

Nahara Zoliscient

CHARACTER NAME

10

CLASS & LEVEL

Sage (Archaeologist)

BACKGROUND

PLAYER NAME

CN

RACE

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

-3

5

DEXTERITY

2

15

CONSTITUTION

3

16

INTELLIGENCE

3

16

WISDOM

-1

9

CHARISMA

5

20

INSPIRATION

2

PROFICIENCY BONUS

- ☐ -3 Strength
- ☐ 2 Dexterity
- ☐ 3 Constitution
- ☐ 3 Intelligence
- ☒ 1 Wisdom
- ☒ 7 Charisma

SAVING THROWS

- ☐ 2 Acrobatics (Dex)
- ☐ -1 Animal Handling (Wis)
- ☐ 3 Arcana (Int)
- ☐ -3 Athletics (Str)
- ☒ 7 Deception (Cha)
- ☒ 5 History (Int)
- ☐ -1 Insight (Wis)
- ☐ 5 Intimidation (Cha)
- ☒ 5 Investigation (Int)
- ☐ -1 Medicine (Wis)
- ☒ 5 Nature (Int)
- ☒ 3 Perception (Wis)
- ☐ 5 Performance (Cha)
- ☒ 7 Persuasion (Cha)
- ☐ 3 Religion (Int)
- ☐ 2 Sleight of Hand (Dex)
- ☒ 4 Stealth (Dex)
- ☐ -1 Survival (Wis)

SKILLS

13

PASSIVE WISDOM (PERCEPTION)

OTHER PROFICIENCIES & LANGUAGES

12

ARMOR CLASS

2

INITIATIVE

30

SPEED

Hit Point Maximum 29

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 3

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

NAME

ATK

DAMAGE/TYPE

Eldritch Blast

+2

1d10 Force

Poison Spray

+2

1d12 Poison

Shocking Gras...

+2

1d8 Lightning

Quarterstaff

-1

1d6-3 Bludgeo...

Magicked Quar...

+7

1d6+5 Bludgeo...

Light Crossbow

+4

1d8+2 Piercing

ATTACKS & SPELLCASTING

CP

SP

EP

20

GP

PP

1 Quarterstaff

1 Light Crossbow

30 Crossbow Arrows

1 Component Pouch

1 Backpack

1 Tinderbox

1 Waterskin

EQUIPMENT

Jovial around people but prone to sadness when alone.

PERSONALITY TRAITS

No Limits. No barrier, construct or law corporal or no should stop people living their life to their fullest potential

IDEALS

My life's work is a series of academic scrips related to a specific field of archeology. I have an ancient text that must not fall into the wrong hands, especially to those of my former colleagues.

BONDS


Proud. Sticks by decisions even if they are bad. Focused Determination. The end goal is all that matters, no matter the means. Those no longer useful to achieving said goal are expendable.

FLAWS

FEATURES & TRAITS

[illegible]

Total: _____	Total: _____	Total: _____	Total: _____
Total: _____	Total: _____	Total: _____	Total: _____



CHARISMA

SPELLCASTING ABILITY

15

SPELL SAVE DC

7

SPELL ATTACK BONUS

0

CANTRIPS

Poison Spray

Eldritch Blast

Spare the Dying (T)

Shocking Grasp (T)

Shillelagh (T)

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

0

Hex

Armor of Agathys

Find Familiar (BAS)

Identify (BAS)

2

0

Mirror Image

Hold Person

3

0

4

0

5

0

6

0

7

0

8

0

9

0

# FEATURES & TRAITS

# SPELLS

## Poison Spray

Conjuration cantrip

**Casting Time:** 1 action

**Range:** 10 ft

**Target:** Single

**Components:** V S

**Duration:** Instantaneous

**Description:**

You extend your hand toward a creature you can see within range and project a puff of noxious gas from your palm. The creature must succeed on a Constitution saving throw or take 1d12 poison damage.

**At Higher Levels:** Increases by an additional 1d12 at 5th, 11th and 17th level.

## Eldritch Blast

Evocation cantrip

**Casting Time:** 1 action

**Range:** 120ft

**Target:**

**Components:** V S

**Duration:** Instantaneous

**Description:**

A beam of crackling energy streaks toward a creature within range. A ranged spell attack is made against the target. On a hit, the target takes 1d10 force damage.

**At Higher Levels:** 5th level = 2 beams, 11th level = 3 beams, and 17th level = 4 beams. The beams can be aimed at the same target or at different ones and a separate attack roll is made for each beam.

## Spare the Dying (T)

Necromancy cantrip

**Casting Time:** 1 action

**Range:** Touch

**Target:**

**Components:** V S

**Duration:** Instantaneous

**Description:**

You touch a living creature that has 0 hit points. The creature becomes stable. This spell has no effect on undead or constructs.

## Shocking Grasp (T)

Evocation cantrip

**Casting Time:** 1 action

**Range:** Touch

**Target:**

**Components:** V S

**Duration:** Instantaneous

**Description:**

Lightning springs from your hand to deliver a shock to a creature you try to touch. Make a melee spell attack against the target. You have advantage on the attack roll if the target is wearing armour made of metal. On a hit, the target takes 1d8 lightning damage, and it can't take reactions until the start of its next turn.

**At Higher Levels:** The spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

## Shillelagh (T)

Transmutation cantrip

**Casting Time:** 1 bonus action

**Range:** Touch

**Target:**

**Components:** V S M

**Duration:** 1 minute

**Description:**

The wood of a club or a quarterstaff you are holding is imbued with nature's power. For the duration, you can use your spellcasting ability instead of Strength for the attack and damage rolls of melee attacks using that weapon, and the weapon's damage die becomes a d8. The weapon also becomes magical, if it isn't already. The spell ends if you cast it again or if you let go of the weapon.

