

Wizard (Divination) [4] Noble Scott BACKGROUND **CLASS & LEVEL** PLAYER NAME Human (Tiefling) 3975 Chaotic Neutral ALIGNMENT EXPERIENCE POINTS



10

CONSTITUTION

42

10

INTELLIGENCE

10

WISDOM

41

10

CHARISMA

90

12 Intelligence 12 Wisdom O 10 Charisma SAVING THROWS





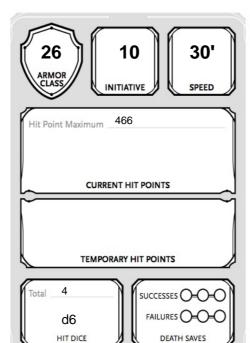
		Nature (Int)
	14	Perception (Wis)
0	10	Performance (Cha)

O 10 Persuasion (Cha) 14 Religion (Int)

12 Sleight of Hand (Dex)

12 Stealth (Dex) O 12 Survival (Wis)

SKILLS



NAME	ATK BONUS	DAMAGE/TYPE		
Slam	+12	1d8+10 [B]		
Longbow	+12	1d8+10 [P]		
Shatterspike (1H)	+12	1d8+10 [S]		
Shatterspike (2H)	+12	1d10+10 [S]		
Dagger	+12	1d4+10 [P]		
Quarterstaff	+12	1d8+10 [B]		
ATTACKS & SPELLCASTING				

Whenever I come to a new place, I collect local rumours

I'll setlle 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

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

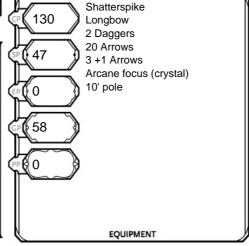
WD: Ice Walk

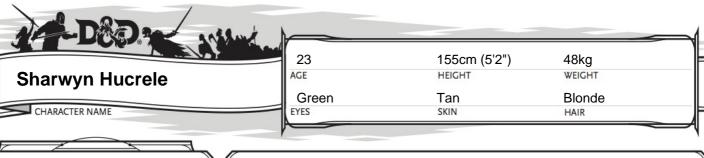
FS: Immune to fire

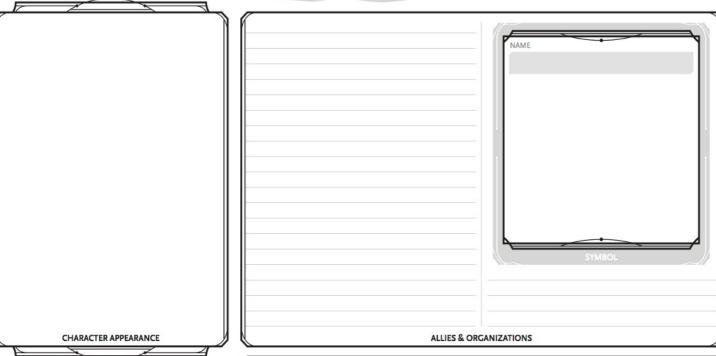
FS: 1d6 fire damage on unarmed hit

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

OTHER PROFICIENCIES & LANGUAGES







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 hum.

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.

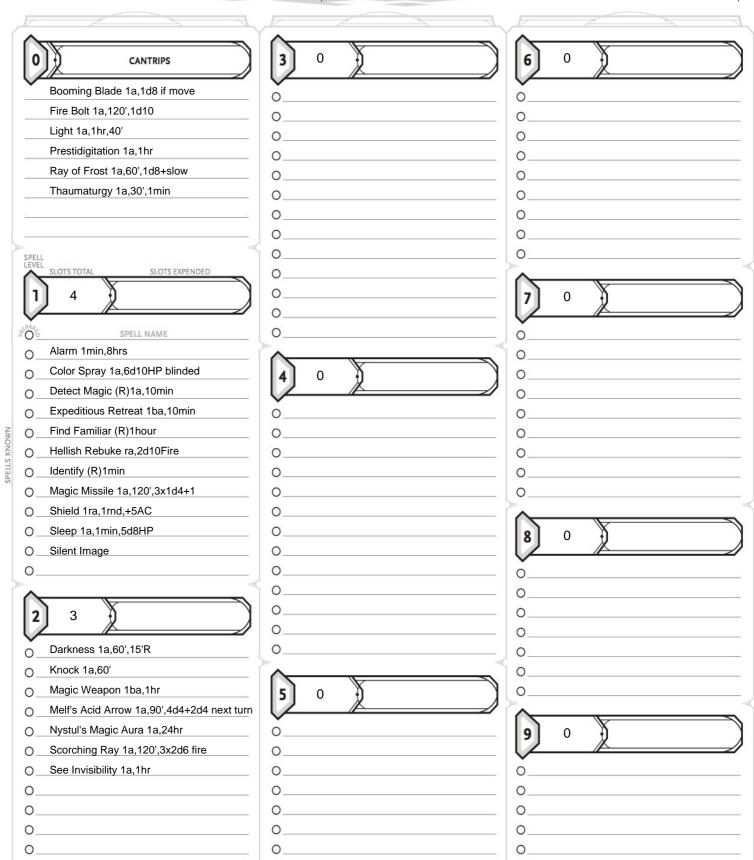
The rest of my childhood was a blur of training. We joined a circus for most of my childhood to learn the skills they thought I would need. I'm an adventurer now, myself, so I suppose they were right. Still, sometimes I wonder what could have been.

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

CHARACTER BACKSTORY

ADDITIONAL FEATURES & TRAITS		

Shatterspike +1 Longsword, auto crit vs objects	
Candle of Everlasting Flame	
Sharwyns Signet Ring (20gp)	
TREA	SURE
TREA	MONE /



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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

Tinderbox

Small Pocket 2

Caltrops (5 bags)

Small Pocket 3

Thieves' Tools 2 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

1		
Bed Roll	1	
<u>Rope</u>	50'	
Ammo	40 Arrows	
Torches	3	

Treasure I	Purse
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Copper =

Silver =

Electrum = 0

Gold =

Platinum = 20

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 Entagle (7ch)

Night Caller Whistle (animate dead at night)

4 Daggers

Scholar's pack

Lute

Climbers Kit

Paper & Ink, Chalk

Rations

Healers kit

Caltrops (5 bags)

Waterskin

Main Pouch