



Morrian Karion

CLASS	LEVEL	EXPERIENCE	RACE
Wizard (Evoker)	9	48,000	Tiefling
ALIGNMENT	BACKGROUND	PLAYER NAME	
NE			

STRENGTH

10

+0

DEXTERITY

13

+1

CONSTITUTION

14

+2

INTELLIGENCE

20

+5

WISDOM

12

+1

CHARISMA

10

+0

11

PASSIVE WISDOM (PERCEPTION)

SAVING THROWS

☐ +1 STRENGTH

☐ +2 DEXTERITY

☐ +3 CONSTITUTION

☒ +10 INTELLIGENCE

☒ +6 WISDOM

☐ +1 CHARISMA

SKILLS

☐ +1 ACROBATICS (DEX)

☐ +1 ANIMAL HANDLING (WIS)

☒ +9 ARCANNA (INT)

☐ +0 ATHLETICS (STR)

☐ +0 DECEPTION (CHA)

☒ +9 HISTORY (INT)

☐ +1 INSIGHT (WIS)

☐ +0 INTIMIDATION (CHA)

☒ +9 INVESTIGATION (INT)

☐ +1 MEDICINE (WIS)

☐ +5 NATURE (INT)

☐ +1 PERCEPTION (WIS)

☐ +0 PERFORMANCE (CHA)

☐ +0 PERSUASION (CHA)

☐ +5 RELIGION (INT)

☐ +1 SLEIGHT OF HAND (DEX)

☐ +1 STEALTH (DEX)

☒ +5 SURVIVAL (WIS)

1

INSPIRATION

+4

PROFICIENCY BONUS

OTHER PROFICIENCIES & LANGUAGES

**Proficiencies:** Daggers, darts, slings, quarterstaves, light crossbows, flute

**Languages:** Common, Draconic, Infernal

ARMOUR CLASS

12

INITIATIVE

+1

SPEED

30

56 (9d6)

MAXIMUM HIT POINTS

CURRENT HIT POINTS

TEMPORARY HIT POINTS

DEATH SAVES

SUCCESSSES ☐ ☐ ☐ FAILURES ☐ ☐ ☐

ATTACKS & SPELLCASTING

NAME	BONUS	DAMAGE
Quarterstaff	+4	1d6
Dagger	+5	1d4 + 1

Coin

PLATINUM	
GOLD	710
ELECTRUM	
SILVER	49
COPPER	38



SPECIAL FEATURES & TRAITS

**Special features:** Darkvision (60 feet), Hellish Resistance, Ritual Casting, Arcane Recovery, Evocation Savant, Sculpt Spells, Potent Cantrips

**Traits:** I obsess over a former lover who disappeared. This makes me unpredictable and prone to ill-advised actions.

IDEALS

**Immortality.** I am looking to unlock the secrets of eternal life.

BONDS

In secret, I am a disgraced noble who was forced into exile.

FLAWS

I love to impress others and out-do any potential rivals.

# Quoth the Raven, Nevermore.



## CHARACTER BACKSTORY

## OTHER PLAYERS

## ADVENTURING GEAR

Belt pouch  
Set of fine clothes  
Backpack  
Bedroll  
5 candles  
A silver necklace made of small linked bats  
A quill with a feather from a black dragon  
Lamp  
2 flasks of oil  
5 sheets of paper  
Vial of perfume

## MAGICAL ITEMS & POTIONS

Cloak of protection  
1 potion of Greater Healing  
2 Potions of Healing

## FRIENDS, ALLIES & ENEMIES

## WEAPONS

Quarterstaff  
Dagger

## ARMOUR & SHIELDS

## TRAVEL RATIONS



# Quoth the Raven Nevermore.



SPELLCASTING ABILITY

Intelligence

SPELL SAVE DC

15

SPELL ATTACK BONUS

+7

## CANTRIPS

Chill Touch

Light

Message

Thaumaturgy \*

True Strike

\*) From the Infernal Legacy feature

## LEVEL 1

SLOTS TOTAL

4

EXPENDED

Burning Hands (Prepared)

Feather Fall

Hellish Rebuke \*

Mage Armor (Prepared)

Magic Missile

Protection from Evil and Good (Prepared)

Shield (Prepared)

Silent Image (Prepared)

\*) From the Infernal Legacy feature

## LEVEL 2

SLOTS TOTAL

3

EXPENDED

Arcane Lock

Blindness / Deafness (Prepared)

Blur

Darkness \*

Gentle Repose (Prepared)

Magic Weapon

Misty Step (Prepared)

Web

\*) From the Infernal Legacy feature

## LEVEL 3

SLOTS TOTAL

3

EXPENDED

Animate Dead

Bestow Curse

Blink

Dispel Magic

Fear

Lightning Bolt (Prepared)

Phantom Steed

Vampiric Touch

## LEVEL 4

SLOTS TOTAL

3

EXPENDED

Banishment (Prepared)

Black Tentacles

Blight (Prepared)

Ice Storm

Phantasmal Killer (Prepared)

## LEVEL 5

SLOTS TOTAL

1

EXPENDED

Cloudkill (Prepared)

Cone of Cold

Dream

Hold Monster

Legend Lore (Prepared)

Seeming

## LEVEL 6

SLOTS TOTAL

EXPENDED

## LEVEL 7

SLOTS TOTAL

EXPENDED

## LEVEL 8

SLOTS TOTAL

EXPENDED

## LEVEL 9

SLOTS TOTAL

EXPENDED

# Quoth the Raven Nevermore.

NOTES

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