DUNGEONS & DRAGONS®

Sceledrus Stone

CHARACTER NAME

Wizard 4 (Necromancy)	Charlatan	
CLASS & LEVEL	BACKGROUND	PLAYER NAME
Tiefling	N	
RACE	ALIGNMENT	EXPERIENCE POINTS

STRENGTH -1 (8)

DEXTERITY +2 (14)

CONSTITUTION +2 (14)

INTELLIGENCE +3 (16)

WISDOM +0 (10)

CHARISMA +2 (14)

n.a. — INSPIRATION

+2 — PROFICIENCY BONUS

SAVING THROWS

- ○ -1 Strength
- ○ +2 Dexterity
- ○ +2 Constitution
- ◉ +5 Intelligence
- ◉ +2 Wisdom
- ○ +2 Charisma

SKILLS

- ○ +2 Acrobatics (Dex)
- ○ +0 Animal Handling (Wis)
- ◉ +5 Arcana (Int)
- ○ -1 Athletics (Str)
- ◉ +4 Deception (Cha)
- ○ +3 History (Int)
- ◉ +2 Insight (Wis)
- ○ +2 Intimidation (Cha)
- ○ +3 Investigation (Int)
- ○ +0 Medicine (Wis)
- ○ +3 Nature (Int)
- ○ +0 Perception (Wis)
- ○ +2 Performance (Cha)
- ○ +2 Persuasion (Cha)
- ○ +3 Religion (Int)
- ◉ +4 Sleight of Hand (Dex)
- ○ +2 Stealth (Dex)
- ○ +0 Survival (Wis)

10 — PASSIVE WISDOM (PERCEPTION)

resistances: fire
Languages: Common and Infernal
Armor: None
Weapons: Daggers, darts, slings, quarterstaffs, light crossbows
Tool Proficiencies: Disguise kit, forgery kit

OTHER PROFICIENCIES & LANGUAGES

12(15) — ARMOR CLASS

+2 — INITIATIVE

30ft. — SPEED

Hit Point Maximum 29

29 — CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 4

1d6+2 — HIT DICE

SUCCESSES ○○○

FAILURES ○○○

DEATH SAVES

NAME	ATK BONUS	DAMAGE/TYPE
dagger	+4	1d4+2 (p.)

flaming sphere 1d6/SpSl Dex half
magic missile 3x(1d4+1) + 1d4 +1/SpSl > 1
fire bolt
+5 1d10 fire
chill touch
+5 1d8 necrotic

ATTACKS & SPELLCASTING

CP
SP
EP
GP 15
PP

A set of fine clothes, a disguise kit, tarot cards, candles, crystal ball spellbook, component pouch
explorers pack: Includes a backpack, a bedroll, a mess kit, a tinderbox, 10 torches, 10 days of rations, and a waterskin. The pack also has 50 feet of hempen rope strapped to the side of it.

EQUIPMENT

Sarcasm and insults are my weapons of choice.

PERSONALITY TRAITS

I am a free spirit— no one tells me what to do.

IDEALS

A powerful person killed someone I love. Some day soon, I'll have my revenge.

BONDS

I can't resist swindling people who are more powerful than me.

FLAWS

Class Wizard (PHB p. 112)
Level 1
- spellcasting (see page 3)
- Arcane Recovery
You have learned to regain some of your magical energy by studying your spellbook. Once per day when you finish a short rest, you can choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than half your wizard level (rounded up), and none o f the slots can be 6th level or higher.
For example, if you're a 4th-level wizard, you can recover up to two levels worth o f spell slots. You can recover either a 2nd-level spell slot or two 1st-level spell slots.

Level 2
- arcane tradition: necromancy
Necromancy Savant
Beginning when you select this school at 2nd level, the gold and time you must spend to copy a necromancy spell into your spellbook is halved.
Grim Harvest
At 2nd level, you gain the ability to reap life energy from creatures you kill with your spells. Once per turn when you kill one or more creatures with a spell of 1st level or higher, you regain hit points equal to twice the spell's level, or three times its level if the spell belongs to the School of Necromancy. You don't gain this benefit for killing constructs or undead.

Level 3
-

Level 4
- Feat: FLAMES of PHLEGETHOS
Prerequisite: Tiefling
You learn to call on hellfire to serve your commands. You gain the following benefits:
- Increase your Intelligence or Charisma score by 1, to a maximum of 20.
- When you roll fire damage for a spell you cast, you can reroll any roll of 1 on the fire damage dice, but you must use the new roll, even if it is another 1
- Whenever you cast a spell that deals fire damage, you can cause flames to wreathe you until the end of your next turn. The flames don't harm you or your possessions, and they shed bright light out to 30 feet and dim light for an additional 30 feet. While the flames are present, any creature within 5 feet of you that hits you with a melee attack takes 1d4 fire damage.