## Hex

Enchantment 1

**Casting Time:** 1 bonus action

**Range:** 90ft

**Target:** Single

**Components:** V S M

**Duration:** Concentration1 hr

**Description:**

You place a curse on a creature that you can see within range. Until the spell ends, you deal an extra 1d6 necrotic damage to the target whenever you hit it with an attack. Also choose one ability when you cast the spell. The target has disadvantage on ability checks made with the chosen ability. If the target drops to 0 hit points before this spell ends, you can use a bonus action on a subsequent turn of yours to curse a new creature. A 'Remove Curse' cast on the target ends this spell early

**At Higher Levels:** 3rd or 4th level spell slot cast - maintain concentration on spell up to 8 hours. 5th level or higher spell slot cast - maintain concentration on spell for up to 24 hours.

## Armor of Agathys

Abjuration 1

**Casting Time:** 1 action

**Range:** Self

**Target:**

**Components:** V S M

**Duration:** 1 hour

**Description:**

A protective magical force surrounds you, manifesting as a spectral frost that covers you and your gear. You gain 5 temporary hit points for the duration. If a creature hits you with a melee attack while you have these hit points, the creature takes 5 cold damage.

**At Higher Levels:** When you cast this spell using a spell slot of 2nd level or higher, both the temporary hit points and the cold damage increase by 5 for each slot level above 1st.

## Find Familiar (BAS)

Abjuration 1 (ritual)

**Casting Time:** 1 hour

**Range:** 10ft

**Target:**

**Components:** V S M

**Duration:** Instantaneous

**Description:**

You gain the service of a familiar, a spirit that takes an animal form you choose: bat, cat, crab, frog (toad), hawk, lizard, octopus, owl, poisonous snake, fish (quipper), rat, raven, sea horse, spider, or weasel. Appearing in an unoccupied space within range, the familiar has the statistics of the chosen form, though it is a celestial, fey, or fiend (your choice) instead of a beast. Your familiar acts independently of you, but it always obeys your commands. In combat, it rolls its own initiative and acts on its own turn. A familiar can't attack, but it can take other actions as normal. When the familiar drops to 0 hit points, it disappears, leaving behind no physical form. It reappears after you cast this spell again. While your familiar is within 100 feet of you, you can communicate with it telepathically. Additionally, as an action, you can see through your familiar's eyes and hear what it hears until the start of your next turn, gaining the benefits of any special senses that the familiar has. During this time, you are deaf and blind with regard to your own senses. As an action, you can temporarily dismiss your familiar. It disappears into a pocket dimension where it awaits your summons. Alternatively, you can dismiss it forever. As an action while it is temporarily dismissed, you can cause it to reappear in any unoccupied space within 30 feet of you. You can't have more than one familiar at a time. If you cast this spell while you already have a familiar, you instead cause it to adopt a new form. Choose one of the forms from the above list. Your familiar transforms into the chosen creature. Finally, when you cast a spell with a range of touch, your familiar can deliver the spell as if it had cast the spell. Your familiar must be within 100 feet of you, and it must use its reaction to deliver the spell when you cast it. If the spell requires an attack roll, you use your action modifier for the roll.

## Identify (BAS)

Abjuration 1 (ritual)

**Casting Time:** 1 minute

**Range:** Touch

**Target:**

**Components:** V S M

**Duration:** Instantaneous

**Description:**

You choose one object that you must touch throughout the casting of the spell. If it is a magic item or some other magic-imbued object, you learn its properties and how to use them, whether it requires attunement to use, and how many charges it has, if any. You learn whether any spells are affecting the item and what they are. If the item was created by a spell, you learn which spell created it. If you instead touch a creature throughout the casting, you learn what spells, if any, are currently affecting it.

**Mirror Image**

Illusion 2

**Casting Time:** 1 action**Range:****Target:****Components:** V S**Duration:** 1 minute**Description:**

Three illusory duplicates of yourself appear in your space. Until the spell ends, the duplicates move with you and mimic your actions, shifting position so it's impossible to track which image is real. You can use your action to dismiss the illusory duplicates. Each time a creature targets you with an attack during the spell's duration, roll a d20 to determine whether the attack instead targets one of your duplicates. If you have three duplicates, you must roll a 6 or higher to change the attack's target to a duplicate. With two duplicates, you must roll an 8 or higher. With one duplicate, you must roll an 11 or higher. A duplicate's AC equals 10 + your Dexterity modifier. If an attack hits a duplicate, the duplicate is destroyed. A duplicate can be destroyed only by an attack that hits it. It ignores all other damage and effects. The spell ends when all three duplicates are destroyed. A creature is unaffected by this spell if it can't see, if it relies on senses other than sight, such as blindsight, or if it can perceive illusions as false, as with truesight.

**Hold Person**

Abjuration 2

**Casting Time:** 1 action**Range:** 60ft**Target:****Components:** V S M**Duration:** Concentration up to 1 minute**Description:**

Choose a humanoid that you can see within range.

The target must succeed on a Wisdom saving throw or be paralyzed for the duration. At the end of each of its turns, the target can make another Wisdom saving throw. On a success, the spell ends on the target.

**At Higher Levels:** When you cast this spell using a spell slot of 3rd level or higher, you can target one additional humanoid for each slot level above 2nd. The humanoids must be within 30 feet of each other when you target them.