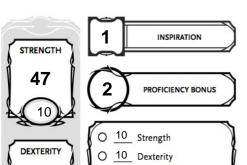


Wizard (Divination) [3] Circus Performer Scott **CLASS & LEVEL** BACKGROUND PLAYER NAME High Elf (Tiefling) 1400 Chaotic Neutral ALIGNMENT EXPERIENCE POINTS



**72** 

10

CONSTITUTION

35

10

INTELLIGENCE

10

WISDOM

37

10

CHARISMA

91

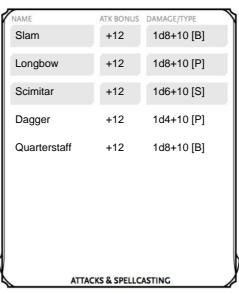




SKILLS

PASSIVE WISDOM (PERCEPTION)





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

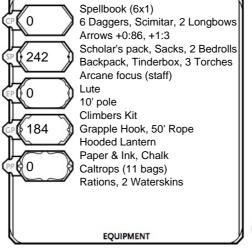
FLAWS

	/
1	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

Daggers, Darts, Slings, Staffs, Lt Crossbows Medicine, Religion Circus: Acrobatics, Sleight of Hand Circus: Disguise kit, Lute Circus: Juggler, Tumbler, Instrumentalist

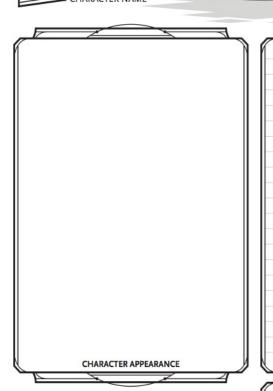
D: Deception, Insight Y: Perception, Stealth Y: Scimitar, Longbow, Shortbow Common, Infernal, Abyssal, Draconic, Elvish Giant. Goblin OTHER PROFICIENCIES & LANGUAGES

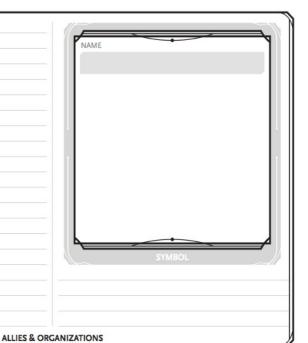


**FEATURES & TRAITS** 



23	174cm	75kg	1
AGE	HEIGHT	WEIGHT	
Brown	Tan	Brown	
EYES	SKIN	HAIR	





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 hurn

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.

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

