

# Inannan Ishtar

CHARACTER NAME

Wizard (Divination) [6]

CLASS & LEVEL

Noble

BACKGROUND

Scott

PLAYER NAME

Human (Cambion)

RACE

Neutral

ALIGNMENT

0

EXPERIENCE POINTS

STRENGTH

20

5

DEXTERITY

24

7

CONSTITUTION

20

5

INTELLIGENCE

24

7

WISDOM

24

7

CHARISMA

24

7

1

INSPIRATION

3

PROFICIENCY BONUS

- 8 Strength
- 10 Dexterity
- 5 Constitution
- 10 Intelligence
- 10 Wisdom
- 10 Charisma

SAVING THROWS

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

SKILLS

31

ARMOR CLASS

7

INITIATIVE

45'

SPEED

Hit Point Maximum 368

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 6

d8

HIT DICE

SUCCESSSES ○○○○

FAILURES ○○○○

DEATH SAVES

Despite my noble birth, I do not place myself above other folk. We all have the same blood.  
If you do me an injury, I will crush you, ruin your name, and salt your fields.

PERSONALITY TRAITS

Independence: I must prove that I can handle myself without the coddling of my family.

IDEALS

My houses allegiance to Lastai must be maintained at all costs.

BONDS

I hide a truly scandalous secret that could ruin my family forever.

FLAWS

NAME ATK BONUS DAMAGE/TYPE

Vorpall Sword	13	1d8+13 [S]
Unarmed	10	1d6+10 [B]
Dagger	11	1d4+11 [S]
Longbow	10	1d6+10 [P]

ATTACKS & SPELLCASTING

17

PASSIVE WISDOM (PERCEPTION)

Light, Medium and Heavy Armour, Shields  
Simple Weapons, Hand Crossbow,  
Longswords, Rapiers, Shortswords  
Harp, Mandolin, Pipes  
Smith's tools, Thieves tools  
Bullywug, Celestial, Common, Draconic,  
Dwarvish, Elvish, Giant, Gnomish, Goblin,  
Infernal, Orcish, Sylvan, Thieves Cant,  
Undercommon, Abyssal

OTHER PROFICIENCIES & LANGUAGES

- CP 10
- SP 10
- EP 0
- GP 10
- PP 10

Robe of Stars  
+1 to saves  
Magic Missile (5th lvl, 6/day)  
Enter Astral plane at will  
Winged Boots  
Fly at walk speed 4hrs/day  
Vorpall Sword (weapon bond)  
+3, ignore resistances,  
Behead or +6d8 on critical  
Dagger of Venom in sheath  
+1, on action coat in poison  
DC15 Con save or 2d10 poison  
damage and poisoned 1 minute  
Heward's Handy Haversack  
Portable Hole

EQUIPMENT

Attack twice per turn (sword+unarmed)  
Flurry (1) sword+2 unarmed+improved  
Advantage on attack if surprise or ally in 5'R  
All attacks with advantage are criticals  
+4d6 damage if ally in 5'R  
Improved critical (19 or 20)  
Evasion - save for half or none  
Immune to flanking, critical hits, Lightning,  
Poison, Exhaustion, Grappled, Paralyzed  
Poisoned, Prone, Restrained, Unconscious  
Resistant to Fire, Acid, Cold, Necrotic, Thunder,  
non-magic weapons  
Wizard (School of Divination) 6  
Arcane Recovery: Lvl/2 slots from short rest  
Divination Savant  
Portent (2 x d20 rolls per long rest)  
Expert Divination: regain 1 slot on casting Div spell  
Cleric (Life Domain) 5  
Channel Divinity (2/rest)  
Turn Undead (Wis save, destroy CR1/2)  
Preserve Life: Lvl\*5 HP, 30'  
Disciple of Life: +2+Spell Lvl healing  
Monk (Way of the Open Hand) 6  
Unarmoured Defence (AC: 10+Dex+Wis)  
Move + 15'  
Deflect Missiles:  
Missile damage -1d10+Dex+Lvl  
If 0, 1 Ki to throw back (20/60')  
Slow fall: -Lvl\*5 damage from falling  
Extra attack (attack twice per turn)  
Martial Arts:  
Dex bonus to hit and damage  
Unarmed damage d6  
Can make unarmed attack as bonus after attack  
Ki: 6pts, recharge after short rest  
1: Flurry of blows (2 unarmed attacks)  
1: Patient defence (Dodge as bonus action)  
1: Step of the Wind: (Disengage/Dash as bonus)

