D&D BEYOND

Jespatys Neldastar

CHARACTER NAME

Wizard 9 [Graviturgy Magic]	
CLASS & LEVEL	PLAYER NAME
Draconblood Dragonborn	Acolyte (Luxonborn)
RACE	BACKGROUND / EXPERIENCE POINTS

STRENGTH	-1 (9)
DEXTERITY	+2 (14)
CONSTITUTION	+3 (16)
INTELLIGENCE	+4 (18)
WISDOM	+0 (10)
CHARISMA	+0 (10)

○	-1	Strength
○	+2	Dexterity
⊙	+7	Constitution
⊙	+8	Intelligence
⊙	+4	Wisdom
○	+0	Charisma

Saving Throw Modifiers

SAVING THROWS

○	+2	Acrobatics	DEX
○	+0	Animal Handling	WIS
Ⓟ	+8	Arcana	INT
○	-1	Athletics	STR
○	+0	Deception	CHA
Ⓟ	+8	History	INT
Ⓟ	+4	Insight	WIS
○	+0	Intimidation	CHA
○	+4	Investigation	INT
○	+0	Medicine	WIS
○	+4	Nature	INT
○	+0	Perception	WIS
○	+0	Performance	CHA
○	+0	Persuasion	CHA
Ⓟ	+8	Religion	INT
○	+2	Sleight of Hand	DEX
○	+2	Stealth	DEX
○	+0	Survival	WIS
○	___	_____	
○	___	_____	
○	___	_____	

SKILLS

INITIATIVE: +2

ARMOR CLASS: 14

DEFENSES

INSPIRATION

PROFICIENCY BONUS: +4

ABILITY SAVE DC

SPEED: 30 ft. (Walking)

Max HP	Current HP	Temp HP
65		--

HIT POINTS

Total 9d6

HIT DICE

SUCCESSES ○○○

FAILURES ○○○

DEATH SAVES

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

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

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

Breath Weapon (Black) • 1 / Short Rest
As an action once per short rest, exhale in a 5 by 30 ft. line (DEX DC 15, half damage on success) for 2d6 Acid Damage [6th] 3d6, [11th] 4d6, [16th] 5d6

=== 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 5, and none of the slots can be 6th level or higher.

Cantrip Formulas
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.

Gravity Well
Whenever you cast a spell on a creature, you can move the target 5 ft. to an unoccupied space of your choice if the target is willing to move, the spell hits it with an attack, or it fails a saving throw against the

ACTIONS

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

Darkvision 60 ft.

SENSES

NAME	HIT	DAMAGE/TYPE	NOTES
Crossbow, Light	+6	1d8+2 Piercing	Simple, Ammunition, Loading, Range, Two-Handed, Range (80/320)
Dagger, +1	+7	1d4+3 Piercing	Simple, Finesse, Light, Thrown, Range (20/60)
Fire Bolt	+9	2d10 Fire	V/S
Unarmed Strike	+3	0 Bludgeoning	

WEAPON ATTACKS & CANTRIPS

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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 16, Spell Attack +8) 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 5, and none of the slots can be 6th level or higher.

| 1 / Long Rest • Special

* Arcane Tradition • PHB 115

| Graviturgy Magic

* Adjust Density • EGtW 185
As an action, you can magically alter the weight of one object or creature you can see within 30 feet of you. The object or creature must be Large or smaller. The target's weight is halved or doubled for up to 1 minute or until your concentration ends (as if you were concentrating on a spell). [10th] You can target an object or a creature that is Huge or smaller.

- While halved, the creature's speed increases by 10 ft., it can jump twice as far as normal, and it has disadvantage on Strength checks and Strength saving throws.
- While doubled, the creature's speed is reduced by 10 ft., and it has advantage on Strength checks and Strength saving throws.

| 1 Action

* 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

* Gravity Well • EGtW 185
Whenever you cast a spell on a creature, you can move the target 5 ft. to an unoccupied space of your choice if the target is willing to move, the spell hits it with an attack, or it fails a saving throw against the spell.

| Special

=== DRACONBLOOD DRAGONBORN RACIAL TRAITS ===

* Draconic Ancestry • BR 34
You gain a breath weapon and damage resistance with your chosen dragon type.

| Black Dragon • BR 34
Acid

* Breath Weapon • BR 34
Once per short rest as an action, exhale destructive energy based on your Draconic Ancestry. Each creature in the area must make a DC 15 saving throw (type determined by your ancestry), taking 2d6 ([6th] 3d6, [11th] 4d6, [16th] 5d6) on a failed save, and half damage on a successful one.

| Black Dragon • BR 34
As an action once per short rest, exhale in a 5 by 30 ft. line (DEX DC 15, half damage on success) for 2d6 Acid Damage [6th] 3d6, [11th] 4d6, [16th] 5d6

| Breath Weapon (Black): 1 / Short Rest • 1 Action

* Darkvision • EGtW 164
You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

* Forceful Presence • EGtW 168
When you make a Charisma (Intimidation or Persuasion) check, you can do so with advantage. Once you use this trait, you can't do so again until you finish a short or long rest.

| 1 / Short Rest • No Action

=== 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	5
PP	0

WEIGHT CARRIED	64.1 lb.
ENCUMBERED	135 lb.
PUSH/DRAG/LIFT	270 lb.

