSTITUTION	+4 (19)
INTELLIGENCE	+0 (10)
WISDOM	+1 (12)
CHARISMA	+5 (20)

○	-1	Strength
○	+3	Dexterity
⊙	+10	Constitution
○	+0	Intelligence
○	+1	Wisdom
⊙	+11	Charisma

Saving Throw Modifiers
Advantage against being charmed or frightened

SAVING THROWS

○	+3	Acrobatics	DEX
○	+1	Animal Handling	WIS
○	+0	Arcana	INT
○	-1	Athletics	STR
Ⓟ	+11	Deception	CHA
○	+0	History	INT
Ⓟ	+7	Insight	WIS
Ⓟ	+11	Intimidation	CHA
○	+0	Investigation	INT
○	+1	Medicine	WIS
○	+0	Nature	INT
○	+1	Perception	WIS
○	+5	Performance	CHA
Ⓟ	+11	Persuasion	CHA
○	+0	Religion	INT
○	+3	Sleight of Hand	DEX
○	+3	Stealth	DEX
○	+1	Survival	WIS
○	___	_____	
○	___	_____	
○	___	_____	

SKILLS

+3
INITIATIVE

ARMOR
17
CLASS

Resistances - Fire, Psychic
DEFENSES

INSPIRATION

+6
PROFICIENCY BONUS

ABILITY SAVE DC

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

Max HP: 162
Current HP:
Temp HP: --
HIT POINTS

Total: 20d6
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 • 20 / 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)
17	PASSIVE WISDOM (INSIGHT)
10	PASSIVE INTELLIGENCE (INVESTIGATION)

Darkvision 60 ft.

SENSES

NAME	HIT	DAMAGE/TYPE	NOTES
Crossbow, Light, +2	+11	1d8+5 Piercing	Simple, Ammunition, Loading, Range, Two-Handed, Range (80/320)
Dagger, +2	+11	1d4+5 Piercing	Simple, Finesse, Light, Thrown, Range (20/60)
Dagger, +2	+11	1d4+5 Piercing	Simple, Finesse, Light, Thrown, Range (20/60)
Chill Touch	+13	4d8 Necrotic	D: 1Rnd, V/S
Fire Bolt	+13	4d10 Fire	V/S
Unarmed Strike	+5	0 Bludgeoning	

WEAPON ATTACKS & CANTRIPS

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CHARACTER NAME	CLASS & LEVEL	PLAYER NAME
Morilius Ashguard	Sorcerer 20 [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 19, Spell Attack +11). 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 20 minutes.

| 1 Bonus Action

* Font of Magic • PHB 101
You have 20 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: 20 / 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

| Heightened Spell • PHB
When you cast a spell that forces a creature to make a saving throw, you can spend 3 sorcery points to give one target of the spell disadvantage on its first saving throw made against the spell.

| Metamagic - Heightened 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.

FEATURES & TRAITS

CP	SP	EP	GP	PP
0	0	0	5	4

WEIGHT CARRIED: 61.18 lb.
ENCUMBERED: 135 lb.
PUSH/DRAG/LIFT: 270 lb.

NAME	QTY	WEIGHT	NAME	QTY	WEIGHT
Crossbow, Light, +2	1	5 lb.	Crossbow Bolts	40	3 lb.
Dagger, +2	1	1 lb.	Case, Crossbow Bolt	1	1 lb.
Dagger, +2	1	1 lb.	Clothes, Traveler's	1	4 lb.
Amulet of Health	1	--	Flask or Tankard	1	1 lb.
Bag of Holding	1	15 lb.	Soap	1	--
Boots of Elvenkind	1	--	Whetstone	1	1 lb.
Broom of Flying	1	3 lb.	Rope, Silk (50 feet)	1	5 lb.
Chime of Opening	1	1 lb.	Barrier Tattoo (Rare)	1	--
Cloak of the Manta Ray	1	--	Bloodwell Vial, +2	1	--
Figurine of Wondrous Power (Bronze Griffon)	1	--	Concertina	1	--
Immovable Rod	1	--	Heward's Handy Haversack	1	5 lb.
Necklace of Fireballs	1	--			
Portable Hole	1	--			
Ring of Warmth	1	--			
Potion of Healing (Superior)	2	1 lb.			

