

Zarz Koveed

CHARACTER NAME

Wizard 3

CLASS & LEVEL

Deep Gnome

RACE

Noble

BACKGROUND

42gmh

PLAYER NAME

(Milestone)

EXPERIENCE POINTS

STRENGTH

-1

8

DEXTERITY

+2

14

CONSTITUTION

+2

14

INTELLIGENCE

+3

16

WISDOM

+1

12

CHARISMA

+1

12

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

Saving Throw Modifiers

Advantage on INT Against Magic  
Advantage on WIS Against Magic  
Advantage on CHA Against Magic

SAVING THROWS

- ☐ +2 Acrobatics DEX
- ☐ +1 Animal Handling WIS
- ☒ +5 Arcana INT
- ☐ -1 Athletics STR
- ☒ +3 Deception CHA
- ☒ +5 History INT
- ☐ +1 Insight WIS
- ☐ +1 Intimidation CHA
- ☒ +5 Investigation INT
- ☐ +1 Medicine WIS
- ☐ +3 Nature INT
- ☐ +1 Perception WIS
- ☐ +1 Performance CHA
- ☒ +3 Persuasion CHA
- ☐ +3 Religion INT
- ☐ +2 Sleight of Hand DEX
- ☐ +2 Stealth DEX
- ☐ +1 Survival WIS
- ☐ \_\_\_\_\_
- ☐ \_\_\_\_\_
- ☐ \_\_\_\_\_

SKILLS

+2

INITIATIVE

ARMOR

15

CLASS

DEFENSES

INSPIRATION

+2

PROFICIENCY BONUS

ABILITY SAVE DC

25 ft. (Walking)

SPEED

Max HP

Current HP

Temp HP

20

--

HIT POINTS

Total

3d6

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

=== WEAPONS ===

Crossbow, Light, Dagger, Dart, Quarterstaff, Sling

=== TOOLS ===

Dragonchess Set

=== LANGUAGES ===

Common, Elvish, Gnomish, Undercommon

PROFICIENCIES & LANGUAGES

=== ACTIONS ===

Standard Actions

Attack, Cast a Spell, Dash, Disengage, Dodge, Help, Hide, Ready, Search, Use an Object, Opportunity Attack, Grapple, Shove, Improve, Two-Weapon Fighting, Interact with an Object

=== SPECIAL ===

Arcane Recovery • 1 / Long Rest

Once per day when you finish a short rest, you can choose expended spell slots to recover - up to a combined level of 2, and none of the slots can be 6th level or higher.

Arcane Ward • 1 / Long Rest

Once per long rest, when you cast an abjuration

spell of 1st level or higher, you can create a magical ward on yourself that lasts until you finish a long rest. The ward has 9 max HP, and takes damage instead of you until it reaches 0 HP. Whenever you cast an abjuration spell of 1st level or higher, the ward regains HP equal to twice the level of the spell.

ACTIONS

11

PASSIVE WISDOM (PERCEPTION)

11

PASSIVE WISDOM (INSIGHT)

15

PASSIVE INTELLIGENCE (INVESTIGATION)

Darkvision 120 ft.

SENSES

NAME

HIT

DAMAGE/TYPE

NOTES

Dagger

+4

1d4+2 Piercing

Simple, Silvered, Finesse, Light, Thrown, Range (20/60)

Fire Bolt

+6

1d10 Fire

V/S

Unarmed Strike

+1

0 Bludgeoning

WEAPON ATTACKS & CANTRIPS

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## === WIZARD FEATURES ===

\* Hit Points • PHB 113

\* Proficiencies • PHB 113

\* Spellcasting • PHB 114

You can cast prepared wizard spells using INT as your spellcasting modifier (Spell DC 13, Spell Attack +5) and wizard spells in your spellbook as rituals if they have the ritual tag. You can use an arcane focus as a spellcasting focus.

\* Arcane Recovery • PHB 115

Once per day when you finish a short rest, you can choose expended spell slots to recover - up to a combined level of 2, and none of the slots can be 6th level or higher.

I 1 / Long Rest • Special

\* Arcane Tradition • PHB 115

I School of Abjuration

\* Abjuration Savant • PHB 115

The gold and time you must spend to copy an abjuration spell into your spellbook is halved.

\* Arcane Ward • PHB 115

Once per long rest, when you cast an abjuration spell of 1st level or higher, you can create a magical ward on yourself that lasts until you finish a long rest. The ward has 9 max HP, and takes damage instead of you until it reaches 0 HP. Whenever you cast an abjuration spell of 1st level or higher, the ward regains HP equal to twice the level of the spell.

