

# Sharwyn Hucrele

CHARACTER NAME

Wizard (Divination) [5]

CLASS & LEVEL

Noble

BACKGROUND

Scott

PLAYER NAME

Human (Tiefling)

RACE

Chaotic Neutral

ALIGNMENT

12775

EXPERIENCE POINTS

STRENGTH

55

10

DEXTERITY

78

10

CONSTITUTION

45

10

INTELLIGENCE

48

10

WISDOM

41

10

CHARISMA

90

10

1

INSPIRATION

3

PROFICIENCY BONUS

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

SAVING THROWS

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

SKILLS

26

ARMOR CLASS

10

INITIATIVE

30'

SPEED

Hit Point Maximum 470

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 5

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

NAME	ATK BONUS	DAMAGE/TYPE
Slam	+13	1d8+10 [B]
Longbow	+13	1d8+10 [P]
Shatterspike (1H)	+14	1d8+11 [S]
Shatterspike (2H)	+14	1d10+11 [S]
Dagger	+13	1d4+10 [P]
Quarterstaff	+13	1d8+10 [B]

ATTACKS & SPELLCASTING

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  
SB: Martial Weapons and Armour  
Common, Infernal, Abyssal, Draconic, Elvish  
Giant, Goblin, Druidic, Ignan, Orc

OTHER PROFICIENCIES & LANGUAGES

CP	130
SP	47
EP	0
GP	58
PP	0

Shatterspike  
Longbow  
2 Daggers  
20 Arrows  
3 +1 Arrows  
Arcane focus (crystal)  
10' pole

EQUIPMENT

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  
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

FEATURES & TRAITS



## Sharwyn Hucrele

CHARACTER NAME

23

AGE

155cm (5'2")

HEIGHT

48kg

WEIGHT

Green

EYES

Tan

SKIN

Blonde

HAIR

CHARACTER APPEARANCE

Brown Bear

NAME

SYMBOL

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.

I assumed to life of Sharwyn Hucrele after she died when I destroyed of the Gulthias Tree. She is a pretty, petite blonde human.

CHARACTER BACKSTORY

ADDITIONAL FEATURES & TRAITS

Shatterspike +1 Longsword, auto crit vs objects

Candle of Everlasting Flame

Sharwyns Signet Ring (20gp)

TREASURE

# Wizard

SPELLCASTING  
CLASS

Intelligence

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'  
Prestidigitation 1a,1hr  
Ray of Frost 1a,60',1d8+slow  
Thaumaturgy 1a,30',1min

SPELL  
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

4

PREPARED

SPELL NAME

- ☐ Alarm 1min,8hrs
- ☐ Color Spray 1a,6d10HP blinded
- ☐ Detect Magic (R)1a,10min
- ☐ Expeditious Retreat 1ba,10min
- ☐ Find Familiar (R)1hour
- ☐ Hellish Rebuke ra,2d10Fire
- ☐ Identify (R)1min
- ☐ Magic Missile 1a,120',3x1d4+1
- ☐ Shield 1ra,1rnd,+5AC
- ☐ Sleep 1a,1min,5d8HP
- ☐ Silent Image
- ☐

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- ☐ Darkness 1a,60',15'R
- ☐ Knock 1a,60'
- ☐ Magic Weapon 1ba,1hr
- ☐ Melf's Acid Arrow 1a,90',4d4+2d4 next turn
- ☐ Nystul's Magic Aura 1a,24hr
- ☐ Scorching Ray 1a,120',3x2d6 fire
- ☐ See Invisibility 1a,1hr
- ☐
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- ☐ Counterspell R,60'
- ☐ Dispel Magic 1a,120'
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# Druid

SPELLCASTING  
CLASS

Wisdom

SPELLCASTING  
ABILITY

20

SPELL SAVE DC

12

SPELL ATTACK  
BONUS

0

CANTRIPS

Druidcraft

Gust

Magic Stone

SPELL  
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

4

PREPARED

SPELL NAME

- ☐ Animal Friendship 1a,30',24hrs
- ☐ Beast Bond 1a,Touch,10min
- ☐ Create or Destroy Water 1a,30',10gal
- ☐ Cure Wounds 1a,1d8+ability modifier
- ☐ Detect Poison and Disease 1a,30',10min
- ☐ Entangle 1a,90',1min
- ☐ Faerie Fire 1a,60',20'cube,1min
- ☐ Goodberry 1a,10 berries
- ☐ Healing Word 1ba,1d4+ability modifier
- ☐ Purify food and drink 1a,10',5'R
- ☐ Speak with Animals 1a,10min
- ☐ Thunderwave 1a,15'cube,2d8+10'

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- ☐ Animal Messenger (R) 1a,30',24hrs
- ☐ Barkskin 1a,1hr,AC16
- ☐ Enhance Ability 1a,1hr
- ☐ Find Traps 1a,120'
- ☐ Flame Blade 1ba,10min,3d6fire
- ☐ Heat Metal 1a,60',1min,2d8fire
- ☐ Lesser Restoration 1a
- ☐ Moonbeam 1a,120',1min,2d10radiant
- ☐ Pass without Trace 1a,1hr
- ☐ Protection from Poison 1a,1hr
- ☐ Spike Growth 1a,150',2d4p/5'
- ☐ Warding Wind 1a,10min
- ☐

3

2

- ☐ Call Lightning 1a,120',3d10
- ☐ Conjure Animals 1a,60',1hr
- ☐ Daylight 1a,60'
- ☐ Erupting Earth 1a,120',20'cube,3d12
- ☐ Feign Death 1a,1hr
- ☐ Meld into Stone 1a,8hrs
- ☐ Plant Growth
- ☐ Speak with Plants 1a,10min,30'R
- ☐ Water Walk 1a,30',1hr,10 creatures
- ☐ Wind Wall 1a,120',1min
- ☐
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## Sharwyn Hucrele

CHARACTER NAME

Backpacks can hold no more than 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



Bed Roll	1
Rope	150'
Ammo	40 Arrows
Torches	3

### Treasure Purse

Copper = 200

Silver = 5890

Electrum = 0

Gold = 800

Platinum = 38

### Additional Treasure

Tome of Dragon Lore (150gp)  
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)  
Scroll of Scorching Ray (Wizard Lvl 1)  
Scroll of Melf's Acid Arrow (Wizard Lvl 2)  
Scroll of Entangle (Druid Lvl 1)  
Scroll of Protection from Poison (Druid Lvl 2)  
Quaal's Feather token (tree)  
Wand of Entangle (7ch)  
Night Caller Whistle (animate dead at night)

Spare Arcane Focus - crystal  
2 Potions of Climbing  
2 Potions of Water Breathing  
Potion of Invisibility

### 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  
Potion of Fire Resistance  
5 Potions of Healing  
4 vials of Anti-Toxin  
3 doses Elixir of Health

### Middle Pouch

Sacks  
Spell Book

4 Daggers  
Scholar's pack  
Lute  
Climbers Kit  
Paper & Ink, Chalk  
Caltrops (5 bags)  
Rations  
Healers kit  
Waterskin  
  
2 Onyx Stones (100gp)  
20 Orc ears (left)  
Gold Dragon Ring (120gp)  
Finely crafted warhammer w/ Garnet (110gp)  
Ruby (300gp)  
Ring of Spell Storing  
Ruby (1600gp)  
2 Emeralds (800gp)  
3 Serpentine (180gp)  
Scale Mail  
+1 Durgeddin Longsword  
Steel Helmet chased with silver  
+1 Rapier

### Main Pouch