

Kwalu

CHARACTER NAME

Rogue 1 / Wizard 6

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

46

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 7

1d8 / 6d6

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

HUNTERS ARMAMENT

- Forge Magical Bond with a Weapon (1 Hour Ritual)
- Can't be disarmed of your bonded weapon
- If on same plane of existence, you can summon weapon as a bonus action on your turn to teleport instantly to your hand
- Can use spellcasting ability instead of strength for attack and damage rolls of melee attacks using weapon
- Weapon becomes magical if not already
- Level 10 +1 bonus
- Level 14 +2 bonus

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

9

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

3

3

Fireball

Counterspell

Haste

Detect Magic

4

6

SPELLS KNOWN