I 1 / Long Rest • Special

## === DEEP GNOME RACIAL TRAITS ===

\* Gnome Cunning • BR 37

You have advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

\* Superior Darkvision • EE

Your darkvision has a radius of 120 feet.

\* Stone Camouflage • EE

You have advantage on Dexterity (Stealth) checks to hide in rocky terrain.

## === FEATS ===

\* Svirfneblin Magic • EE

You can cast nondetection on yourself at will, without needing a material component. You can also cast blindness/deafness, blur, and disguise self once each per long rest. INT is your spellcasting ability and you cast these spells at their lowest possible level.

## FEATURES & TRAITS

	NAME	QTY	WEIGHT	NAME	QTY	WEIGHT	
CP	83	Dagger	1	1 lb.	Waterskin	1	5 lb.
		Dagger	1	1 lb.	Spellbook	1	3 lb.
SP	42	Pearl of Power	1	--	Signet Ring	1	--
		Wand of the War Mage, +1	1	--	Clothing, cold weather	1	5 lb.
EP	0	Crystal	1	1 lb.	Horn	1	2 lb.
		Spell Scroll (3rd Level)	1	--	Snowshoes	1	4 lb.
GP	60	Backpack	1	5 lb.	Crampons	2	0.25 lb.
		Bedroll	1	7 lb.	Altimeter Scarf	1	--
PP	0	Mess Kit	1	1 lb.	Find Familiar Materials	0	--
		Rations (1 day)	5	10 lb.	Rope, Hempen (5 Feet Knotted)	1	1 lb.
		Rope, Hempen (45 feet)	1	9 lb.	Copper Scroll Tube	1	--
		Clothes, Fine	1	6 lb.	ATTUNED MAGIC ITEMS	QTY	WEIGHT
		Signal Whistle	1	--	Pearl of Power	1	--
		Potion of Healing	1	0.5 lb.	Wand of the War Mage, +1	1	--
		Tinderbox	1	1 lb.			

WEIGHT CARRIED

62.75 lb.

ENCUMBERED

120 lb.

PUSH/DRAW/LIFT

240 lb.

EQUIPMENT

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ADDITIONAL FEATURES & TRAITS

NAME		QTY	WEIGHT	NAME	QTY	WEIGHT
Scrimshaw Fox Figurine	1	--				
Letter from Naerth to Shandar	1	--				
Mini Keg of Special Reserve Good Meade Ale	1	--				
Bottle of Cheap Hooch	1	--				

ADDITIONAL EQUIPMENT



Zarz Koveed

CHARACTER NAME

Male	161	Small		
GENDER	AGE	SIZE	HEIGHT	WEIGHT
Neutral Good				
ALIGNMENT	FAITH	SKIN	EYES	HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

Despite my noble birth, I do not place myself above other folk. We all have the same blood.

PERSONALITY TRAITS

Independence. I must prove that I can handle myself without the coddling of my family. (Chaotic)

IDEALS

BONDS

In fact, the world does revolve around me.

FLAWS

RotFM Secret: I once met Drizzt Do'urden and have a piece of his tattered green cloak and would never part with it.

RotFM Noble Background Adjustment: "Your wealthy grandfather or grandmother sent you to Icewind Dale to learn a hard lesson. Perhaps the cruel indifference of this frozen land will prepare you for the cruel indifference of Waterdeep's politics."

Backstory: I was a young Svirfneblin child of 10 years old, scion of the wealthy jewel merchant family Koveed, when Drizzt Do'urden took shelter in Blingdenstone (1338DR). Drizzt was scary, exciting, and of great interest to all the children. We were raised on tales of the harshness and cruelty of his kind, but found him to be kind and gentle toward our people, especially the children; a complete contradiction to the scary tales our parents told us to keep us safe. He did not fit the mold.

Sometimes when Drizzt ranged about outside of Blingdenstone to stretch his legs and practice with those magnificent swords of his, he would let the children follow him at a distance. We would watch him and try to ape him -- each of us playing the part of a skilled Drow swordsman.

It was on one of these adventures that the horseplay got a little out hand amongst us children, and one of my fellow faux Drizzts landed a blow that cost me my right eye and dropped me down a ravine. I luckily landed on a ledge not too far down -- having the wind knocked out of me. Drizzt sprang into action and pulled me up from the ledge. He tore off a corner of his cloak to help stanch my wounded eye. Alas, the eye was lost, but I still have that corner of his cloak -- I have turned it into the eye patch that I wear to this day.

When the Drow overran our home some 33 years later (1371DR), I was taking an active part in the

CHARACTER BACKSTORY

===== Nearsighted =====  
-- When making a ranged attack beyond half of the spell's effective range, roll a percentile (or binary die). On 1-50, roll normally. Above, roll with disadvantage.

