D&D BEYOND

Gimble Wedgesweeper

CHARACTER NAME

CLASS & LEVEL	PLAYER NAME
Wizard 4 [School of Illusion]	

RACE	BACKGROUND	EXPERIENCE POINTS
Forest Gnome	Cloistered Scholar	

STRENGTH	+0	10
DEXTERITY	+2	14
CONSTITUTION	+2	15
INTELLIGENCE	+4	18
WISDOM	+0	10
CHARISMA	+0	10

○	+0	Strength
○	+2	Dexterity
○	+2	Constitution
⊙	+6	Intelligence
⊙	+2	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
Ⓟ	+6	Arcana	INT
○	+0	Athletics	STR
○	+0	Deception	CHA
Ⓟ	+6	History	INT
○	+0	Insight	WIS
○	+0	Intimidation	CHA
Ⓟ	+6	Investigation	INT
○	+0	Medicine	WIS
○	+4	Nature	INT
○	+0	Perception	WIS
○	+0	Performance	CHA
○	+0	Persuasion	CHA
Ⓟ	+6	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

25 ft. (Walking)
SPEED

Max HP	Current HP	Temp HP
26		--

HIT POINTS

Total 4d6
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

=== 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.

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.

ACTIONS

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

Darkvision 60 ft.

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	+6	1d10 Fire	V/S
Unarmed Strike	+2	1 Bludgeoning	

WEAPON ATTACKS & CANTRIPS

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Wizard 4 [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 14, Spell Attack +6) 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.

| 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

=== 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.

FEATURES & TRAITS

CP	0
SP	0
EP	0
GP	0
PP	0

WEIGHT CARRIED	73 lb.
ENCUMBERED	150 lb.
PUSH/DRAG/LIFT	300 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.
Wand	1	1 lb.
Waterskin	1	5 lb.
Whetstone	1	1 lb.
Charcoal, Incense, and Herbs (10 gp)	1	--

ATTUNED MAGIC ITEMS	QTY	WEIGHT

EQUIPMENT

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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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Wizard

SPELLCASTING CLASS

INT	14	+6
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	+6	1A	120 ft.	V,S	Instantaneous	PHB 242	V/S
O	Mind Sliver	Wizard	INT 14	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	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 14	1A	60 ft./10 ft. Cube	V,S,M	Concentration, up to 1 minute	PHB 264	D: 1m, 10 ft. Cube, V/S/M

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