



PTAHQWIN
PTAHQWINIUS

Wizard : 5

CLASS & LEVEL

Forest Gnome

RACE

Waterdhavian Noble

BACKGROUND

PROFICIENCY BONUS: +3

PASSIVE PERCEPTION: 12

-1

STRENGTH

SAVING
THROW

-1

BASE 8

o -1 Athletics

+1

DEXTERITY

SAVING
THROW

+1

BASE 13

o +1 Acrobatics
o +1 Slight of Hand
o +1 Stealth

+1

CON

SAVING
THROW

+1

BASE 13

+3

INTEL.

SAVING
THROW

+3

BASE 17

• +6 Arcana
• +6 History
• +6 Investigation
o +3 Nature
o +3 Religion

+2

WISDOM

SAVING
THROW

+3

BASE 15

o +2 Animal Handling
o +2 Insight
o +2 Medicine
o +2 Perception
o +2 Survival

+1

CHARISMA

SAVING
THROW

+1

BASE 10

• +1 Deception
o +1 Intimidation
o +1 Performance
• +4 Persuasion

11

ARMOUR
CLASS

+1

INITIATIVE

27

HP

Resistances:

Hit Dice:

3d6

Speed:

30ft

INT

SPELLCASTING

+6

ATTACK BONUS

14

SAVE DC

SPECIAL ABILITIES:

Darkvision (60ft)

Speak with small beasts:
Through sound and gestures,
you may communicate simple
ideas with Small or smaller
beasts.

Gnome cunning:
You have advantage on all
intelligence, wisdom, and
charisma saves against magic.

Arcane recovery:
choose expended spell slots to
recover. The spell slots can
have a combined level that
is equal to or less than half
your wizard level (rounded up),
and none of the slots can be
6th level or higher.

Minor Alchemy:
Temporarily change one
substance into another
substance.

Elemental (Fire) Adept (feat)

WEAPONS:

NAME/RANGE

ATK BONUS

DAMAGE/TYPE

Light crossbow +3 1d6+1 piercing
20/60

Dagger +3 1d4+1 piercing
melee or 20/60

CANTRIPS:

Firebolt
Minor illusion
Mending
Message
Control Flames

LEVEL 4: SPELL SLOTS: 4/3

SPELLS KNOWN: 4

Tenser's floating disc
Detect Magic
Comprehend Languages
Identify
Alarm
Mage Armour
Chromatic Orb
Burning Hands

Shatter
Enlarge/Reduce
Pyrotechnics
Flaming sphere

Fireball
Thunderstep

EQUIPMENT:

Light Crossbow
Dagger
Component Pouch
Chain of Compulsion
Minor health potion
Spellbook
Cloak of Protection, maybe cursed

Negotiator's badge
Moorland pony
Notebooks
Fountain Pen
Inkwell
Cape
75gp
"Using your tongue to predict the rain"

TOOL PROFICIENCIES:

Cards

LANGUAGES:

Common, Draconic, Gnomish

WEAPON/ARMOUR PROFICIENCIES:

dart, dagger, stave, sling, light crossbow

CHARACTER NOTES:

Impoverished former noble, having been away
from the city gathering wizard school funds as a
merchants wizard when his family was banished
and assets seized.

An initiate of the secret flame.