

Experience: 6.500 Next level: 14.000

LEVEL

Background: Noble
Race: Tiefling Size: Medium Height: Weight:
Gender: He/Him Hair: Dark Auburn Eyes: Black with gold irises Skin: Deep red
Age: Early 20s Alignment: Faith:

Abilities

Table of abilities: STR 10, DEX 14, CON 16, INT 10, WIS 10, CHA 20 with modifiers and saving throw advantages/disadvantages.

Ability Save DC

PROFICIENCY BONUS +8 + Cha 16

Senses

10 Passive Perception
Darkvision 60 ft

Proficiency Bonus +3

INSPIRATION

Limited Features

Table of limited features: Hellish Rebuke (3d10), Darkness, Infernal Conduit (15hp)

Skills

Skills table with columns for ability, bonus, name, proficiency, and experience.

Combat

Initiative +2, DEX 2, SPEED 30 ft, ENCUMBERED 20 ft

Defense

AC 16, Breastplate, MEDIUM ARMOR, RESISTANCE Fire, HALF DAMAGE

Health

HP 49, MAX HIT POINTS, WOUNDS, HIT DICE, DEATH SAVING THROWS

Attacks

Attacks table: Greatsword, javelin Thrown

Actions

Actions table: Attack / Cast a Spell, Dash / Disengage / Dodge, etc.



## Exhaustion

LEVEL	EFFECT (CUMULATIVE)
1	<input type="checkbox"/> Disadvantage on Ability Checks
2	<input type="checkbox"/> Speed halved
3	<input type="checkbox"/> Disadvantage on Attack Rolls and Saving Throws
4	<input type="checkbox"/> Hit Point maximum halved
5	<input type="checkbox"/> Speed reduced to 0
6	<input type="checkbox"/> Death

FINISHING A LONG REST REDUCES THE EXHAUSTION LEVEL BY 1, PROVIDED THAT YOU ALSO INGESTED SOME FOOD AND DRINK.

## Conditions

- Blinded**  
Fail checks involving sight. Attacks have disadvantage. Enemy attacks have advantage.
- Charmed**  
Can't harm/attack charmer. Charmer has advantage on ability checks to interact socially.
- Deafened**  
Fail checks involving hearing.
- Frightened**  
Disadvantage to checks/attacks while source of fear is in sight. Can't willingly move closer to the source of fear.
- Grappled**  
Speed drops to 0, regardless of any bonus.
- Incapacitated**  
Can't take actions or reactions.
- Invisible**  
Can't be seen, but noise and tracks. Attacks have advantage, enemy attacks disadvantage.
- Paralyzed**  
Incapacitated. Can't move or speak. Fail Str and Dex saving throws. Enemy attacks have advantage. Enemy attacks within 5 ft are critical hits.
- Petrified**  
Incapacitated. Can't move or speak. Unaware of surroundings. Resistance to all damage. Immune to poison/disease. Fail Str and Dex saving throws. Enemy attacks have advantage. Stop aging. Weight increases by factor 10.
- Poisoned**  
Disadvantage on attack rolls and ability checks.
- Prone**  
Crawl (at 1/2 speed) or stand up (costs 1/2 speed). Attacks have disadvantage. Enemy attacks have advantage within 5 ft and disadvantage if further away.
- Restrained**  
Speed 0, regardless of bonus. Disadvantage on Dex saving throws. Attacks have disadvantage. Enemy attacks have advantage.
- Stunned**  
Incapacitated. Can't move. Can speak only falteringly. Fail Str and Dex saving throws. Enemy attacks have advantage.
- Unconscious**  
Incapacitated. Can't move or speak. Unaware of surroundings. Drop everything. Fail Str and Dex saving throws. Enemy attacks have advantage. Enemy attacks within 5 ft are critical hits.

