

PROFICIENCY BONUS: +2PASSIVE PERCEPTION: 13 o -1 Athletics SAVING -1 -1 THROW STRENGTH 8 BASE o +1 Acrobatics SAVING +1+1o +1 Slight of Hand THROW o +1 Stealth DEXTERITY BASE SAVING +1+1THROW CON 13 RASE +5 Arcana SAVING +3 • +5 History THROW • +5 Investigation INTEL. o +3 Nature BASE o +3 Religion o +3 Animal Handling SAVING +3 o +3 Insight +3 THROW o +3 Medicine 17 o +3 Perception WISDOM BASE o +3 Survival o +1 Deception SAVING +1o +1 Intimidation +1THROW o +1 Performance • +3 Persuasion 10 CHARISMA

TOOL PROFICIENCIES:

Cards

LANGUAGES:

Common, Draconic, Gnomish

WEAPON/ARMOUR PROFICIENCIES:

dart, dagger, stave, sling, light crossbow

CHARACTER NOTES:

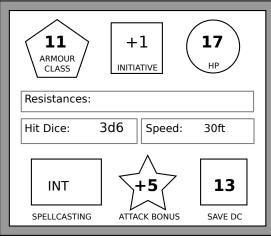
Student, presently on gap year to earn money. Junior member of house Ptahquin of Waterdeep. Wizard: 3 Forest Gnome

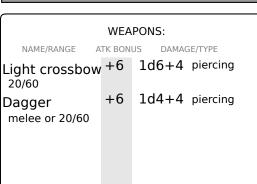
CLASS & LEVEL

RACE

Waterdhavian Noble

BACKGROUND





SPECIAL ABILITIES:

Darkvision (60ft)

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

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 composed entirely of wood, stone (but not gemstone), iron, copper, or silver into another such substance.

CANTRIPS:

Firebolt Minor illusion Mending Message

SPELL SLOTS: 2 / SHORT REST LEVEL 2:

Shatter

SPELLS KNOWN: 4

Tenser's floating disc

Detect Magic

Enlarge/Reduce

Comprehend Languages

Identify

Alarm

Mage Armour

Chromatic Orb

Burning Hands

EQUIPMENT:

Light Crossbow Dagger Component Pouch Chain of Compulsion Minor health potion Spellbook

Negotiator's badge Moorland pony Notebooks Fountain Pen Inkwell Cape 100gp