D&D BEYOND

Gimble Wedgesweeper

CHARACTER NAME

CLASS & LEVEL	PLAYER NAME
Wizard 16 [School of Illusion]	

RACE	BACKGROUND	EXPERIENCE POINTS
Forest Gnome	Cloistered Scholar	

STRENGTH	+0	10
DEXTERITY	+2	14
CONSTITUTION	+3	16
INTELLIGENCE	+5	20
WISDOM	+0	10
CHARISMA	+0	10

○	+0	Strength
○	+2	Dexterity
⊙	+8	Constitution
⊙	+10	Intelligence
⊙	+5	Wisdom
○	+0	Charisma

Saving Throw Modifiers

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

SAVING THROWS

○	+2	Acrobatics	DEX
○	+0	Animal Handling	WIS
Ⓟ	+10	Arcana	INT
○	+0	Athletics	STR
○	+0	Deception	CHA
Ⓟ	+10	History	INT
○	+0	Insight	WIS
○	+0	Intimidation	CHA
Ⓟ	+10	Investigation	INT
○	+0	Medicine	WIS
○	+5	Nature	INT
○	+0	Perception	WIS
○	+0	Performance	CHA
○	+0	Persuasion	CHA
Ⓟ	+10	Religion	INT
○	+2	Sleight of Hand	DEX
○	+2	Stealth	DEX
○	+0	Survival	WIS
○			
○			
○			

SKILLS

+2
INITIATIVE

ARMOR
17
CLASS

DEFENSES

INSPIRATION

+5
PROFICIENCY BONUS

ABILITY SAVE DC

25 ft. (Walking), 50 ft. (Flying), 60 ft. (Swimming)

SPEED

Max HP	Current HP	Temp HP
114		--

HIT POINTS

Total 16d6
HIT DICE

SUCCESSES ○○○
FAILURES ○○○
DEATH SAVES

=== WEAPONS ===
Crossbow, Light, Dagger, Dart, Quarterstaff, Sling

=== LANGUAGES ===
Common, Draconic, Gnomish, Sylvan

PROFICIENCIES & LANGUAGES

=== 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

=== BONUS ACTIONS ===
Telekinetic - Shove
As a bonus action, you can try to telekinetically shove one creature you can see within 30 ft. of you. The target must succeed on a STR save (DC 18) or be moved 5 ft. toward you or away from you. A creature can willingly fail this save.

=== REACTIONS ===
Illusory Self • 1 / Short Rest
Once per short rest, you can create an illusory duplicate of yourself. When a creature makes an attack roll against you, you can use your reaction to interpose the duplicate between the attacker and yourself. The attack automatically misses you, then the illusion dissipates.

=== 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 8, and none of the slots can be 6th level or higher.

Cantrip Formulas

ACTIONS

10	PASSIVE WISDOM (PERCEPTION)
10	PASSIVE WISDOM (INSIGHT)
20	PASSIVE INTELLIGENCE (INVESTIGATION)

Darkvision 60 ft.

SENSES

NAME	HIT	DAMAGE/TYPE	NOTES
Crossbow, Light	+7	1d8+2 Piercing	Simple, Ammunition, Loading, Range, Two-Handed, Range (80/320)
Crossbow, Light, +1	+8	1d8+3 Piercing	Simple, Ammunition, Loading, Range, Two-Handed, Range (80/320)
Dagger	+7	1d4+2 Piercing	Simple, Finesse, Light, Thrown, Range (20/60)
Fire Bolt	+12	3d10 Fire	V/S
Unarmed Strike	+5	1 Bludgeoning	

WEAPON ATTACKS & CANTRIPS

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D&D BEYOND

Gimble Wedgesweeper

CHARACTER NAME

Wizard 16 [School of Illusion]		
CLASS & LEVEL		PLAYER NAME
Forest Gnome	Cloistered Scholar	
RACE	BACKGROUND	EXPERIENCE POINTS

=== WIZARD FEATURES ===

* Additional Wizard Spells • TCoE 75
Your Wizard has additional spells available to them, as designated in Tasha's Cauldron of Everything.

* Hit Points • PHB 113

* Proficiencies • PHB 113

* Spellcasting • PHB 114
You can cast prepared wizard spells using INT as your spellcasting modifier (Spell DC 18, Spell Attack +10) 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 8, and none of the slots can be 6th level or higher.

| 1 / Long Rest • Special

* Arcane Tradition • PHB 115

| School of Illusion

* Illusion Savant • PHB 118
The gold and time you must spend to copy an illusion spell into your spellbook is halved.