FEATURES & TRAITS



## Inannan Ishtar

CHARACTER NAME

23

AGE

155cm (5'2")

HEIGHT

48kg

WEIGHT

Green

EYES

Tan

SKIN

Blonde

HAIR

CHARACTER APPEARANCE

12 4th level Knights

12 keeps

Familiar

NAME

SYMBOL

ALLIES & ORGANIZATIONS

My ancestor was 2nd in line to my house, and became an adventurer. In his travels he acquired a Deck of Many Things, and foolishly drew from it. One card he drew was Flames, and the enmity of the Pit Fiend was terrible and drawn out.

The Fiend crafted a Succubus, crafted for the sole purpose of corrupting my ancestor, by being perfect for him; such that even if he could resist her magic he would fall in love with her anyway.

It worked, and would have ended my family but for one thing - he allowed his love to draw from the Deck. She drew Balance.

Now Chaotic Good, and hopelessly in love with my ancestor, they banded together against the Fiend. My ancestor's older sibling, and the Fiend, perished in the ensuing War.

Every member of my family since has been a Chaotic Good Cambion. Most are Warlocks, bound to Lastai, a nearly forgotten Goddess of Love, who was entranced by my ancestor's star-crossed story. She has aided them to hide their true nature from all but their true loves. Our family allegiance to Lastai supercedes everything, even our loyalty to the crown.

I am the first in generations to forge my own path, and my greatest responsibility and fear is that no-one ever learn my family's secret.

I am not a Warlock bound to Lastai, and this has caused some friction - but I am a Cleric in her service, and completely loyal to her.

CHARACTER BACKSTORY

1: Stunning Strike: Con save or stunned 1 turn

Ki empowered strikes (attacks are magical)

Enhanced Flurry of Blows. Choose one of:

Save vs Dex or knocked prone

Save vs Str or pushed back up to 15'

Cannot take reactions until end of my next turn

Wholeness of Body (Regain 3\*Lv1 HP, Long rest)

Bard (College of Glamour) 6

Bardic Inspiration: d8, Cha bonus times, short rest

Jack of all Trades: 1/2 Prof to non-prof skills

Song of Rest: +1d6HP to all from short rest

Expertise: Perception, Stealth

Countercharm: adv vs mind-influencing effects

Mantle of Inspiration: 1 BI, +8HP to Cha allies

Enthralling Performance: Charm Cha people for 1 hr

Mantle of Majesty: Command 1/rnd, long rest

Assassin: Advantage on attack rolls 1st turn with init

Any hit is critical on advantage attacks, Evasion,

+4d6 when attack with adv or ally in 5'

Cambion: Darkvision 60', Cha to AC, Res to Fire

Doppelganger: Shapechange, +3d6 damage with surprise, Ambush (adv w surprise), Read Thoughts

Dragonclaw: Advantage on attack roll if ally in 5'

Dralmorrer: Advantage vs Charmed & Frightened,

Cannot be put to sleep, Weapon Bond

Enveloper: Blindsight 120', Absorb powers,

1d3HP / HD, Immune to flanking and critical hits

Jamna: Advantage on Int/Wis/Cha saves vs magic

Bonus action to Dodge/Disengage/Hide

Langdedrosa: Improved Critical (19 or 20)

Noble: Parry (+2 AC vs one melee attack)

Pharblex: Amphibious, Swim 40'

Troll: Regenerate 10hp per turn

Will-o-Wisp: Darkvision 120', Incorporeal,

Fly 50' (Hover), Immune to Lightning, Poison,

Exhaustion, Grappled, Paralyzed, Poisoned,

Prone, Restrained, Unconscious. Resistant to

Acid, Cold, Necrotic, Thunder, non-magic weapons

ADDITIONAL FEATURES & TRAITS

9 wishes

10 reverse Fates

TREASURE

# Wizard

SPELLCASTING  
CLASS

Intelligence

SPELLCASTING  
ABILITY

18

SPELL SAVE DC

7

SPELL ATTACK  
BONUS

0

CANTRIPS

Blade Ward  
Fire Bolt  
Message  
Prestidigitation

SPELL  
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

4

PREPARED

Alarm

SPELL NAME

- ☐ Chromatic Orb
- ☐ Expeditious Retreat
- ☐ Feather Fall
- ☐ Find Familiar
- ☐ Grease
- ☐ Identify
- ☐ Longstrider
- ☐ Magic Missile
- ☐ Shield
- ☐ Sleep
- ☐ Thunderwave
- ☐ Witch Bolt

