

=== ACTIONS ===

Standard Actions

Attack, Cast a Spell, Dash, Disengage, Dodge, Help, Hide, Ready, Search, Use an Object, Opportunity Attack, Grapple, Shove, Improvise, 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.

11	PASSIVE WISDOM (PERCEPTION)						
11	PASSIVE WISDOM (INSIGHT)						
15	PASSIVE INTELLIGENCE (INVESTIGATION)						
Darkvisio	n 120 ft.						
SENSES							

7			
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	
	w	EAPON ATTACKS & CANTRIF	PS ,

ACTIONS

Wizard 3 42gmh
CLASS & LEVEL PLAYER NAME

 Deep Gnome
 Noble
 (Milestone)

 RACE
 BACKGROUND
 EXPERIENCE POINTS

=== 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.

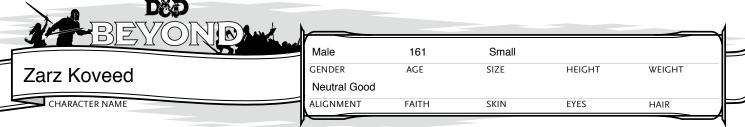
FEATURES & TRAITS

		NAME	QTY	WEIGHT	NAME	QTY	WEIGHT
	83	Dagger	1	1 lb.	Waterskin	1	5 lb.
		Dagger	1	1 lb.	Spellbook	1	3 lb.
€ ((42	Pearl of Power	1		Signet Ring	1	
		Wand of the War Mage, +1	1		Clothing, cold weather	1	5 lb.
(()	0	Crystal	1	1 lb.	Horn	1	2 lb.
		Spell Scroll (3rd Level)	1		Snowshoes	1	4 lb.
	60	Backpack	1	5 lb.	Crampons	2	0.25 lb.
		Bedroll	1	7 lb.	Altimeter Scarf	1	
	_ 0	Mess Kit	1	1 lb.	Find Familiar Materials	0	
║`	WEIGHT CARRIED	Rations (1 day)	5	10 lb.	Rope, Hempen (5 Feet Knotted)	1	1 lb.
	62.75 lb.	Rope, Hempen (45 feet)	1	9 lb.	Copper Scroll Tube	1	
	ENCUMBERED	Clothes, Fine	1	6 lb.	ATTUNED MAGIC ITEMS	QTY	WEIGHT
	120 lb.	Signal Whistle	1		Pearl of Power	1	
	PUSH/DRAG/LIFT	Potion of Healing	1	0.5 lb.	Wand of the War Mage, +1	1	
	240 lb.	Tinderbox	1	1 lb.			
			EQU	IPMENT			



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	ADDITIONAL PROPERTY OF A PROPE
	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					
		ADDITION	NAL EQUIPMEN	ІТ		



around me. 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

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

Backstory: I was a young Svrifneblin 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

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

Cantrips: Fire Bolt I Mage Hand I Mold Earth

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

-- @Lvl2 ----

1st: Find Familiar I Magic Missile

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

1st: Comprehend Languages

-- @Lvl3 ----

2nd: Dragon BreathlRope 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:

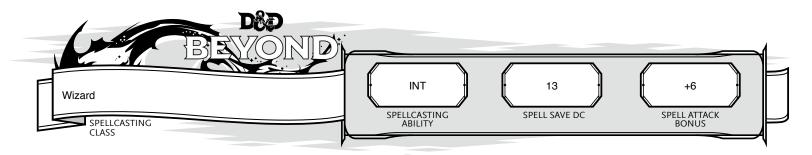
Comprehend Languages

Detect Magic

Shield

Tenser's Floating Disk

ADDITIONAL NOTES



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PR	EP SPELL NAME === CANTRIPS ===	SOURCE (At Will)	SAVE/ATK	TIME	RANGE	COMP	DURATION	PAGE REF	NOTES
		Wizard	+6	1A	120 ft.	V,S	Instantaneous	PHB 242	V/S
		Wizard		1A	30 ft.	V,S	1 minute	PHB 256	D: 1m, V/S
	Mold Earth	Wizard		1A	30 ft./5 ft. Cube	S	Instantaneous	EE 162	5 ft. Cube, S
	=== 1st LEVEL ===	4 Slots OOOO							
0	Mage Armor	Wizard		1A	Touch	V,S,M	8 hours	PHB 256	D: 8h, V/S/M
0	Tenser's Floating Disk [R]	Wizard		1A + 10m	30 ft.	V,S,M	1 hour	PHB 282	D: 1h, V/S/M
0	Feather Fall	Wizard		1R	60 ft.	V,M	1 minute	PHB 239	D: 1m, V/M
0) Shield	Wizard		1R	Self	V,S	1 round	PHB 275	D: 1Rnd, V/S
c	Detect Magic [R] <c></c>	Wizard		1A + 10m	Self/30 ft. Sphere	V,S	Concentration, up to 10 minutes	PHB 231	D: 10m, 30 ft. Sphere, V/S
c) Sleep	Wizard		1A	90 ft./20 ft. Sphere	V,S,M	1 minute	PHB 276	D: 1m, 20 ft. Sphere, V/S/M
c	Magic Missile	Wizard		1A	120 ft.	V,S	Instantaneous	PHB 257	V/S
0	Find Familiar [R]	Wizard		1h + 10m	10 ft.	V,S,M	Instantaneous	PHB 240	V/S/M
c	Comprehend Languages [R]	Wizard		1A + 10m	Self	V,S,M	1 hour	PHB 224	D: 1h, V/S/M
c	Disguise Self	Svirfneblin Magic		1A	Self	V,S	1 hour	PHB 233	1/LR, D: 1h, V/S
	=== 2nd LEVEL ===	2 Slots OO							
		Wizard	DEX 13	1BA	Touch/15 ft. Cone	VSM	Concentration, up to 1 minute	XGtF 154	D: 1m, 15 ft. Cone, V/S/M
	•	Wizard		1A	Touch		1 hour	PHB 272	D: 1h, V/S/M
		Svirfneblin Magic	CON 13		30 ft.	٧	1 minute	PHB 219	1/LR, D: 1m, V
		Svirfneblin Magic	-	1A	Self	V	Concentration, up to 1 minute		1/LR, D: 1m, V
	=== 3rd LEVEL ===								
1 c) Nondetection	Svirfneblin Magic		1A	Touch	V.S.M	8 hours	PHB 263	D: 8h, V/S/M