D&D BEYOND

Tobias Steinmann
CHARACTER NAME

Wizard 11 [Chronurgy Magic]
CLASS & LEVEL

PLAYER NAME

Rock Gnome
RACE

Clan Crafter
BACKGROUND

EXPERIENCE POINTS

STRENGTH	-1 (8)
DEXTERITY	+2 (14)
CONSTITUTION	+3 (17)
INTELLIGENCE	+4 (18)
WISDOM	+0 (10)
CHARISMA	+0 (10)

○	-1	Strength
○	+2	Dexterity
⊙	+7	Constitution
⊙	+8	Intelligence
⊙	+4	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
Ⓟ	+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

+6
INITIATIVE

ARMOR
17
CLASS

DEFENSES

INSPIRATION

+4
PROFICIENCY BONUS

ABILITY SAVE DC

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

Max HP: 79
Current HP:
Temp HP: --
HIT POINTS

Total: 11d6
HIT DICE

SUCCESSES ○○○
FAILURES ○○○
DEATH SAVES

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

=== TOOLS ===
Alchemist's Supplies, Tinker's Tools

=== LANGUAGES ===
Common, Dwarvish, Gnomish

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

Momentary Stasis • 4 / Long Rest
As an action, you can magically force a Large or smaller creature you can see within 60 feet of you to make a Constitution saving throw (DC: 16). Unless the saving throw is a success, the creature is encased in a field of magical energy until the end of your next turn or until the creature takes any damage. While encased in this way, the creature is incapacitated and has a speed of 0.

You can use this feature 4 time(s). You regain all expended uses when you finish a long rest.

=== REACTIONS ===
Chronal Shift • 2 / Long Rest
As a reaction, after you or a creature you can see within 30 ft. of you makes an attack roll, an ability check, or a saving throw, you can force the creature to reroll. You make this decision after you see whether the roll succeeds or fails. The target must use the result of the second roll.

You can use this ability twice, and you regain any expended uses when you finish a long rest.

ACTIONS

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

Darkvision 60 ft.

SENSES

NAME	HIT	DAMAGE/TYPE	NOTES
Crossbow, Light, +1	+7	1d8+3 Piercing	Simple, Ammunition, Loading, Range, Two-Handed, Range (80/320)
Dragontooth Dagger	+7	1d4+3 Piercing	+1d6 Acid, Simple, Finesse, Light, Thrown, Range (20/60)
Fire Bolt	+10	3d10 Fire	V/S
Unarmed Strike	+3	0 Bludgeoning	

WEAPON ATTACKS & CANTRIPS

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RACE	BACKGROUND	EXPERIENCE POINTS
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=== 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 6, and none of the slots can be 6th level or higher.

| 1 / Long Rest • Special

* Arcane Tradition • PHB 115

| Chronurgy Magic

* Chronal Shift • EGtW 184
As a reaction, after you or a creature you can see within 30 ft. of you makes an attack roll, an ability check, or a saving throw, you can force the creature to reroll. You make this decision after you see whether the roll succeeds or fails. The target must use the result of the second roll.

You can use this ability twice, and you regain any expended uses when you finish a long rest.

| 2 / Long Rest • 1 Reaction

* Temporal Awareness • EGtW 184
You can add your Intelligence modifier to your initiative rolls.

* 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

* Momentary Stasis • EGtW 184
As an action, you can magically force a Large or smaller creature you can see within 60 feet of you to make a Constitution saving throw (DC: 16). Unless the saving throw is a success, the creature is encased in a field of magical energy until the end of your next turn or until the creature takes any damage. While encased in this way, the creature is incapacitated and has a speed of 0.

You can use this feature 4 time(s). You regain all expended uses when you finish a long rest.

| 4 / Long Rest • 1 Action

* Arcane Abeyance • EGtW 184
When you cast a spell using a spell slot of 4th level or lower, you can condense the spell's magic into a gray bead for 1 hour. This bead is a Tiny object with AC 15 and 1 hit point, and it is immune to poison and psychic damage. When the duration ends, or if the bead is destroyed and the spell is lost.

A creature holding the bead can use its action to release the spell within, whereupon the bead disappears. The spell uses your spell attack bonus and save DC, and the spell treats the creature who released it as the caster for all other purposes.

Once you create a bead with this feature, you can't do so again until you finish a short or long rest.

| Arcane Abeyance : 1 / Short Rest • Special

=== ROCK 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.

