

Riardon Nailo

CHARACTER NAME

Wizard (Divination) [4]

CLASS & LEVEL

Circus Performer

BACKGROUND

Scott

PLAYER NAME

High Elf (Tiefling)

RACE

Chaotic Neutral

ALIGNMENT

2550

EXPERIENCE POINTS

STRENGTH

48

10

DEXTERITY

74

10

CONSTITUTION

37

10

INTELLIGENCE

48

10

WISDOM

36

10

CHARISMA

90

10

1

INSPIRATION

2

PROFICIENCY BONUS

- ☐ 10 Strength
- ☐ 10 Dexterity
- ☐ 10 Constitution
- ☒ 12 Intelligence
- ☒ 12 Wisdom
- ☐ 10 Charisma

SAVING THROWS

- ☒ 12 Acrobatics (Dex)
- ☐ 12 Animal Handling (Wis)
- ☐ 12 Arcana (Int)
- ☐ 10 Athletics (Str)
- ☒ 12 Deception (Cha)
- ☐ 12 History (Int)
- ☒ 14 Insight (Wis)
- ☐ 10 Intimidation (Cha)
- ☒ 14 Investigation (Int)
- ☒ 14 Medicine (Wis)
- ☐ 12 Nature (Int)
- ☒ 14 Perception (Wis)
- ☐ 10 Performance (Cha)
- ☐ 10 Persuasion (Cha)
- ☒ 14 Religion (Int)
- ☒ 12 Sleight of Hand (Dex)
- ☒ 12 Stealth (Dex)
- ☐ 12 Survival (Wis)

SKILLS

26

ARMOR CLASS

10

INITIATIVE

30'

SPEED

Hit Point Maximum 426

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 4

d6

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

Whenever I come to a new place, I collect local rumours
I'll settle for nothing less than perfection

PERSONALITY TRAITS

The world is in need of new ideas and bold action

IDEALS

I would do anything for other members of my old troupe

BONDS

Secretly, I believe things would be better if I were a tyrant lording over the land

FLAWS

20

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
Y: Scimitar, Longbow, Shortbow
Common, Infernal, Abyssal, Draconic, Elvish
Giant, Goblin

OTHER PROFICIENCIES & LANGUAGES

CP 0

SP 242

EP 0

GP 415

PP 0

Spellbook (6x1)
6 Daggers, Scimitar, 2 Longbows
Arrows +0:86, +1:3
Scholar's pack, Sacks, 2 Bedrolls
Backpack, Tinderbox, 3 Torches
Arcane focus (staff)
Lute
10' pole
Climbers Kit
Grapple Hook, 50' Rope
Hooded Lantern
Paper & Ink, Chalk
Caltrops (11 bags)
Rations, 2 Waterskins

EQUIPMENT

NAME	ATK BONUS	DAMAGE/TYPE
Slam	+12	1d8+10 [B]
Longbow	+12	1d8+10 [P]
Scimitar	+12	1d6+10 [S]
Dagger	+12	1d4+10 [P]
Quarterstaff	+12	1d8+10 [B]

ATTACKS & SPELLCASTING

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
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
WD: Immune to cold
WD: Burrow 15', Fly 60', Swim 30', Amphibious
WD: Ice Walk

FEATURES & TRAITS



Riardon Nailo

CHARACTER NAME

23

AGE

174cm

HEIGHT

75kg

WEIGHT

Brown

EYES

Tan

SKIN

Brown

HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

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 burn.

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 abilities 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.

CHARACTER BACKSTORY

ADDITIONAL FEATURES & TRAITS

Night Caller Whistle

Candle of Everlasting Flame

Quaal's Feather token (tree)

Potion of Fire Resistance

2 Potions of Healing

2 vials of Anti-Toxin

3 doses Elixir of Health

Gold ring (Karakas) (10gp)

Talgens signet ring (20gp)

Ceremonial Silver Dagger (125gp), 2 silver rings (30gp), Silver amulet (15gp), Silver flask (50gp),

Gold & Sapphire ring (25gp)

6 Dragon carved Peridot Jewels (60gp), Dragon shaped jade figurine (20gp), 2 Onyx gems (60gp)

Crystal goblet (5gp)

24 piece silverware set (24gp)

Carved bone scroll case (100gp)

Splint armour

Silver & Moonstone Earrings (40gp), Silver & Moonstone necklace (50gp)

Scroll of Command (Cleric Lvl 1)

Scroll of Cure Wounds (Cleric Lvl 1)

Scroll of Inflict Wounds (Cleric Lvl 1)

Scroll of Guiding Bolt (Cleric Lvl 1)

Scroll of Faerie Fire (Druid Lvl 1)

Scroll of Expeditious Retreat (Wizard Lvl 1)

TREASURE

Wizard

SPELLCASTING
CLASS

Int

SPELLCASTING
ABILITY

20

SPELL SAVE DC

12

SPELL ATTACK
BONUS

0

CANTRIPS

Booming Blade 1a,1d8 if move

Fire Bolt 1a,120',1d10

Light 1a,1hr,40'

Thaumaturgy 1a,30',1min

SPELL
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

4

PREPARED

SPELL NAME

- ☐ Alarm 1min,8hrs
- ☐ Detect Magic (R)1a,10min
- ☐ Expeditious Retreat 1ba,10min
- ☐ Find Familiar (R)1hour
- ☐ Identify (R)1min
- ☐ Magic Missile 1a,120',3x1d4+1
- ☐ Shield 1ra,1rnd,+5AC
- ☐ Sleep 1a,1min,5d8HP
- ☐ Expeditious Retreat 1ba,10min
- ☐
- ☐ Hellish Rebuke ra,2d10Fire
- ☐

2

3

- ☐ Knock 1a,60'
- ☐ Magic Weapon 1ba,1hr
- ☐ Nystul's Magic Aura 1a,24hr
- ☐ See Invisibility 1a,1hr
- ☐
- ☐ Darkness 1a,60',15'R
- ☐
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