

Wizard (Divination) [6] Noble Scott CLASS & LEVEL BACKGROUND PLAYER NAME 22375 Human (Tiefling) Chaotic Neutral ALIGNMENT **EXPERIENCE POINTS**



10

INTELLIGENCE

10

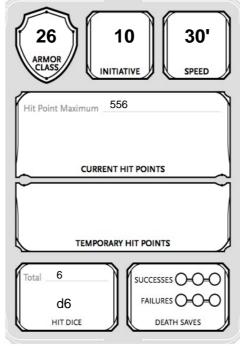
WISDOM

43

10

CHARISMA

101



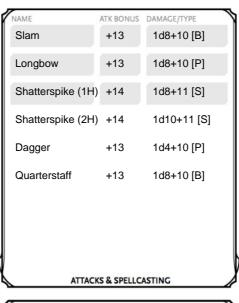


O <u>13</u>	Animal Handling (Wis
● <u>16</u>	Arcana (Int)
0 10	Athletics (Str)
• <u>13</u>	Deception (Cha)
O <u>13</u>	History (Int)
• <u>16</u>	Insight (Wis)
• <u>13</u>	Intimidation (Cha)
• <u>16</u>	Investigation (Int)
• <u>16</u>	Medicine (Wis)
● <u>16</u>	Nature (Int)
● <u>16</u>	Perception (Wis)
0 10	Performance (Cha)
• <u>13</u>	Persuasion (Cha)
• <u>16</u>	Religion (Int)
● <u>13</u>	Sleight of Hand (Dex)

13 Stealth (Dex)

13 Survival (Wis)

SKILLS



Damage Resistances: Magic, Lightning, Non-Magic Weapons, Illusions, Acid, Thunder Damage Immunities: Poison, Cold, Fire, Necrotic Condition Immunites: Charmed, Exhaustion, Frightened, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained Senses: Darkvision 120', Blindsight 30', Ethereal 60' Multiattack 3/rnd Touch does 1d6 Fire & 4d6+3 Necrotic Ambusher, Surprise Attack (3d6), Sneak Attack (2d6) Move 40', Fly 120', Burrow 15', Swim 40' Arcane Recovery (1/2 lvl in slots recovered 1/day) Darkvision 30 Hellish Resistance (1/2 dmg from fire) Infernal Legacy

Portent - 2 x d20 rolls saved up per day

Feat: Magic Initiate. Druid

E: Consume, Absorb

E: Blindsight 30

E: Multiattack (2/round), Slam

Y: Magic Resistance (advantage on saves)

Y: Immune to Poison

D: Immune to being charmed

D: Shapechanger

D: Ambusher (advantage on attack rolls w/surprise)

D: Surprise attack (+3d6 dmg in 1st rnd w/surprise)

D: Read Thoughts

Q: Resist Cold, Lightning, Bludgeoning, Piercing, Slashing

Q: Darkvision 120'

Q: Shapechange to bat, centipede, toad

Q: Invisibility at will

Q: Scare 1/day (DC 20 Wis or frightened 1 min)

T: Keen smell (advantage on smell perception)

T: Regeneration 10HP/round

T: Multiattack 3/round

WD: Breath Weapon Lvl d8 DC 12 Con for 1/2

FEATURES & TRAITS

PASSIVE WISDOM (PERCEPTION)

Daggers, Darts, Slings, Staffs, Lt Crossbows Medicine, Religion

Circus: Acrobatics, Sleight of Hand

Circus: Disguise kit, Lute

Circus: Juggler, Tumbler, Instrumentalist

D: Deception, Insight Y: Perception, Stealth

SB: Martial Weapons and Armour

Common, Infernal, Abyssal, Draconic, Elvish Giant, Goblin, Druidic, Ignan, Orc, Dwarvish

Undercommon

OTHER PROFICIENCIES & LANGUAGES

2 Daggers 20 Arrows 47 3+1 Arrows Arcane focus (crystal) 10' pole 0 At Home: 58 Candle of Everlasting Flame Anduril's Library 0 Next level: 23,000 XP **EQUIPMENT**

