

CHARACTER NAME

WHAT I LOOK LIKE

Wizard

MY CLASS

1

LEVEL

Forest Gnome	5	Bookworm	
RACE	AGE	BACKGROUND	XP
EYES	HAIR	HEIGHT	WEIGHT

STRENGTH	DEXTERITY	CONSTITUTION
+0 +0	+2 +2	+0 +0
BONUS SAVE	BONUS SAVE	BONUS SAVE
INTELLIGENCE	WISDOM	CHARISMA
+3 +5	+2 +4	-1 -1
BONUS SAVE	BONUS SAVE	BONUS SAVE

+2 PROFICIENCY

INSPIRATION

12 PASSIVE PERCEPTION

- 1d20
- SKILLS**
- +2 ACROBATICS: I'm good at tumbling, flipping, and rolling.
 - +2 ANIMAL HANDLING: Animals really like me
 - +5 ARCANA: I know about magic, spells, and weird things
 - +0 ATHLETICS: I'm good at running, jumping, and climbing
 - 1 DECEPTION: I'm good at lying and playing tricks on people
 - +5 HISTORY: I know about things that happened a long time ago
 - +2 INSIGHT: I know how people feel and can tell when they're lying
 - 1 INTIMIDATION: I'm good at scaring people!
 - +5 INVESTIGATION: I can find clues and secrets
 - +4 MEDICINE: I can help people when they're sick
 - +3 NATURE: I know all about plants and animals
 - +2 PERCEPTION: I'm good at finding and spotting things
 - 1 PERFORMANCE: I'm good at putting on a show!
 - 1 PERSUASION: I can get people to do what I want to do
 - +3 RELIGION: I know about the gods and prayers
 - +2 SLEIGHT OF HAND: I'm good at hiding things and taking things
 - +2 STEALTH: I'm good at hiding and staying quiet
 - +2 SURVIVAL: I can follow footprints and track animals

ARMOUR: 12 (15)

INITIATIVE: +2

SPEED: 25

HIT POINT Maximum: 6

Temporary Hit Points

HIT DICE: Used 1, Total 1 (d6)

DEATH SAVES: SUCCESSES 0/4, FAILURES 0/4

NAME	ATK BONUS	DAMAGE
Quarterstaff	1d20 + 2	1d8
Sling	1d20 + 4	1d4 + 2
Ray of Frost	1d20 + 5	1d8
Rocks	<input type="radio"/>	

AMMUNITION

OTHER COMBAT STUFF

Ray of Frost: I can cast this spell all the time! It makes things move 10 feet slower if I hit them.

I can't wear armour.
Sometimes I cast Mage Armor. It makes my Armour 15!

STUFF I CAN DO

I can speak, read, and write Common, Draconic, Elvish, and Gnomish.

I can see in the dark up to 60 feet away.

I have advantage on Intelligence, Wisdom, and Charisma saves against magic.

I love small animals and can talk to them using funny sounds and hand signs.

I can cast spells and rituals! (see Spell Sheet)

When I take a Short Rest, I regain one spell.

I am really smart! I always have my books with me - one even has magic!

I have a scholar's kit for writing down all the cool stuff I do.