* Artificer's Lore • BR 37
Add twice your proficiency bonus to History checks related to magic items, alchemical objects, or technological devices.

* Tinker • BR 37
You are proficient with tinker's tools and can use them to construct tiny clockwork devices.

=== 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	1

WEIGHT CARRIED	88.02 lb.
ENCUMBERED	120 lb.
PUSH/DRAG/LIFT	240 lb.

NAME	QTY	WEIGHT
Crossbow, Light, +1	1	5 lb.
Dragontooth Dagger	1	1 lb.
Broom of Flying	1	3 lb.
Cloak of the Manta Ray	1	--
Decanter of Endless Water	1	2 lb.
Heward's Handy Haversack	1	5 lb.
Enduring Spellbook	1	--
Arcane Grimoire, +2	1	--
Barrier Tattoo (Rare)	1	--
Crossbow Bolts	40	3 lb.
Ball Bearings (bag of 1,000)	2,000	4 lb.
Case, Crossbow Bolt	1	1 lb.
Case, Crossbow Bolt	1	1 lb.
Mess Kit	1	1 lb.
Pouch	1	1 lb.

NAME	QTY	WEIGHT
Rations (1 day)	10	20 lb.
Tinderbox	1	1 lb.
Tinker's Tools	1	10 lb.
Waterskin	1	5 lb.
Alchemist's Supplies	1	8 lb.
Clothes, Traveler's	1	4 lb.
Lantern, Bullseye	1	2 lb.
Oil (flask)	6	6 lb.
Rope, Silk (50 feet)	1	5 lb.
Diamond (50 gp)	1	--
Mushroom Powder, Saffron, and Fat Ointment for	3	--

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

EQUIPMENT

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Tobias Steinmann

CHARACTER NAME

Male	100	Small	3' 5"	41
GENDER	AGE	SIZE	HEIGHT	WEIGHT
Neutral	Gond	Gray	Blue	Black
ALIGNMENT	FAITH	SKIN	EYES	HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

I'm rude to people who lack my commitment to hard work and fair play.
I'm well known for my work, and I

PERSONALITY TRAITS

People. I'm committed to the people I care about, not to ideals. (Neutral)

IDEALS

The workshop where I learned my trade is the most important place in the world to me.

BONDS

I'm horribly jealous of anyone who can outshine my handiwork. Everywhere I go, I'm surrounded by

FLAWS

CHARACTER BACKSTORY

ADDITIONAL NOTES

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Wizard

SPELLCASTING CLASS

INT	18	+10
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	+10	1A	120 ft.	V,S	Instantaneous	PHB 242	V/S
O	Mind Sliver	Wizard	INT 18	1A	60 ft.	V	Instantaneous	TCoE 108	V
O	Sapping Sting	Wizard	CON 18	1A	30 ft.	V,S	Instantaneous	EGtW 189	V/S
O	Shape Water	Wizard	--	1A	30 ft./5 ft. Cube	S	Instantaneous	EE 164	5 ft. Cube, 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	Mage Armor	Wizard	--	1A	Touch	V,S,M	8 hours	PHB 256	D: 8h, 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	Chromatic Orb	Wizard	+10	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	Gift of Alacrity	Wizard	--	1m	Touch	V,S	8 hours	EGtW 186	D: 8h, 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	Misty Step	Wizard	--	1BA	Self	V	Instantaneous	PHB 260	V
O	Wristpocket [R]<C>	Wizard	--	1A + 10m	Self	S	Concentration, up to 1 hour	EGtW 190	D: 1h, S
	=== 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 18	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	Banishment <C>	Wizard	CHA 18	1A	60 ft.	V,S,M	Concentration, up to 1 minute	PHB 217	D: 1m, V/S/M
O	Otiluke's Resilient Sphere <C>	Wizard	DEX 18	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	Temporal Shunt	Wizard	WIS 18	1R	120 ft.	V,S	1 round	EGtW 189	D: 1Rnd, V/S
O	Telekinesis <C>	Wizard	--	1A	60 ft.	V,S	Concentration, up to 10 minutes	PHB 280	D: 10m, 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
	=== 6th LEVEL ===	1 Slots O							
O	Disintegrate	Wizard	DEX 18	1A	60 ft.	V,S,M	Instantaneous	PHB 233	V/S/M
O	True Seeing	Wizard	--	1A	Touch	V,S,M	1 hour	PHB 284	D: 1h, V/S/M

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