

Riardon Nailo

CHARACTER NAME

Wizard (Divination) [3]

CLASS & LEVEL

Circus Performer

BACKGROUND

Scott

PLAYER NAME

High Elf (Tiefling)

RACE

Chaotic Neutral

ALIGNMENT

1400

EXPERIENCE POINTS

STRENGTH

47

10

DEXTERITY

72

10

CONSTITUTION

35

10

INTELLIGENCE

51

10

WISDOM

37

10

CHARISMA

91

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 3

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 | +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

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 184

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

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

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

Ceremonial Silver Dagger (125gp)

2 silver rings (15gp each)

Silver amulet (15gp)

Scroll of Command

Scroll of Cure Wounds

Scroll of Inflict Wounds

Scroll of Guiding Bolt

Candle of Everlasting Flame

Potion of Fire Resistance

Night Caller Whistle

6 Dragon carved Peridot Jewels (10gp each)

Potion of Healing

Gold ring (Karakas) (10gp)

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
- ☐ Hellish Rebuke ra,2d10Fire
- ☐
- ☐

2

2

- ☐ Knock 1a,60'
- ☐ Magic Weapon 1ba,1hr
- ☐
- ☐ Darkness 1a,60',15'R
- ☐
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