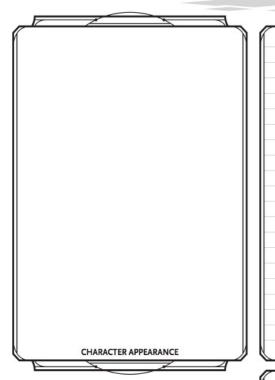
Shatterspike

Longbow

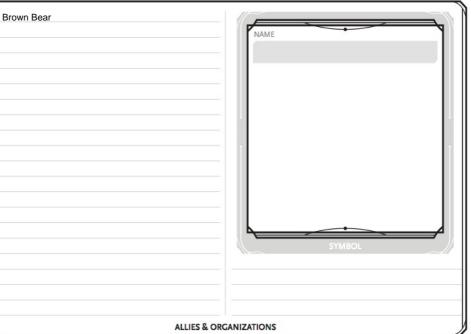
130



23	155cm (5'2")	48kg
AGE	HEIGHT	WEIGHT
Green	Tan	Blonde
EYES	SKIN	HAIR



CHARACTER NAME



Both my parents were adventurers, did you know that? The way I see it, adventuring is an evolution filter that only lets through the luckiest, toughest, and most paranoid people through. They're both still alive, so they've got luck, skill and paranoia to hurn

Mind you, their paranoia may be justified. During their careers, they fell foul of a curse that turned them into Doppelgangers. They never got it removed - they found the abilities too useful - but they're really secretive about it. They've had too many mobs chase them out of town to trust any more.

They were worried the curse would pass to me, but it didn't. I was born the same species as them.

A Tiefling. So, much better.

That's why they gave me the gifts they did. When I was 5, they used their Luck Blade to wish me permanently polymorphed to an Enveloper, and then fed me a dead Doppelganger and a bunch of Yuan-Ti eggs. It made me able to blend in even better than they can, and I can absorb abiliies I need.

The rest of my childhood was a blur of training. We joined a circus for most of my childhood to learn the skills they thought I would need. I'm an adventurer now, myself, so I suppose they were right. Still, sometimes I wonder what could have been.

I assumed to life of Sharwyn Hucrele after she died when I destroyed of the Gulthias Tree. She is a pretty, petite blonde human. I left a Candle of Everlasting Flame in the library and told them if it ever went out, I was dead.

CHARACTER BACKSTORY

WD: Immune to cold

WD: Burrow 15', Fly 60', Swim 30', Amphibious

WD: Ice Walk

FS: Immune to fire

FS: 1d6 fire damage on unarmed hit

O: Move toward foe up to my speed as bonus action

DS: Cunning Action (ba to Dash, Disengage, Hide)

DS: Resistance to spells, illusions, paralysis

DS: Sneak attack +2d6

DS: Enlarge (Short Rest to recharge)

G: Resistance to Acid, Fire, Lightning, Thunder

G: Resistance to non-magic weapons

G: Immune to Cold, Necrotic, Poison, Charmed, Exhaustion, Frightened, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained

G: Ethereal Sight 60'

G: Incorporeal Movement (move through objects)

G: Withering Touch 4d6+3 necrotic damage on hit

G: Etherealness at will

G: Horrifying Visage 60'R DC13 Wis save or frightened 1 min. Fail>5 => Age 1d4x10 yrs

G: Possession DC13 Cha save

S: Telepathy 60'/infinite if target charmed

S: Shapechange into Succubus

S: Charm DC15 Wis, 30'R

S: Draining Kiss 5d10 psychic, DC15 Con for 1/2

BD: Immune to Acid

BD: Blindsight 30', Darkvision 120'

