House Camith

D&D ADVENTURERS LEAGUE

Wizard 5	Noble		
CLASS & LEVEL	BACKGROUND	PLAYER NAME	FACTION
Human	LG		
RACE	ALIGNMENT	EXPERIENCE POINTS	DCI NUMBER

Mara Stormwind
CHARACTER NAME

STRENGTH	-1	9
DEXTERITY	+2 (+1 Human)	15
CONSTITUTION	+1 (+1)	12
INTELLIGENCE	+4 (+2 Human)	18
WISDOM	±0	11
CHARISMA	+3 (+1)	16

INSPIRATION

+3 PROFICIENCY BONUS

SAVING THROWS

- -1 Strength
- +2 Dexterity
- +1 Constitution
- ● +7 Intelligence
- ● 3 Wisdom
- +3 Charisma

SKILLS

- +2 Acrobatics (Dex)
- 0 Animal Handling (Wis)
- ● +7 Arcana (Int)
- -1 Athletics (Str)
- +3 Deception (Cha)
- ● +7 History (Int)
- 0 Insight (Wis)
- +3 Intimidation (Cha)
- ● +7 Investigation (Int)
- 0 Medicine (Wis)
- +4 Nature (Int)
- 0 Perception (Wis)
- 0 Performance (Cha)
- ● +6 Persuasion (Cha)
- +4 Religion (Int)
- +2 Sleight of Hand (Dex)
- +2 Stealth (Dex)
- 0 Survival (Wis)

10 ARMOR CLASS

+2 INITIATIVE

30 ft SPEED

Hit Point Maximum 42

37
CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 3/1
d6
HIT DICE

SUCCESSES ○○○
FAILURES ○○○
DEATH SAVES

My eloquent flattery makes everyone I talk to feel like the most wonderful and important person in the world.
PERSONALITY TRAITS

Noble Obligation. It is my duty to protect and care for the people beneath me.
IDEALS

Nothing is more important than the other members of my family.
BONDS

I have an insatiable desire for carnal pleasures.
FLAWS

NAME	ATK BONUS	DAMAGE/TYPE
DAGGER	+4	1d4 piercing

ATTACKS & SPELLCASTING

← means average long rest

Spellcasting

Arcane Recovery

Position of privilege (people think highly of me)

Artisan's Intuition (add 1d4 to ability checks made when using artisan tools)

Mage craft (create temporary magic item out of common materials that can do cantrips)

Spellsmith (Spend one minute to give armor +1 AC or weapon +1 hit. Lasts 1 hour)

Enchantment Savant (half gold/time to copy) 65+2

Hypnotic Gaze (Wisdom save; incapacitate target)

Inspiring Leader (spend 10 minutes so that 6 individuals gain 3+5 (Cha mod) temp HP)

Instinctive Charm (w/in 30 ft, Wisdom save to divert attack)

FEATURES & TRAITS

10 PASSIVE WISDOM (PERCEPTION)

Proficiencies: Daggers, darts, slings, quarterstaffs, light crossbow, playing cards, weavers' tools

Languages: Common, Dwarvish, Primordial,

OTHER PROFICIENCIES & LANGUAGES

CP 94	Fine clothes, signet ring, scroll of pedigree, dagger, scholar pack, spellbook, crystal studded gloves (focus), weaver's tools
SP 33	
EP	
GP 1,017	Small miniature glass pumpkin, 5 sq ft white cotton, 5 sq ft blue silk, 5 sq ft green silk
PP	Key, 8 Beans, Wool Tunic, magic egg

Scroll of Hunger of Hadar
Scroll of Jump
copious amounts of alcohol
EQUIPMENT

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Illuskan Human

D&D ADVENTURERS LEAGUE

Mara Stormwind

CHARACTER NAME

19	5'0"	95 lbs
AGE	HEIGHT	WEIGHT
Green	Pale	Auburn
EYES	SKIN	HAIR

Neverwinter

Use the country Nam

CHARACTER APPEARANCE

Faction Rank

FACTION

ALLIES & ORGANIZATIONS

ADDITIONAL FEATURES & TRAITS

TOTAL NON-CONSUMABLE MAGIC ITEMS

CHARACTER BACKSTORY

TREASURE

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Spell Save DC: 15

Spell Atk: +7

CHARACTER NAME

AGE	HEIGHT	WEIGHT
EYES	SKIN	HAIR

0 CANTRIPS

- Mending
- Message
- Shocking Grasp (1d8) Touch
- Ray of Frost (1d8) 60ft
- Dancing Lights
- Mage Hand

SPELL LEVEL | SLOTS TOTAL | SLOTS EXPENDED

1 — 4

SPELLS KNOWN

- Wis Save — Charm Person (30 ft)
- Disguise Self
- ● Sleep (5d8 sleep) 90ft, 10ft cube
- 30ft → ● Witch Bolt (1d12, each turn)
- Dex Save ● Burning Hands (15ft ft cone) 3d6
- ● Alarm (70ft cube)
- ● Mage Armor (13+DEX)
- Find Familiar
- (Intellect) Distort Value (double or half cube of 15ft object)
- Jump

2 — 3

- ● Invisibility (Touch) 1 hour
- Wis Save ● Crown of Madness (120ft)
- Misty Step (Move 30ft) Bonus action
- Acid Arrow (90ft) 4d4, then 2d4
- Gift of Gab

3 — 2

- Fireball (8d6) 150ft, 20ft sphere
- Galder's Tower (10ft tall room, 100 sq ft)
- Hunger of Hadar (20ft radius) 2d6 cold if start 2d6 acid if end
- Fly
- Fast Friends

4

- Confusion
- Fabricate
- Polymorph
- Conjure minor element or lower level spell

5

- Arcane Hand
- Major elemental
- Dominate Person
- Creation

CHARACTER APPEARANCE

10	=	4	+	6	+	0
PRPARED SPELLS		MODIFIER		LEVEL		BONUS

ASSOCIATIONS & BACKSTORY

Doppelganger
Stone Giant
Lelouch
Merlin
Beholder
Displacer Beasts
Ghost of Drax
Eye of Cthulu
Toad wizard
Bone Devil
Worm
Pirahna Plant
Umber Hulk
Marid (Mountain Dew flavored)
Young Bronze Dragon