

Kwalu

CHARACTER NAME

Rogue 1 / Wizard 5

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

+3 PROFICIENCY BONUS

SAVING THROWS

- Strength
- +6 Dexterity
- Constitution
- +6 Intelligence
- Wisdom
- Charisma

SKILLS

- +9 Acrobatics (Dex)
- Animal Handling (Wis)
- +6 Arcana (Int)
- +4 Athletics (Str)
- Deception (Cha)
- History (Int)
- Insight (Wis)
- Intimidation (Cha)
- +6 Investigation (Int)
- Medicine (Wis)
- Nature (Int)
- +3 Perception (Wis)
- Performance (Cha)
- Persuasion (Cha)
- Religion (Int)
- +6 Sleight of Hand (Dex)
- +9 Stealth (Dex)
- +3 Survival (Wis)

13 ARMOR CLASS

+3 INITIATIVE

30 SPEED

Hit Point Maximum

40 CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 6

1d8 / 5d6 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

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

10 PASSIVE WISDOM (PERCEPTION)

Common - Chultan
 Draconic - Goblin
 Thieves' Cant

Music Instrument - Pan Flute
 Thieves Tools

OTHER PROFICIENCIES & LANGUAGES

EQUIPMENT

CP

SP

EP

CP 50

PP



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

SPELL LEVEL SLOTS TOTAL SLOTS EXPENDED

1 4 8

PREPARED

-
- Magic Missile
- Detect Magic
- Alarm
- Absorb Elements
- Shield
- Find Familiar
-
- Sleep
- Disguise Self
-
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2 3

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- Invisibility
- See Invisibility
- Misty Step
- Blindness/Deafness
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3 2

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- Fireball
- Counterspell
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SPELLS KNOWN