



PTAHQWIN  
PTAHQWINIUS

Wizard : 3

CLASS & LEVEL

Forest Gnome

RACE

Waterdhavian Noble

BACKGROUND

PROFICIENCY BONUS: +2

PASSIVE PERCEPTION: 13

-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 13

• +5 Arcana  
• +5 History  
• +5 Investigation  
o +3 Nature  
o +3 Religion

+3

WISDOM

SAVING  
THROW +3

BASE 17

o +3 Animal Handling  
o +3 Insight  
o +3 Medicine  
o +3 Perception  
o +3 Survival

+1

CHARISMA

SAVING  
THROW +1

BASE 10

• +1 Deception  
o +1 Intimidation  
o +1 Performance  
• +3 Persuasion

11

ARMOUR  
CLASS

+1

INITIATIVE

17

HP

Resistances:

Hit Dice: 3d6

Speed: 30ft

INT

SPELLCASTING

+5

ATTACK BONUS

13

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

## WEAPONS:

NAME/RANGE

ATK BONUS

DAMAGE/TYPE

Light crossbow +6 1d6+4 piercing  
20/60

Dagger +6 1d4+4 piercing  
melee or 20/60

## CANTRIPS:

Firebolt  
Minor illusion  
Mending  
Message

LEVEL 2:

SPELL SLOTS: 2 / SHORT REST

SPELLS KNOWN: 4

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

Shatter  
Enlarge/Reduce

## EQUIPMENT:

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

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

## 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 Ptaquin of Waterdeep.