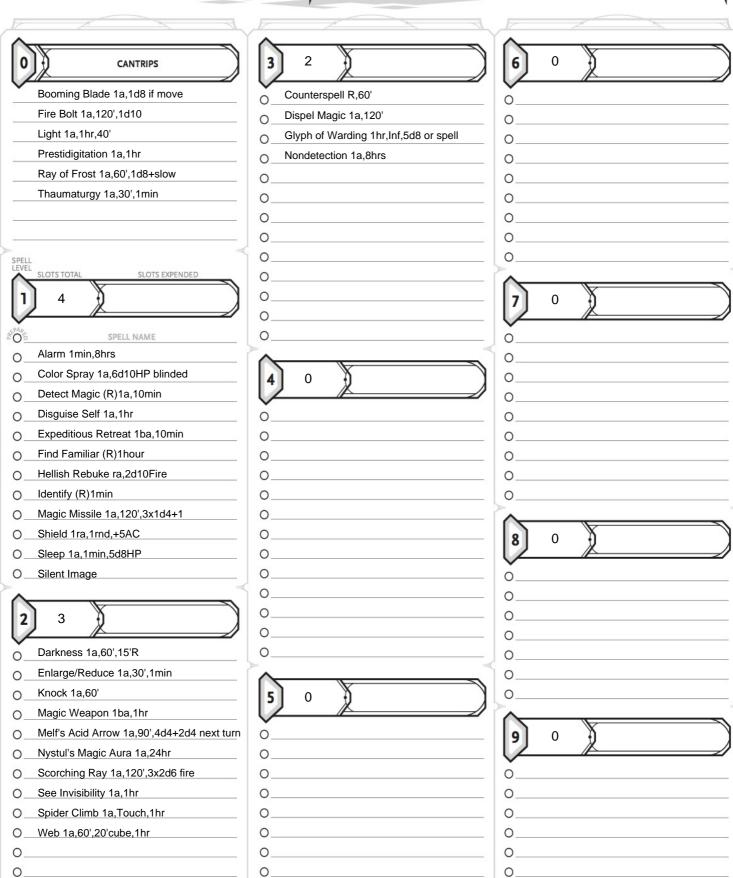
BD: Move 40', Fly 120', Swim 40'

Acid Breath, 30'x5', LvI d8, DC14 DEX for 1/2

ADDITIONAL FEATURES & TRAITS

Shatterspike +1 Longsword, auto crit vs objects
Sharwyns Signet Ring (20gp)

TREASURE







Sharwyn Hucrele

CHARACTER NAME

Backpacks can hold no more then 30 lbs of gear.

Note weight of items to not exceed the packs 30lbs limit. Note the quantity of certain items for quick reference. Your treasure pouch is not part of your backpack so its weight will not count.

Backpack



Spare Arcane Focus - crystal

Small Pocket 1

Thieves' Tools Tinderbox

Small Pocket 2

Caltrops (5 bags)

Small Pocket 3

5 flasks Alchemists Fire

Small Pocket 4

Flap Pouch

Waterskin

4 vials of Anti-Toxin

3 doses Elixir of Health

Middle Pouch

Bag of Holding

V	ſ.		
P	Bed Roll	1	
ı	Rope	150'	
ı	Ammo	40 Arrows, 4 Daggers	
l	Torches	3	

Treasure Purse

200 Copper =

860 Silver =

Electrum = 0

2703 Gold =

Platinum = 2038

Additional Treasure

Ring of Spell Storing (5 lvls)

Bag of Holding

Portable Hole

Main Pouch



Name

Sharwyn Hucrele

CHARACTER NAME

Bag of Holding:

This bag has an interior space considerably larger than its outside dimensions, roughly 2 feet in diameter at the mouth and 4 feet deep. The bag can hold up to 500 pounds, not exceeding a volume of 64 cubic feet. The bag weighs 15 pounds, regardless of its contents.