2

3

- ☐ Misty Step
- ☐ Invisibility
- ☐ See Invisibility
- ☐ Knock

3

3

- ☐ Blink
- ☐ Nondetection
- ☐ Fireball
- ☐ Counterspell

4

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5

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6

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7

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8

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9

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SPELLS KNOWN

# Cleric

SPELLCASTING  
CLASS

Wisdom

SPELLCASTING  
ABILITY

18

SPELL SAVE DC

7

SPELL ATTACK  
BONUS

0

CANTRIPS

Light  
Mending  
Sacred Flame  
Spare the Dying

SPELL  
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

4

PREPARED

Command

SPELL NAME

- ☐ Create or Destroy Water
- ☐ Cure Wounds
- ☐ Detect Evil and Good
- ☐ Detect Magic
- ☐ Detect Poison and Disease
- ☐ Guiding Bolt
- ☐ Healing Word
- ☐ Inflict Wounds
- ☐ Protection from Evil and Good
- ☐ Purify Food and Drink
- ☐ Sanctuary
- ☐ Shield of Faith

2

3

- ☐ Aid
- ☐ Blindness/Deafness
- ☐ Calm Emotions
- ☐ Continual Flame
- ☐ Enhance Ability
- ☐ Find Traps
- ☐ Gentle Repose
- ☐ Hold Person
- ☐ Lesser Restoration
- ☐ Prayer of Healing
- ☐ Protection from Poison
- ☐ Silence
- ☐ Spiritual Weapon

3

2

- ☐ Beacon of Hope
- ☐ Clairvoyance
- ☐ Create Food and Water
- ☐ Daylight
- ☐ Dispel Magic
- ☐ Glyph of Warding
- ☐ Mass Healing Word
- ☐ Meld into Stone
- ☐ Protection from Energy
- ☐ Remove Curse
- ☐ Revivify
- ☐ Sending
- ☐ Speak with Dead

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# Bard

SPELLCASTING  
CLASS

Charisma

SPELLCASTING  
ABILITY

18

SPELL SAVE DC

7

SPELL ATTACK  
BONUS

0

CANTRIPS

Mage Hand  
Minor Illusion  
True Strike  
Vicious Mockery

SPELL  
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

4

PREPARED

Dissonant Whispers

NAME

Heroism  
Speak with Animals

2

3

Enhance Ability  
Suggestion

3

3

Hypnotic Pattern  
Leomunds Tiny Hut  
Major Image  
Speak with Plants

4

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5

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6

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SPELLS KNOWN



## Inannan Ishtar

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



(20 lbs)

2x Arrow +3, 18 Arrows in quiver

Mace of Smiting +1/+3

Oathbow

Small Pocket 1

(20 lbs)

Spell Book, Deck of Many Things

Harp, Mandolin, Pipes

Small Pocket 2

Portable Hole

Small Pocket 3

Small Pocket 4

Flap Pouch

Middle Pouch

Bed Roll

Rope

Rope of Climbing

Ammo

Torches

### Treasure Purse

Copper = 0

Silver = 0

Electrum = 0

Gold = 0

Platinum = 0

Additional Treasure

400,000gp worth of gems

(80 lbs)

Main Pouch



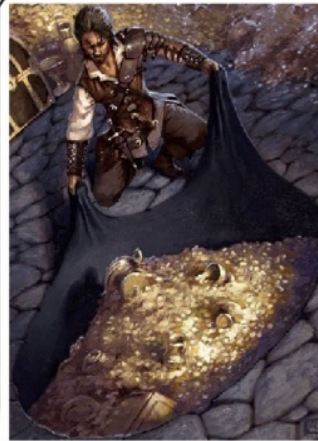
## Inannan Ishtar

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*

Clone in sepulchre  
Dancing Sword  
Frost Brand  
Hammer of Thunderbolts  
Holy Avenger, +3  
Luck Blade +1  
Mace of Disruption  
Sun Blade  
Sword of Answering (Replier) +3  
Trident of Fish Command  
Vicious Weapon



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*