

Wizard 1

CLASS & LEVEL

Gnome

RACE

Haunted One

BACKGROUND

CG

ALIGNMENT

PLAYER NAME

EXPERIENCE POINTS

STRENGTH

11

+0

DEXTERITY

9

-1

CONSTITUTION

12

+1

INTELLIGENCE

17

+3

WISDOM

14

+2

CHARISMA

12

+1

INSPIRATION

+2

PROFICIENCY BONUS

- 0 Strength
- 1 Dexterity
- +1 Constitution
- +5 Intelligence
- +4 Wisdom
- +1 Charisma

SAVING THROWS

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

SKILLS

9

ARMOR CLASS

-1

INITIATIVE

25

SPEED

Hit Point Maximum 7

7

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1d6

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

I'm always picking things up, fiddling with them, and sometimes accidentally breaking them. I place no stock in wealthy or well-mannered folk. Money and manners won't save you from an owlbear.

PERSONALITY TRAITS

Creativity: The world is in need of new ideas and bold action.

IDEALS

I'm trying to pay off an old debt I owe to a generous benefactor.

BONDS

There's no room for caution in a life lived to the fullest.

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Qtr Staff

1d6/1d8 B

ATTACKS & SPELLCASTING

12

PASSIVE WISDOM (PERCEPTION)

Common, Gnomish, Infernal Daggers, Darts, Slings, Quarterstaves, Light-Crossbows

OTHER PROFICIENCIES & LANGUAGES

CP

CP

CP

CP

CP

CP

10

Spellbook
Wizard Robes
Quill
Inkwell x3
Oil, Pint x3
Lantern
Rations x5
Waterskin
Crowbar
Hammer
Manacles
Silver Mirror
Stake, Wood x3

EQUIPMENT

Small Size
Darkvision
Advantage on INT, WIS, and
CHA saves against magic

FEATURES & TRAITS

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

CHARACTER APPEARANCE

NAME

SYMBOL

ALLIES & ORGANIZATIONS

CHARACTER BACKSTORY

ADDITIONAL FEATURES & TRAITS

TREASURE

INT SPELLCASTING ABILITY	13 SPELL SAVE DC	+5 SPELL ATTACK BONUS
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0 **CANTRIPS**

- Fire Bolt
- Prestidigitation
- Mold Earth
- _____
- _____
- _____
- _____
- _____

SPELL LEVEL SLOTS TOTAL SLOTS EXPENDED

1 **2**

- PREPARED
- _____ SPELL NAME
- Chromatic Orb
 - Mage Armor
 - Detect Magic
 - Feather Fall
 - Magic Missile
 - Sleep
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SPELLS KNOWN