

Sharwyn Hucrele

CHARACTER NAME

Wizard (Divination) [4]

CLASS & LEVEL

Noble

BACKGROUND

Scott

PLAYER NAME

Human (Tiefling)

RACE

Chaotic Neutral

ALIGNMENT

3975

EXPERIENCE POINTS

STRENGTH

52

10

DEXTERITY

77

10

CONSTITUTION

42

10

INTELLIGENCE

50

10

WISDOM

41

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)
- ☒ 14 Arcana (Int)
- ☐ 10 Athletics (Str)
- ☒ 12 Deception (Cha)
- ☐ 12 History (Int)
- ☒ 14 Insight (Wis)
- ☐ 10 Intimidation (Cha)
- ☒ 14 Investigation (Int)
- ☒ 14 Medicine (Wis)
- ☒ 14 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 466

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

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

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

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

FEATURES & TRAITS



Sharwyn Hucrele

CHARACTER NAME

23

AGE

155cm (5'2")

HEIGHT

48kg

WEIGHT

Green

EYES

Tan

SKIN

Blonde

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.

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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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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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

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

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

Treasure Purse

Copper = 0

Silver = 0

Electrum = 0

Gold = 50

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 Entangle (7ch)
Night Caller Whistle (animate dead at night)

4 Daggers
Scholar's pack
Lute
Climbers Kit
Paper & Ink, Chalk
Caltrops (5 bags)
Rations
Healers kit
Waterskin

Main Pouch