-- Perception: Advantage on perception checks within 15', disadvantage beyond.

===== Spell Book Progression =====

---- @Lvl 1/Initial ----

Cantrips: Fire Bolt | Mage Hand | Mold Earth

1st Level: Detect Magic | Feather Fall | Mage Armor | Shield | Sleep | Tenser's Floating Disk

---- @Lvl2 ----

1st: Find Familiar | Magic Missile

---- Copied From Artie (01/20/21) ----

1st: Comprehend Languages

---- @Lvl3 ----

2nd: Dragon Breath | Rope Trick

===== Asterix's Spell Book (03/10/21 Session) =====

1st: Expeditious Retreat (2hr/50gp)

2nd: Alter Self (4hr/100gp)

2nd: Cloud of Daggers (4hr/100gp)

2nd: Scorching Ray (4hr/100gp)

2nd: Suggestion (4hr/100gp)

Already Have:

Comprehend Languages

Detect Magic

Shield

Tenser's Floating Disk

ADDITIONAL NOTES

Wizard

SPELLCASTING  
CLASS

INT

SPELLCASTING  
ABILITY

13

SPELL SAVE DC

+6

SPELL ATTACK  
BONUS

PREP SPELL NAME	SOURCE	SAVE/ATK	TIME	RANGE	COMP	DURATION	PAGE REF	NOTES
=== CANTRIPS ===	(At Will)							
<input type="radio"/> Fire Bolt	Wizard	+6	1A	120 ft.	V,S	Instantaneous	PHB 242	V/S
<input type="radio"/> Mage Hand	Wizard	--	1A	30 ft.	V,S	1 minute	PHB 256	D: 1m, V/S
<input type="radio"/> Mold Earth	Wizard	--	1A	30 ft./5 ft. Cube	S	Instantaneous	EE 162	5 ft. Cube, S
=== 1st LEVEL ===	4 Slots OOOO							
<input type="radio"/> Mage Armor	Wizard	--	1A	Touch	V,S,M	8 hours	PHB 256	D: 8h, V/S/M
<input type="radio"/> Tenser's Floating Disk [R]	Wizard	--	1A + 10m	30 ft.	V,S,M	1 hour	PHB 282	D: 1h, V/S/M
<input type="radio"/> Feather Fall	Wizard	--	1R	60 ft.	V,M	1 minute	PHB 239	D: 1m, V/M
<input type="radio"/> Shield	Wizard	--	1R	Self	V,S	1 round	PHB 275	D: 1Rnd, V/S
<input type="radio"/> Detect Magic [R]<C>	Wizard	--	1A + 10m	Self/30 ft. Sphere	V,S	Concentration, up to 10 minutes	PHB 231	D: 10m, 30 ft. Sphere, V/S
<input type="radio"/> Sleep	Wizard	--	1A	90 ft./20 ft. Sphere	V,S,M	1 minute	PHB 276	D: 1m, 20 ft. Sphere, V/S/M
<input type="radio"/> Magic Missile	Wizard	--	1A	120 ft.	V,S	Instantaneous	PHB 257	V/S
<input type="radio"/> Find Familiar [R]	Wizard	--	1h + 10m	10 ft.	V,S,M	Instantaneous	PHB 240	V/S/M
<input type="radio"/> Comprehend Languages [R]	Wizard	--	1A + 10m	Self	V,S,M	1 hour	PHB 224	D: 1h, V/S/M
<input type="radio"/> Disguise Self	Svirfneblin Magic	--	1A	Self	V,S	1 hour	PHB 233	1/LR, D: 1h, V/S
=== 2nd LEVEL ===	2 Slots OO							
<input type="radio"/> Dragon's Breath <C>	Wizard	DEX 13	1BA	Touch/15 ft. Cone	V,S,M	Concentration, up to 1 minute	XGtE 154	D: 1m, 15 ft. Cone, V/S/M
<input type="radio"/> Rope Trick	Wizard	--	1A	Touch	V,S,M	1 hour	PHB 272	D: 1h, V/S/M
<input type="radio"/> Blindness/Deafness	Svirfneblin Magic	CON 13	1A	30 ft.	V	1 minute	PHB 219	1/LR, D: 1m, V
<input type="radio"/> Blur <C>	Svirfneblin Magic	--	1A	Self	V	Concentration, up to 1 minute	PHB 219	1/LR, D: 1m, V
=== 3rd LEVEL ===								
<input type="radio"/> Nondetection	Svirfneblin Magic	--	1A	Touch	V,S,M	8 hours	PHB 263	D: 8h, V/S/M

## SPELLS