

Sharwyn Hucrele

CHARACTER NAME

Wizard (Divination) [6]

CLASS & LEVEL

Noble

BACKGROUND

Scott

PLAYER NAME

Human (Tiefling)

RACE

Chaotic Neutral

ALIGNMENT

22375

EXPERIENCE POINTS

STRENGTH

56

10

DEXTERITY

87

10

CONSTITUTION

50

10

INTELLIGENCE

52

10

WISDOM

43

10

CHARISMA

101

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)
- ☒ 13 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 556

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 6

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, Dwarvish
Undercommon

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

At Home:
Candle of Everlasting Flame
Anduril's Library

Next level: 23,000 XP

EQUIPMENT

Damage Resistances: Magic, Lightning, Non-Magic Weapons, Illusions, Acid, Thunder
Damage Immunities: Poison, Cold, Fire, Necrotic
Condition Immunities: 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



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 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', Lvl d8, DC14 DEX for 1/2

ADDITIONAL FEATURES & TRAITS

Shatterspike +1 Longsword, auto crit vs objects

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
- ☐ Disguise Self 1a,1hr
- ☐ 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
- ☐Enlarge/Reduce 1a,30',1min
- ☐ 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
- ☐ Spider Climb 1a,Touch,1hr
- ☐ Web 1a,60',20'cube,1hr

3

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- ☐ Counterspell R,60'
- ☐ Dispel Magic 1a,120'
- ☐ Glyph of Warding 1hr,Inf,5d8 or spell
- ☐ Nondetection 1a,8hrs

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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
- ☐

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- ☐ 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



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

<u>Bed Roll</u>	1
<u>Rope</u>	150'
<u>Ammo</u>	40 Arrows, 4 Daggers
<u>Torches</u>	3

Treasure Purse

Copper = 200

Silver = 860

Electrum = 0

Gold = 2703

Platinum = 2038

Additional Treasure

Ring of Spell Storing (5 lvs)

Bag of Holding

Portable Hole

Main Pouch



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.

Potions / Gems

Warning

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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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

Sacks

Tome of Dragon Lore (150gp)



Any creature inside an open *portable hole* can exit the hole by climbing out of it. If the hole is folded up, a creature within 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