Background: Charlatan (PHB p. 128)
- Feature: False Identity
You have created a second identity that includes documentation, established acquaintances, and disguises that allow you to assume that persona. Additionally, you can forge documents including official papers and personal letters, as long as you have seen an example of the kind of document or the handwriting you are trying to copy.
Skill Proficiencies: Deception, Sleight of Hand
Tool Proficiencies: Disguise kit, forgery kit
Favorite Sheme: playing a medium and promising everything people want to hear

FEATURES & TRAITS

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Sceledrus Stone

CHARACTER NAME

25	1,72m	60kg
AGE	HEIGHT	WEIGHT
deep red	bronze	black
EYES	SKIN	HAIR

NAME

SYMBOL

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

Sein Handwerk hat Sceledrus bei einem Magier gelernt, der eher von der skrupellosen Sorte war. Sein Meister erfüllte gern Wünsche, nur meistens nicht so, wie die Leute es sich wünschten. Er gab sich gern als Kleriker aus und versprach, verstorbene geliebte Menschen zurück zu bringen, doch da eine wirkliche Wiedererweckung nur echten Klerikern zur Verfügung steht, schob er den verzweifelten Leuten Zombies unter und war weg, bevor jemand den Schwindel bemerkte.
So aber lernte Sceledrus schon früh das Betrügen und auch die Manipulation der Lebensenergie neben anderen nützlichen Zaubern. Nach einem Betrug wurden die beiden getrennt und so muss sich Sceledrus nun allein durchschlagen. Da er noch keine Toten animieren kann, versucht er sich im Moment als falsches Medium und erzählt den Leuten einfach, was sie hören wollen.

Nun sitzt er eher zufällig im Büro eines Zwerges, der ihn gebeten hat, Kontakt mit der Clangründerin aufzunehmen, deren legendären Streithammer die Zwerge gerade ausbuddeln wollen. Er soll zur Ausgrabungsstelle reisen. Es gibt nur einen Haken: diese wird gerade von anderen Tieflingen belagert. und so hat man ihn außerdem um Hilfe bei der Verteidigung gebeten, in der Hoffnung, dass er den Verteidigern mehr über die Fähigkeiten der Angreifer erzählen kann.

CHARACTER BACKSTORY

Tiefling Eigenschaften
Größenkategorie: medium
Geschwindigkeit: 30ft. (6 Kästchen)
Dunkelsicht 60ft.
Feuerresistenz (Feuerschaden wird generell halbiert)
Zauberähnliche Fähigkeiten:
- thaumaturgy (cantrip, unsable at will)
- hellish rebuke (als 2. Grad Zauber, 1/d, 3d10 Feuerschaden als Reaktion auf einen Angriff, RW GE gegen SG 14)
- darkness 1/d

ADDITIONAL FEATURES & TRAITS

POTION OF POISON
Potion, uncommon
This concoction looks, smells, and tastes like a potion of healing or other beneficial potion. However, it is actpally poison masked by illusion magic. An identify spell reveals its true nature.
If you drink it, you take 3d6 poison damage, and you must succeed on a DC 13 Constitution saving throw or be poisoned. At the start of each of your turns while you are poisoned in this way, you take 3d6 poison damage. At the end of each of your turns, you can repeat the saving throw. On a successful save, the poison damage you take on your subsequent turns decreases by 1d6.
The poison ends when the damage decreases to 0.

TREASURE

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Wizard

SPELLCASTING CLASS

Int	13	+5
SPELLCASTING ABILITY	SPELL SAVE DC	SPELL ATTACK BONUS

0 CANTRIPS

- presdigitation
- mage hand
- fire bolt
- chill touch

SPELLS KNOWN

SPELL LEVEL | SLOTS TOTAL | SLOTS EXPENDED

1 — 4

PREPARED | SPELL NAME

- (●) mage armor
- (●) magic missile
- (●) Tasha's hideous laughter
- (●) Ray of sickness
- ( ) alarm (rit.)
- ( ) unseen servant (rit.)
- ( ) detect magic (rit.)
- ( ) shield

2 — 3

- (●) flaming sphere
- (●) blindness/deafness
- (●) ray of enfeeblement
- ( ) invisibility

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