NAME	QTY	WEIGHT
Dagger, +1	1	1 lb.
Crossbow, Light	1	5 lb.
Arcane Grimoire, +1	1	--
Barrier Tattoo (Uncommon)	1	--
Crossbow Bolts	40	3 lb.
Backpack	1	5 lb.
Ball Bearings (bag of 1,000)	1,000	2 lb.
Case, Crossbow Bolt	1	1 lb.
Case, Crossbow Bolt	1	1 lb.
Clothes, Traveler's	1	4 lb.
Lantern, Bullseye	1	2 lb.
Mess Kit	1	1 lb.
Oil (flask)	6	6 lb.
Rations (1 day)	10	20 lb.
Spellbook	1	3 lb.

NAME	QTY	WEIGHT
Waterskin	1	5 lb.
Rope, Silk (50 feet)	1	5 lb.
Diamond (50 gp)	1	--
Charcoal, Incense, and Herbs (10 gp)	3	--
Gold Dust (25 gp)	1	--

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

EQUIPMENT

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Jespatys Neldastar

CHARACTER NAME

Female	25	Medium	6' 9"	280
GENDER	AGE	SIZE	HEIGHT	WEIGHT
Lawful Good	The Luxon	Black Scales	Orange	None
ALIGNMENT	FAITH	SKIN	EYES	HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

I see omens in every event and action. The gods try to speak to us, we just need to listen.
I've enjoyed fine food, drink, and

PERSONALITY TRAITS

Tradition. The ancient traditions of worship and sacrifice must be preserved and upheld. (Lawful)

IDEALS

I will do anything to protect the temple where I served.

BONDS

My piety sometimes leads me to blindly trust those that profess faith in my god.

FLAWS

CHARACTER BACKSTORY

ADDITIONAL NOTES

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Wizard

SPELLCASTING CLASS

INT	17	+9
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	+9	1A	120 ft.	V,S	Instantaneous	PHB 242	V/S
O	Minor Illusion	Wizard	--	1A	30 ft./5 ft. Cube	S,M	1 minute	PHB 260	D: 1m, 5 ft. Cube, S/M
O	Sapping Sting	Wizard	CON 17	1A	30 ft.	V,S	Instantaneous	EGtW 189	V/S
	=== 1st LEVEL ===	4 Slots OOOO							
O	Find Familiar [R]	Wizard	--	1h + 10m	10 ft.	V,S,M	Instantaneous	PHB 240	V/S/M
O	Shield	Wizard	--	1R	Self	V,S	1 round	PHB 275	D: 1Rnd, V/S
O	Magic Missile	Wizard	--	1A	120 ft.	V,S	Instantaneous	PHB 257	V/S
O	Mage Armor	Wizard	--	1A	Touch	V,S,M	8 hours	PHB 256	D: 8h, V/S/M
O	Chromatic Orb	Wizard	+9	1A	90 ft.	V,S,M	Instantaneous	PHB 221	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	Alarm [R]	Wizard	--	11m	30 ft.	V,S,M	8 hours	PHB 211	D: 8h, V/S/M
O	Magnify Gravity	Wizard	CON 17	1A	60 ft./10 ft. Sphere	V,S	1 round	EGtW 188	D: 1Rnd, 10 ft. Sphere, V/S
	=== 2nd LEVEL ===	3 Slots OOO							
O	Blur <C>	Wizard	--	1A	Self	V	Concentration, up to 1 minute	PHB 219	D: 1m, V
O	Fortune's Favor	Wizard	--	1m	60 ft.	V,S,M	1 hour	EGtW 186	Creatures: *, D: 1h, V/S/M
O	Immovable Object	Wizard	--	1A	Touch	V,S,M	1 hour	EGtW 187	D: 1h, V/S/M
O	Misty Step	Wizard	--	1BA	Self	V	Instantaneous	PHB 260	V
	=== 3rd LEVEL ===	3 Slots OOO							
O	Counterspell	Wizard	--	1R	60 ft.	S	Instantaneous	PHB 228	Special: (See Description)*, S
O	Haste <C>	Wizard	--	1A	30 ft.	V,S,M	Concentration, up to 1 minute	PHB 250	D: 1m, V/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	Pulse Wave	Wizard	CON 17	1A	Self/30 ft. Cone	V,S	Instantaneous	EGtW 188	30 ft. Cone, V/S
	=== 4th LEVEL ===	3 Slots OOO							
O	Arcane Eye <C>	Wizard	--	1A	30 ft.	V,S,M	Concentration, up to 1 hour	PHB 214	D: 1h, V/S/M
O	Greater Invisibility <C>	Wizard	--	1A	Touch	V,S	Concentration, up to 1 minute	PHB 246	D: 1m, V/S
O	Gravity Sinkhole	Wizard	CON 17	1A	120 ft./20 ft. Sphere	V,S,M	Instantaneous	EGtW 187	20 ft. Sphere, V/S/M
O	Otiluke's Resilient Sphere <C>	Wizard	DEX 17	1A	30 ft.	V,S,M	Concentration, up to 1 minute	PHB 264	D: 1m, V/S/M
	=== 5th LEVEL ===	1 Slots O							
O	Animate Objects <C>	Wizard	--	1A	120 ft.	V,S	Concentration, up to 1 minute	PHB 213	D: 1m, V/S
O	Teleportation Circle	Wizard	--	1m	10 ft.	V,M	1 round	PHB 282	D: 1Rnd, V/M

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