

Riardon Nailo

CHARACTER NAME

Wizard (Divination) [2]

CLASS & LEVEL

Circus Performer

BACKGROUND

Scott

PLAYER NAME

High Elf (Tiefling)

RACE

Chaotic Neutral

ALIGNMENT

0

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 422

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 2

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

20

PASSIVE WISDOM (PERCEPTION)

Daggers, Darts, Slings, Quarterstaves
Light Crossbows
Y: Scimitar, Longbow, Shortbow
Medicine, Religion
Circus: Acrobatics, Sleight of Hand
Circus: Disguise kit, Lute
Circus: Juggler, Tumbler, Instrumentalist
D: Deception, Insight
Y: Perception, Stealth
Common, Infernal, Abyssal, Draconic, Elvish
Giant

OTHER PROFICIENCIES & LANGUAGES

CP

0

SP

242

EP

0

GP

184

PP

0

Spellbook (6x1)
Dagger, Scimitar, Longbow
Arrows +0:80, +1:3
Scholar's pack, Sacks, Bedroll
Arcane focus (staff)
Lute
10' pole
Climbers Kit
Grapple Hook, 50' Rope
Hooded Lantern
Paper & Ink, Chalk
Caltrops (5 bags)
Rations, Waterskin

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

NAME

SYMBOL

ADDITIONAL FEATURES & TRAITS

CHARACTER BACKSTORY

TREASURE

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

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

3

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

0

Darkness 1a,60',15'R

3

0

6

0

4

0

7

0

5

0

9

0