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

EQUIPMENT

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Morilius Ashguard	Sorcerer 20 [Aberrant Mind]	
CHARACTER NAME	CLASS & LEVEL	PLAYER NAME
	Mephistopheles Tiefling	Faction Agent
	RACE	BACKGROUND	EXPERIENCE POINTS

| 1 Bonus Action

* Warping Implosion • TCoE 68
As an action, you can teleport to an unoccupied space you can see within 120 feet of you. Immediately after you disappear, each creature within 30 feet of the space you left must make a Strength saving throw. On a failed save, a creature takes 3d10 force damage and is pulled straight toward the space you left, ending in an unoccupied space as close to your former space as possible. On a successful save, the creature takes half as much damage and isn't pulled.
Once you use this feature, you can't do so again until you finish a long rest, unless you spend 5 sorcery points to use it again.

| 1 Action

* Sorcerous Restoration • PHB 102
You regain 4 expended sorcery points whenever you finish a short rest.

=== MEPHISTOPHELES TIEFLING RACIAL TRAITS ===

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

* 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

* Telekinetic (Charisma) • TCoE 81
You learn the mage hand spell and can make this mage hand invisible. You can also attempt to shove a creature with your mind.

| Telekinetic - Shove: 1 Bonus Action

ADDITIONAL FEATURES & TRAITS

NAME	QTY	WEIGHT	NAME	QTY	WEIGHT
Bedroll	1	7 lb.			
Blanket	1	3 lb.			
Caltrops (bag of 20)	1	2 lb.			
Case, Crossbow Bolt	1	1 lb.			
Mess Kit	1	1 lb.			
Pouch	1	1 lb.			
Rations (1 day)	10	20 lb.			
Tinderbox	1	1 lb.			
Torch	5	5 lb.			
Waterskin	1	5 lb.			

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	21	+13
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	+13	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 21	1A	Touch/20 ft. Sphere	V,M	1 hour	PHB 255	D: 1h, 20 ft. Sphere, V/M
O	Chill Touch	Sorcerer	+13	1A	120 ft.	V,S	1 round	PHB 221	D: 1Rnd, V/S
P	Mage Hand	Telekinetic (Charisma) (Always Prepared)	--	1A	30 ft.	V,S	1 minute	PHB 256	D: 1m, 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 21	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 21	1A	Self/10 ft. Sphere	V,S	Instantaneous	PHB 215	10 ft. Sphere, V/S
P	Dissonant Whispers	Psionic Spells (Always Prepared)	WIS 21	1A	60 ft.	V	Instantaneous	PHB 234	V
	=== 2nd LEVEL ===	3 Slots OOO							
O	Maximilian's Earthen Grasp <C>	Sorcerer	STR 21	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 21	1A	Self/15 ft. Cone	V,S	Instantaneous	PHB 220	1/LR, 15 ft. Cone, V/S
O	Flame Blade <C>	Legacy of Cania	+13	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 21	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 21	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 21	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
O	Fireball	Necklace of Fireballs	DEX 15	1A	150 ft./20 ft. Sphere	V,S,M	Instantaneous	PHB 241	1 Charge (9/9), 20 ft. Sphere, V/S/M
P	Hunger of Hadar <C>	Psionic Spells (Always Prepared)	DEX 21	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 21	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 21	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 ===	3 Slots OOO							
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 21	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 ===	2 Slots OO							
O	Disintegrate	Sorcerer	DEX 21	1A	60 ft.	V,S,M	Instantaneous	PHB 233	V/S/M
	=== 7th LEVEL ===	2 Slots OO							
O	Etherealness	Sorcerer	--	1A	Self	V,S	8 hours	PHB 238	D: 8h, V/S

SPELLS

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Sorcerer

SPELLCASTING CLASS

CHA	21	+13
SPELLCASTING ABILITY	SPELL SAVE DC	SPELL ATTACK BONUS

PREP	SPELL NAME	SOURCE	SAVE/ATK	TIME	RANGE	COMP	DURATION	PAGE REF	NOTES
	=== 8th LEVEL ===	1 Slots O							
O	Sunburst	Sorcerer	CON 21	1A	150 ft./60 ft. Sphere	V,S,M	Instantaneous	PHB 279	60 ft. Sphere, V/S/M
	=== 9th LEVEL ===	1 Slots O							
O	Wish	Sorcerer	--	1A	Self	V	Instantaneous	PHB 288	V

SPELLS

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