* Improved Minor Illusion • PHB 118
You learn the minor illusion cantrip. If you already know it, you learn a different cantrip of your choice. The cantrip doesn't count against your number of cantrips known. When you cast minor illusion, you can create both a sound and an image with a single casting of the spell.

* Cantrip Formulas • TCoE 76
You have scribed a set of arcane formulas in your spellbook that you can use to formulate a cantrip in your mind. Whenever you finish a long rest and consult those formulas in your spellbook, you can replace one wizard cantrip you know with another cantrip from the wizard spell list.

| Special

* Ability Score Improvement • PHB 115

* Malleable Illusions • PHB 118
When you cast an illusion spell that has a duration of 1 minute or longer, you can use your action to change the nature of that illusion (using the spell's normal parameters for the illusion), provided that you can see the illusion.

| Special

* Illusory Self • PHB 118
Once per short rest, you can create an illusory duplicate of yourself. When a creature makes an attack roll against you, you can use your reaction to interpose the duplicate between the attacker and yourself. The attack automatically misses you, then the illusion dissipates.

| 1 / Short Rest • 1 Reaction

* Illusory Reality • PHB 118
When you cast an illusion spell of 1st level or higher, you can choose one inanimate, nonmagical object that is part of the illusion and make that object real. You can do this on your turn as a bonus action while the spell is ongoing. The object remains real for 1 minute, and it can't deal damage or directly harm anyone.

| Special

=== FOREST GNOME RACIAL TRAITS ===

* Darkvision • BR 37
You can see in darkness (shades of gray) up to 60 ft.

* Gnome Cunning • BR 37
You have advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

* Natural Illusionist • PHB 37
You know the minor illusion cantrip. INT is your spellcasting ability for it.

* Speak with Small Beasts • PHB 37
You can communicate simple ideas with Small or smaller beasts.

=== FEATS ===

* Resilient (Constitution) • PHB
Increase your CON score by 1 and you gain proficiency in CON saving throws.

* Telekinetic (Intelligence) • TCoE 81
You learn the mage hand spell and can make this mage hand invisible. You can also attempt to shove a creature with your mind.

| Telekinetic - Shove: 1 Bonus Action

FEATURES & TRAITS

CP	0
SP	0
EP	0
GP	0
PP	0

WEIGHT CARRIED	80 lb.
ENCUMBERED	150 lb.
PUSH/DRAG/LIFT	300 lb.

NAME	QTY	WEIGHT
Crossbow, Light, +1	1	5 lb.
Dagger	1	1 lb.
Crossbow, Light	1	5 lb.
Broom of Flying	1	3 lb.
Cloak of the Manta Ray	1	--
Potion of Healing (Greater)	1	0.5 lb.
Arcane Grimoire, +2	1	--
Barrier Tattoo (Rare)	1	--
Crossbow Bolts	20	1.5 lb.
Backpack	1	5 lb.
Bedroll	1	7 lb.
Case, Crossbow Bolt	1	1 lb.
Clothes, Common	1	3 lb.
Flask or Tankard	1	1 lb.
Mess Kit	1	1 lb.

NAME	QTY	WEIGHT
Pouch	1	1 lb.
Rations (1 day)	10	20 lb.
Rope, Hempen (50 feet)	1	10 lb.
Soap	1	--
Spellbook	1	3 lb.
Tinderbox	1	1 lb.
Torch	5	5 lb.
Waterskin	1	5 lb.
Whetstone	1	1 lb.
Charcoal, Incense, and Herbs (10 gp)	3	--
Jade Dust (25 gp)	1	--

ATTUNED MAGIC ITEMS	QTY	WEIGHT
Arcane Grimoire, +2	1	--
Barrier Tattoo (Rare)	1	--

EQUIPMENT

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Gimble Wedgesweeper

CHARACTER NAME

Wizard 16 [School of Illusion]		
CLASS & LEVEL		PLAYER NAME
Forest Gnome	Cloistered Scholar	
RACE	BACKGROUND	EXPERIENCE POINTS

ADDITIONAL FEATURES & TRAITS

NAME	QTY	WEIGHT	NAME	QTY	WEIGHT
Mushroom Powder, Saffron, and Fat Ointment (25 gp)	1	--			
Powdered Ruby (1,500 gp)	1	--			
Ruby Dust (1,500 gp)	1	--			

ADDITIONAL EQUIPMENT

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D&D BEYOND

Gimble Wedgesweeper

CHARACTER NAME

Male	153	Small	3' 3"	39
GENDER	AGE	SIZE	HEIGHT	WEIGHT
Neutral Good	Baervan Wildwa	Fair	Brown	Gray
ALIGNMENT	FAITH	SKIN	EYES	HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

I'm used to helping out those who aren't as smart as I am, and I patiently explain anything and everything to others.

