D&D BEYOND

Lyndon Braveheart	Wizard 2 [School of Enchantment]
CHARACTER NAME	CLASS & LEVEL
	PLAYER NAME
	Variant Human
	RACE
	Sage - Baldur's Gate
	BACKGROUND
	EXPERIENCE POINTS

STRENGTH	-1	8
DEXTERITY	+2	14
CONSTITUTION	+3	16
INTELLIGENCE	+3	16
WISDOM	+0	10
CHARISMA	+0	10

○	-1	Strength
○	+2	Dexterity
⊙	+5	Constitution
⊙	+5	Intelligence
⊙	+2	Wisdom
○	+0	Charisma

Saving Throw Modifiers

SAVING THROWS

○	+2	Acrobatics	DEX
○	+0	Animal Handling	WIS
Ⓟ	+5	Arcana	INT
○	-1	Athletics	STR
○	+0	Deception	CHA
Ⓟ	+5	History	INT
○	+0	Insight	WIS
○	+0	Intimidation	CHA
Ⓟ	+5	Investigation	INT
○	+0	Medicine	WIS
○	+3	Nature	INT
Ⓟ	+2	Perception	WIS
○	+0	Performance	CHA
○	+0	Persuasion	CHA
Ⓟ	+5	Religion	INT
○	+2	Sleight of Hand	DEX
○	+2	Stealth	DEX
○	+0	Survival	WIS
○	___	_____	
○	___	_____	
○	___	_____	

SKILLS

+2
INITIATIVE

ARMOR
12
CLASS

DEFENSES

INSPIRATION

+2
PROFICIENCY BONUS

ABILITY SAVE DC

30 ft. (Walking)
SPEED

Max HP	Current HP	Temp HP
16		--

HIT POINTS

Total 2d6
HIT DICE

SUCCESSES ○○○
FAILURES ○○○
DEATH SAVES

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

=== LANGUAGES ===
Common, Draconic, Elvish, 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

Hypnotic Gaze • 1 / Other
As an action, choose one creature that you can see (and can see or hear you) within 5 ft. that must succeed on a WIS saving throw (DC 13) or be charmed by you until the end of your next turn. The charmed creature's speed drops to 0, and the creature is incapacitated and visibly dazed. You can use your action to maintain this effect on subsequent turns.

=== 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 1, and none of the slots can be 6th level or higher.

ACTIONS

12	PASSIVE WISDOM (PERCEPTION)
10	PASSIVE WISDOM (INSIGHT)
15	PASSIVE INTELLIGENCE (INVESTIGATION)

SENSES

NAME	HIT	DAMAGE/TYPE	NOTES
Crossbow, Light	+4	1d8+2 Piercing	Simple, Ammunition, Loading, Range, Two-Handed, Range (80/320)
Dagger	+4	1d4+2 Piercing	Simple, Finesse, Light, Thrown, Range (20/60)
Fire Bolt	+5	1d10 Fire	V/S
Unarmed Strike	+1	0 Bludgeoning	

WEAPON ATTACKS & CANTRIPS

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Lyndon Braveheart	Wizard 2 [School of Enchantment]	

RACE	BACKGROUND	EXPERIENCE POINTS
Variant Human	Sage - Baldur's Gate	

=== 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 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 1, and none of the slots can be 6th level or higher.

| 1 / Long Rest • Special

* Arcane Tradition • PHB 115

| School of Enchantment

* Enchantment Savant • PHB 117
The gold and time you must spend to copy an enchantment spell into your spellbook is halved.

* Hypnotic Gaze • PHB 117
As an action, choose one creature that you can see (and can see or hear you) within 5 ft. that must succeed on a WIS saving throw (DC 13) or be charmed by you until the end of your next turn. The charmed creature's speed drops to 0, and the creature is incapacitated and visibly dazed. You can use your action to maintain this effect on subsequent turns.

| 1 / Other • 1 Action

=== VARIANT HUMAN RACIAL TRAITS ===

* Languages • BR 31
You can speak, read, and write Common and one extra language.

* Ability Score Increase • BR 31
Two different ability scores of your choice increase by 1.

* Skills • BR 31
You gain proficiency in one skill of your choice.

* Feat • BR 31
You gain one feat of your choice.

=== FEATS ===

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

FEATURES & TRAITS

CP	0
SP	0
EP	0
GP	0
PP	0

WEIGHT CARRIED	73 lb.
ENCUMBERED	120 lb.
PUSH/DRAG/LIFT	240 lb.

NAME	QTY	WEIGHT
Dagger	1	1 lb.
Crossbow, Light	1	5 lb.
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.
Potion of Healing	1	0.5 lb.
Pouch	1	1 lb.
Rations (1 day)	10	20 lb.
Rope, Hempen (50 feet)	1	10 lb.
Soap	1	--
Spellbook	1	3 lb.

NAME	QTY	WEIGHT
Tinderbox	1	1 lb.
Torch	5	5 lb.
Waterskin	1	5 lb.
Whetstone	1	1 lb.
Wand	1	1 lb.
Charcoal, Incense, and Herbs (10 gp)	1	--

ATTUNED MAGIC ITEMS	QTY	WEIGHT

EQUIPMENT

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D&D BEYOND

Lyndon Braveheart

CHARACTER NAME

Male	30	Medium	5' 1"	135
GENDER	AGE	SIZE	HEIGHT	WEIGHT
Neutral Good	Mystra	Tan	Blue	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

Self-Improvement. The goal of a life of study is the betterment of oneself. (Any)

IDEALS

My life's work is a series of tomes related to a specific field of lore.

BONDS

I can't keep a secret to save my life, or anyone else's.

FLAWS

CHARACTER BACKSTORY

ADDITIONAL NOTES

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Wizard

SPELLCASTING CLASS

INT	13	+5
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	Prestidigitation	Wizard	--	1A	10 ft.	V,S	1 hour	PHB 267	D: 1h, V/S
O	Fire Bolt	Wizard	+5	1A	120 ft.	V,S	Instantaneous	PHB 242	V/S
O	Mind Sliver	Wizard	INT 13	1A	60 ft.	V	Instantaneous	TCoE 108	V
	=== 1st LEVEL ===	3 Slots OOO							
O	Find Familiar [R]	Wizard	--	1h + 10m	10 ft.	V,S,M	Instantaneous	PHB 240	V/S/M
O	Sleep	Wizard	--	1A	90 ft./20 ft. Sphere	V,S,M	1 minute	PHB 276	D: 1m, 20 ft. Sphere, V/S/M
O	Shield	Wizard	--	1R	Self	V,S	1 round	PHB 275	D: 1Rnd, V/S
O	Mage Armor	Wizard	--	1A	Touch	V,S,M	8 hours	PHB 256	D: 8h, V/S/M
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	Magic Missile	Wizard	--	1A	120 ft.	V,S	Instantaneous	PHB 257	V/S
O	Alarm [R]	Wizard	--	11m	30 ft.	V,S,M	8 hours	PHB 211	D: 8h, V/S/M
O	Tasha's Hideous Laughter <C>	Wizard	WIS 13	1A	30 ft.	V,S,M	Concentration, up to 1 minute	PHB 280	D: 1m, V/S/M

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