## Combat Rules

Dash	Action	Gain your speed as extra movement for this turn.
Disengage	Action	Your movement doesn't provoke opportunity attacks for this turn.
Dodge	Action	Attack rolls from attackers you can see have disadvantage and you have advantage on Dex saving throws until the start of your next turn.
Escape	Action	Escape a grapple by winning a Str (Athletics) or Dex (Acrobatics) check vs. grappler's Str (Athletics) check.
Help	Action	Give an ally advantage on next ability check or attack roll vs. an opponent within 5 ft of you, if done before the start of your next turn.
Hide	Action	Hide from those that can't perceive you. Your Dex (Stealth) check is the DC for anybody's Wis (Perception) check to discover you.
Overrun*	Action or Bonus Action	Move through opponent's space once by winning opposing Str (Athletics) check. Advantage if you are larger and disadvantage if you are smaller.
Ready	Action	Choose an action that you will take in response to a set trigger. Taking the action uses your reaction. Ready'ing a spell requires concentration.
Search	Action	Search for something with a Wis (Perception) or Int (Investigation) check.
Tumble*	Action or Bonus Action	Move through opponent's space once this turn by winning opposing Dex (Acrobatics) check.
Use Object	Action	You can interact with an object once per turn for free. A second interaction and special cases take an action to complete (e.g. draw a second weapon, equip a shield, drink a potion, retrieve an item from a backpack).
Disarm*	Attack	Knock an item from grasp by winning weapon attack roll vs. opponent's Str (Athletics) or Dex (Acrobatics) check. Disadvantage if item is held by two hands. A larger opponent has advantage, smaller has disadvantage.
Grapple	Attack	With a free hand, give the grappled condition to an opponent that is within reach and up to one size larger than you by winning Str (Athletics) check vs. opponent's Str (Athletics) or Dex (Acrobatics) check.
Mark*	Melee Attack	Mark target of a melee attack. Next opportunity attack against the mark before the end of your next turn has advantage and doesn't use a reaction.
Shove	Attack	Move opponent 5 ft or make prone by winning opposing Str (Athletics) check. Disadvantage if trying to move the opponent to a side.*
Move Grappled	Move	Bring grappled opponent along as part of your move. You move at half speed unless the opponent is two or more sizes smaller than you.
<small>*This action is an optional rule introduced in the Dungeon Master Guide (and is therefore not eligible in Adventurer's League play).</small>		
Half Cover	Gain +2 to AC and +2 to Dex saving throws.	
Three-Quarters Cover	Gain +5 to AC and +5 to Dex saving throws.	

## Magic Items

- MAGIC ITEM: *Lock of Trickery*  ATTUNED

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- MAGIC ITEM: *Spell Scroll: Hold Person*  ATTUNED

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- MAGIC ITEM:  ATTUNED

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- MAGIC ITEM:  ATTUNED

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- MAGIC ITEM:  ATTUNED

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- MAGIC ITEM:  ATTUNED

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- MAGIC ITEM:  ATTUNED

## Extra Equipment

GEAR	#	LBS	GEAR	#	LBS
TOTAL WEIGHT			TOTAL WEIGHT		

## Other Holdings

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## Tiefling Spells

Spell attack modifier: +8

Spell save DC: 16

Spellcasting ability

Charisma

### Cantrips (0 Level)

KN	SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
	Thaumaturgy	Minor wonder; your voice booms, flames flicker, tremors in the ground, ominous sounds, etc.	—	Trans	1 a	30 ft	V	1 min (D)	P	282

### 1st Level

KN	SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
	Hellish Rebuke	Cast when taking dmg, crea that dealt dmg 2d10+1d10/SL Fire dmg; save halves	Dex	Evoc	1 rea	60 ft	V,S	Instantaneous	P	250

### 2nd Level

KN	SPELL	DESCRIPTION	SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
	Darkness	15-ft rad darkness on point or object; darkvision doesn't work; only magical light of higher SL works	—	Evoc	1 a	60 ft	V,M	Conc, 10 min	P	230
	Identify (R)	1 magical item or magic-imbued crea/obj; learn properties, how to use, and spells affecting it (100gp)	—	Div	1 min	Touch	V,S,Mf	Instantaneous	P	252
	Magic Missile	3+1/SL darts hit creature(s) you can see for 1d4+1 Force dmg per dart	—	Evoc	1 a	120 ft	V,S	Instantaneous	P	257
	Augury (R)	Omen about specific course of action you plan to take in the next 30 min (25gp)	—	Div	1 min	Self	V,S,Mf	Instantaneous	P	215
	Silence (R)	20-ft rad no sound propagates; all within deafened, immune to Thunder dmg, can't use verbal comp.	—	Illus	1 a	120 ft	V,S	Conc, 10 min	P	275
	Invisibility	1+1/SL crea invisible; attacking/casting makes the crea visible; anything worn/carried also invisible	—	Illus	1 a	Touch	V,S,M	Conc, 1 h	P	254
	Cure Wounds	1 creature is healed for 1d8+1d8/SL+spellcasting ability modifier hp	—	Evoc	1 a	Touch	V,S	Instantaneous	P	230

Illrigger: Burning Halo 2nd-level enchantment

Illrigger: Furious Interdict 1st-level evocation

Illrigger: Hell's Lash 1st-level evocation

Illrigger: Loquelic Interdict 2nd-level evocation

Illrigger: Rejuvenating Light 1st-level evocation