

Kwalu

CHARACTER NAME

Rogue 1 / Wizard 4

CLASS & LEVEL

Outlander - Hunter

BACKGROUND

PLAYER NAME

Var. Human - Chultan

RACE

Neutral

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

12

+1

DEXTERITY

16

+3

CONSTITUTION

14

+2

INTELLIGENCE

16

+3

WISDOM

10

-

CHARISMA

8

-1

INSPIRATION

+2

PROFICIENCY BONUS

- Strength
- +5 Dexterity
- Constitution
- +5 Intelligence
- Wisdom
- Charisma

SAVING THROWS

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

SKILLS

13

ARMOR CLASS

+3

INITIATIVE

30

SPEED

Hit Point Maximum

34

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 5

1d8 / 4d6

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

No stock in Wealthy or Well Mannered Folk

PERSONALITY TRAITS

Honor: If I dishonor myself I dishonor my clan

IDEALS

Bring terrible wrath down on evil doers who destroy homeland

BONDS

Slow to trust members of other races, tribes and societies

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Dagger

+5

1d4 + 3 P

Dagger

+5

1d4 P

Yklwa

+1

1d8 + 1 P

Leather Armor

ATTACKS & SPELLCASTING

10

PASSIVE WISDOM (PERCEPTION)

Common - Chultan  
 Draconic - Goblin  
 Thieves' Cant

Music Instrument - Pan Flute  
 Thieves Tools

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

CP 50

PP

EQUIPMENT

FEAT - MAGE SLAYER

- When a creature within 5 feet casts a spell can use reaction to make a melee weapon attack against creature
- When you damage a creature that is concentrating on a spell that creature has DISADV on SAVE to maintain Concentration
- ADV on SAVES vs spells cast by creatures within 5 ft

SNEAK ATTACK

- 1d6 extra damage on a hit if you have ADV on attack roll. Finesse or Ranged Weapons
- Or... if another enemy of the target is within 5 feet.

EXPERTISE

- Double Proficiency Bonus on STEALTH / ACROBATICS

Arcane Recovery

- Regain some Spell Slots after Short Rest equal to 1/2 Wizard Level

Arcane Investigator -

- Proficiency with light armor and one simple melee weapon
- Proficiency in Perception

Counter-Weave

- Bonus Action to place Counter-Weave on a creature you can see within 30 ft. Duration is 1 minute
- Bonus to SAVES against spells by that creature equal to INT modifier
- Double Ability Modifier to Survival checks to track quarry or recall information about target
- Range of target's cantrips reduced by 10 feet
- Target's CON Saves for Concentration on spell reduced by INT modifier.
- Can use twice - finish Long and Short Rest

FEATURES & TRAITS



Kwalu

CHARACTER NAME

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME

SYMBOL

CHARACTER BACKSTORY

ADDITIONAL FEATURES & TRAITS

TREASURE



# Wizard

SPELLCASTING CLASS

INT

SPELLCASTING ABILITY

13

SPELL SAVE DC

+5

SPELL ATTACK BONUS

0

CANTRIPS

- Fire Bolt
- Light
- Minor Illusion
- Message

3

6

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

4

7

PREPARED

SPELL NAME

- Magic Missile
- Detect Magic
- Alarm
- Absorb Elements
- Shield
- Find Familiar
- Sleep
- Disguise Self

2

3

- Invisibility
- See Invisibility
- Misty Step
- Blindness/Deafness

4

5

7

8

9

SPELLS KNOWN