PERSONALITY TRAITS

Knowledge. The path to power and self-improvement is through knowledge. (Neutral)

IDEALS

I've been searching my whole life for the answer to a certain question.

BONDS

I am easily distracted by the promise of information.

FLAWS

CHARACTER BACKSTORY

ADDITIONAL NOTES

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D&D BEYOND

Wizard	INT	20	+12
SPELLCASTING CLASS	SPELLCASTING ABILITY	SPELL SAVE DC	SPELL ATTACK BONUS

PREP	SPELL NAME	SOURCE	SAVE/ATK	TIME	RANGE	COMP	DURATION	PAGE REF	NOTES
	=== CANTRIPS ===	(At Will)							
O	Fire Bolt	Wizard	+12	1A	120 ft.	V,S	Instantaneous	PHB 242	V/S
O	Mind Sliver	Wizard	INT 20	1A	60 ft.	V	Instantaneous	TCoE 108	V
O	Prestidigitation	Wizard	--	1A	10 ft.	V,S	1 hour	PHB 267	D: 1h, V/S
O	Shape Water	Wizard	--	1A	30 ft./5 ft. Cube	S	Instantaneous	EE 164	5 ft. Cube, S
O	Mage Hand	Wizard	--	1A	30 ft.	V,S	1 minute	PHB 256	D: 1m, V/S
P	Mage Hand	Telekinetic (Intelligence) (Always Prepared)	--	1A	30 ft.	V,S	1 minute	PHB 256	D: 1m, V/S
O	Minor Illusion	Natural Illusionist	--	1A	30 ft./5 ft. Cube	S,M	1 minute	PHB 260	D: 1m, 5 ft. Cube, S/M
O	Minor Illusion	Improved Minor Illusion	--	1A	30 ft./5 ft. Cube	S,M	1 minute	PHB 260	D: 1m, 5 ft. Cube, S/M
	=== 1st LEVEL ===	4 Slots OOOO							
O	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
O	Find Familiar [R]	Wizard	--	1h + 10m	10 ft.	V,S,M	Instantaneous	PHB 240	V/S/M
O	Mage Armor	Wizard	--	1A	Touch	V,S,M	8 hours	PHB 256	D: 8h, V/S/M
O	Magic Missile	Wizard	--	1A	120 ft.	V,S	Instantaneous	PHB 257	V/S
O	Shield	Wizard	--	1R	Self	V,S	1 round	PHB 275	D: 1Rnd, V/S
O	Silent Image <C>	Wizard	--	1A	60 ft./15 ft. Cube	V,S,M	Concentration, up to 10 minutes	PHB 276	D: 10m, 15 ft. Cube, V/S/M
O	Comprehend Languages [R]	Wizard	--	1A + 10m	Self	V,S,M	1 hour	PHB 224	D: 1h, V/S/M
O	Feather Fall	Wizard	--	1R	60 ft.	V,M	1 minute	PHB 239	D: 1m, V/M
	=== 2nd LEVEL ===	3 Slots OOO							
O	Misty Step	Wizard	--	1BA	Self	V	Instantaneous	PHB 260	V
O	Invisibility <C>	Wizard	--	1A	Touch	V,S,M	Concentration, up to 1 hour	PHB 254	D: 1h, V/S/M
O	Mirror Image	Wizard	--	1A	Self	V,S	1 minute	PHB 260	D: 1m, V/S
O	Phantasmal Force <C>	Wizard	INT 20	1A	60 ft./10 ft. Cube	V,S,M	Concentration, up to 1 minute	PHB 264	D: 1m, 10 ft. Cube, V/S/M
	=== 3rd LEVEL ===	3 Slots OOO							
O	Counterspell	Wizard	--	1R	60 ft.	S	Instantaneous	PHB 228	Special: (See Description)*, S
O	Hypnotic Pattern <C>	Wizard	WIS 20	1A	120 ft./30 ft. Cube	S,M	Concentration, up to 1 minute	PHB 252	D: 1m, 30 ft. Cube, S/M
O	Leomund's Tiny Hut [R]	Wizard	--	11m	Self/10 ft. Sphere	V,S,M	8 hours	PHB 255	D: 8h, 10 ft. Sphere, V/S/M
O	Major Image <C>	Wizard	--	1A	120 ft./20 ft. Cube	V,S,M	Concentration, up to 10 minutes	PHB 258	D: 10m, 20 ft. Cube, V/S/M
	=== 4th LEVEL ===	3 Slots OOO							
O	Phantasmal Killer <C>	Wizard	WIS 20	1A	120 ft.	V,S	Concentration, up to 1 minute	PHB 265	D: 1m, V/S
O	Wall of Fire <C>	Wizard	DEX 20	1A	120 ft.	V,S,M	Concentration, up to 1 minute	PHB 285	D: 1m, V/S/M
O	Greater Invisibility <C>	Wizard	--	1A	Touch	V,S	Concentration, up to 1 minute	PHB 246	D: 1m, V/S
O	Otiluke's Resilient Sphere <C>	Wizard	DEX 20	1A	30 ft.	V,S,M	Concentration, up to 1 minute	PHB 264	D: 1m, V/S/M
	=== 5th LEVEL ===	2 Slots OO							
O	Animate Objects <C>	Wizard	--	1A	120 ft.	V,S	Concentration, up to 1 minute	PHB 213	D: 1m, V/S
O	Wall of Force <C>	Wizard	--	1A	120 ft.	V,S,M	Concentration, up to 10 minutes	PHB 285	D: 10m, V/S/M
O	Creation	Wizard	--	1m	30 ft./5 ft. Cube	V,S,M	Special	PHB 229	D: Special, 5 ft. Cube, V/S/M
O	Hold Monster <C>	Wizard	WIS 20	1A	90 ft.	V,S,M	Concentration, up to 1 minute	PHB 251	D: 1m, V/S/M
	=== 6th LEVEL ===	1 Slots O							
O	Mental Prison <C>	Wizard	INT 20	1A	60 ft.	S	Concentration, up to 1 minute	XGtE 161	D: 1m, S
O	True Seeing	Wizard	--	1A	Touch	V,S,M	1 hour	PHB 284	D: 1h, V/S/M
O	Disintegrate	Wizard	DEX 20	1A	60 ft.	V,S,M	Instantaneous	PHB 233	V/S/M
O	Programmed Illusion	Wizard	--	1A	120 ft./30 ft. Cube	V,S,M	Until dispelled	PHB 269	D: Until Dispelled, 30 ft. Cube, V/S/M

