

CHARACTER NAME

CLASS & LEVEL

BACKGROUND

PLAYER NAME

RACE

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

10

DEXTERITY

15

CONSTITUTION

14

INTELLIGENCE

16

WISDOM

12

CHARISMA

8

INSPIRATION

PROFICIENCY BONUS

- ☐ +0 Strength
- ☐ +2 Dexterity
- ☐ +2 Constitution
- ☐ +5 Intelligence
- ☐ +3 Wisdom
- ☐ -1 Charisma

SAVING THROWS

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

SKILLS

PASSIVE WISDOM (PERCEPTION)

Proficiencies: Longsword, Shortsword, Dagger, Longbow, Sling, Quarterstaff, Light Crossbow

Languages: Elvish, Common, Deep Speech, Giant

OTHER PROFICIENCIES & LANGUAGES

ARMOR CLASS

INITIATIVE

SPEED

Hit Point Maximum 13

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1d6

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

NAME

ATK BONUS

DAMAGE/TYPE

Shortsword

+4

1d6 + 2 piercing

Dagger

1d4 + 2 piercing

Cantrips: Mage hand, Prestidigitation, Ray of Frost

Spell Slots: Three 1st lvl spells
0 0 0

Prepared Spells: Burning Hands, False Life, Magic Missile, Shield, Sleep

Spellbook: Burning hands, False Life, Identify, Mage Armour, Magic Missile, Shield, Sleep, Unseen Servant

ATTACKS & SPELLCASTING

Shortsword, Dagger

Quarts Necklace, Spellbook, Holy symbol

Bottle of ink, ink pen, 9 sheets of parchment

2 Healing potions

(Back)pack, Small knife, Set of common clothes, pouch, blanket

EQUIPMENT

Nothing can shake my optimistic attitude, and the best way to get me to do something is to tell me I can't do it.

PERSONALITY TRAITS

Free thinking. Inquiry and curiosity are the pillars of progress.

IDEALS

I want to prove to my parents, whom I've left behind, that I can indeed be a great wizard.

BONDS

I don't take orders well.

FLAWS

Spellcasting ability: Saving throw = 13, attack bonus = +5

Dark Vision: Dim light: 60ft as if bright light, Darkness: 60ft in black/white

Trance: Meditate for 4 hours, same as 8 hours long rest.

Fey Ancestry: Advantage on saving throws against being charmed + I can't be put to sleep with magic.

Speak with small beasts: Through sounds & gestures, I can communicate with small or smaller beasts.

Mask of the Wild: I can attempt to hide, even when I'm only lightly obscured by foliage, heavy rain, falling snow, mist and other natural phenomena.

Arcane Tradition: Transmutation

Arcane Recovery: Recovery of spell slots during short rest (1 hour). Recovered spell slots should have a combined level equal to or less than half my wizard lvl. Current number of levels: 1.

FEATURES & TRAITS



CHARACTER NAME

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

CHARACTER APPEARANCE

NAME

SYMBOL

ALLIES & ORGANIZATIONS

**Reason for
adventuring:**

My parents wanted me to stay in Lindelor to keep up the family tradition of being a ranger. I discovered my magic ability at age 156 while trying to scare away a wolf from Damaika. Ever since then, I wanted to pursue my magic passion and better my magical abilities.

**Two secrets
and two people
who know
them:**

1. I secretly miss my favourite sheep - Damaika - terribly. Only my mum knows about this.
2. I once cheated on an important magic exam. I know Terintar knows, but he has never brought it up.

**Three people,
three places,
three events:**

1. When we were kids, me and Eldon the Forest Gnome went on a secret, forbidden exploration journey to the dangerous city of Forline.
2. Ivellios the Drow made fun of me during magic school for being the only wood elf there.
3. Quelenna, my great grandmother on my mother's side told me to never settle: always check for opportunities to change for the better.

CHARACTER BACKSTORY

ADDITIONAL FEATURES & TRAITS

TREASURE



SPELLCASTING
CLASS

SPELLCASTING
ABILITY

SPELL SAVE DC

SPELL ATTACK
BONUS

0

CANTRIPS

3

6

SPELL
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

PREPARED

SPELL NAME

4

7

8

2

5

9

SPELLS KNOWN

