

# J'eff the Fermentomancer

CHARACTER NAME

Wizard 1

CLASS & LEVEL

Human

RACE

Guild Artisan (Brewer)

BACKGROUND

Neutral

ALIGNMENT

PLAYER NAME

0

EXPERIENCE POINTS

**STRENGTH**  
10  
+0

**DEXTERITY**  
16  
+3

**CONSTITUTION**  
14  
+2

**INTELLIGENCE**  
16  
+3

**WISDOM**  
11  
+0

**CHARISMA**  
10  
+0

**INSPIRATION**

+2 **PROFICIENCY BONUS**

**SAVING THROWS**

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

**SKILLS**

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

13 **ARMOR CLASS**    +3 **INITIATIVE**    30 **SPEED**

Hit Point Maximum 8

**CURRENT HIT POINTS**

**TEMPORARY HIT POINTS**

Total d6  
1 **HIT DICE**

SUCCESSES ○○○○  
FAILURES ○○○○  
**DEATH SAVES**

**PERSONALITY TRAITS**

The ingredients in a quality beer are no different than the ingredients in the most powerful spell--a pinch of this, a dash of that, and then just add fire.

**IDEALS**

**BONDS**

**FLAWS**

NAME	ATK BONUS	DAMAGE/TYPE
Staff	+2	1d6
Dagger	+5	1d4 + 3

==Cantrips==  
 Acid Splash: 60 ft.; Dex Save; 1d6 acid  
 Fire Bolt: 120 ft.; +5 to hit; 1d10 fire  
 Frostbite: 60 ft.; Con Save, 1d6 cold+disdv

==1st Level (2 slots) ( ) ( )  
 Burning Hands: 15 ft. cone; Dex Save, 3d6 fire  
 Mage Armor: AC becomes 16  
 Magic Missile: 120 ft; 1d4+1 (3 missiles)  
 Shield: +5 AC until your next turn  
 Sleep: 90 ft.; 5d8 hp of creatures go to sleep  
 Tasha's Hideous Laughter: 30 ft; Wis Save; Inc

**ATTACKS & SPELLCASTING**

**Spellcasting:** As a student of arcane magic, you have a spellbook containing spells that show the first glimmerings of your true power. Your spellcasting ability is Intelligence (DC 13, +5 to hit with spells).

**Arcane Recovery:** Once per day when you finish a short rest, you recover 1 spell slot.

**Guild Membership:** Guilds often wield tremendous political power. If you are accused of a crime, your guild will support you if a good case can be made for your innocence or the crime is justifiable. You can also gain access to powerful political figures through the guild, if you are a member in good standing. Such connections might require the donation of money or magic items to the guild's coffers. You must pay dues of 5 gp per month to the guild. If you miss payments, you must make up back dues to remain in the guild's good graces.

**FEATURES & TRAITS**

10 **PASSIVE WISDOM (PERCEPTION)**

Weapon: Dagger, dart, sling, quarterstaff, light crossbow  
 Armor: None  
 Tools: Brewer's supplies  
 Languages: Common, Dwarvish, Goblin

**OTHER PROFICIENCIES & LANGUAGES**

CP SP EP GP PP

13

A quarterstaff, dagger, spellbook, backpack, bedroll, component pouch, mess kit, 10 torches, 10 days of rations, waterskin, 50 feet of hempen rope, a tinderbox, a letter of introduction from the head brewer of a well-known brewery, and brewer's supplies

**EQUIPMENT**