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Wizard

SPELLCASTING CLASS

INT	20	+12
SPELLCASTING ABILITY	SPELL SAVE DC	SPELL ATTACK BONUS

PREP	SPELL NAME	SOURCE	SAVE/ATK	TIME	RANGE	COMP	DURATION	PAGE REF	NOTES
	=== 7th LEVEL ===	1 Slots O							
O	Forcecage	Wizard	CHA 20	1A	100 ft.	V,S,M	1 hour	PHB 243	D: 1h, V/S/M
O	Mirage Arcane	Wizard	--	10m	Sight/1 mile Square	V,S	10 days	PHB 260	D: 10d, 1 mile Square, V/S
O	Simulacrum	Wizard	--	12h	Touch	V,S,M	Until dispelled	PHB 276	D: Until Dispelled, V/S/M
O	Teleport	Wizard	--	1A	10 ft.	V	Instantaneous	PHB 281	V
	=== 8th LEVEL ===	1 Slots O							
O	Dominate Monster <C>	Wizard	WIS 20	1A	60 ft.	V,S	Concentration, up to 1 hour	PHB 235	Ext. D: (See Description)*, D: 1h, V/S
O	Illusory Dragon <C>	Wizard	WIS 20	1A	120 ft.	S	Concentration, up to 1 minute	XGtE 157	D: 1m, S
O	Clone	Wizard	--	1h	Touch	V,S,M	Instantaneous	PHB 222	V/S/M
O	Maze <C>	Wizard	--	1A	60 ft.	V,S	Concentration, up to 10 minutes	PHB 258	D: 10m, V/S

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