<u>Items</u>

Spell Book	1	U		
Rations	1	0		
Caltrops (5 bags)	1	0		
Healers kit	1	0		
Paper & Ink, Chalk	1	0		
Climbers Kit	1	0		
Lute	1	0		
Waterskin	1	0		

Potions / Gems

Name	Qty	lbs

Warni	ng

Placing a bag of holding inside an extradimensional space created by a Heward's handy haversack, portable hole, or similar item instantly destroys both items and opens a gate to the Astral Plane. The gate originates where the one item was placed inside the other. Any creature within 10 feet of the gate is sucked through it to a random location on the Astral Plane. The gate then closes.

The gate is one-way only and can't be reopened.



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Items

lbs

0

0

Qty

Wand of Entangle (7 charges)	1
Night Caller Whistle (animate dead at nig	ght)

Name

Quaal's Feather token (tree)

Potions / Gems

Name	Qty	lbs

TOTIONS / GENTS

Warning

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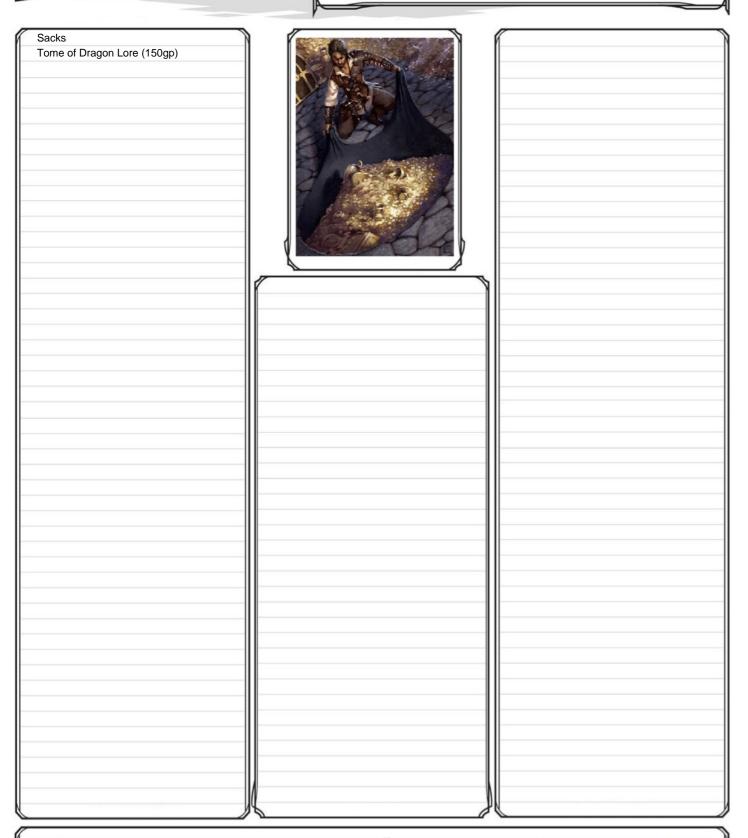


Sharwyn Hucrele

CHARACTER NAME

Portable Hole: This fine black cloth, soft as silk, is folded up to the dimensions of a handkerchief. It unfolds into a circular sheet 6 feet in diameter. You can use an action to unfold a portable hole and place it on or against a solid surface, whereupon the portable hole creates an extradimensional hole 10 feet deep. The cylindrical space within the hole exists on a different plane, so it can't be used to create open passages.

Source Dungeon Masters Guide p. 186-187



Any creature inside an open portable hole can exit the hole by climbing out of it. If the hole is folded up, a creature with in the hole's extradimensional space can use an action to make a DC 10 Strength check. On a successful check, the creature forces its way out and appears within 5 feet of the portable hole or the creature carrying it. A breathing creature within a closed portable hole can survive for up to 10 minutes, after which time it begins to suffocate. Placing a portable hole inside an extradimensional space created by a bag of holding, Heward's handy haversack, or similar item instantly destroys both items and opens a gate to the Astral Plane. The gate originates where the one item was placed inside the other. Any creature within 10 feet of the gate is sucked through it and deposited in a random location on the Astral Plane. The gate then closes. The gate is one-way only and can't be reopened.

Source Dungeon Masters Guide p. 187