

Yodir Grinfang

CHARACTER NAME

Wizard (Enchantment) Hermit

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Kobold

RACE

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

-1

8

DEXTERITY

+2

14

CONSTITUTION

0

10

INTELLIGENCE

+2

14

WISDOM

+2

14

CHARISMA

+2

14

INSPIRATION

+2

PROFICIENCY BONUS

- ☐ -1 Strength
- ☐ +2 Dexterity
- ☐ 0 Constitution
- ☒ +4 Intelligence
- ☒ +4 Wisdom
- ☐ +2 Charisma

SAVING THROWS

- ☐ +2 Acrobatics (Dex)
- ☐ +2 Animal Handling (Wis)
- ☐ +3 Arcana (Int)
- ☐ -1 Athletics (Str)
- ☒ +4 Deception (Cha)
- ☐ +3 History (Int)
- ☒ +4 Insight (Wis)
- ☐ +2 Intimidation (Cha)
- ☒ +4 Investigation (Int)
- ☐ +2 Medicine (Wis)
- ☐ +2 Nature (Int)
- ☐ +2 Perception (Wis)
- ☐ +2 Performance (Cha)
- ☒ +4 Persuasion (Cha)
- ☐ +4 Religion (Int)
- ☐ +2 Sleight of Hand (Dex)
- ☐ +2 Stealth (Dex)
- ☐ +2 Survival (Wis)

SKILLS

12

ARMOR CLASS

+2

INITIATIVE

30

SPEED

Hit Point Maximum 10 14

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 2 3

d6

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES



NAME

ATK BONUS

DAMAGE/TYPE

Staff

+1

d8-1

Dizzy Gas: 30ft. One target within range must succeed a DC12 Con save or take 1d6 poison damage and move 5ft in a random direction.

Zapclaw: Melee spell attack (+4). On a hit the target takes 1d8 lightning damage and cannot take reactions until the start of its next turn.

Pack Tactics: You have advantage on attack rolls if one of your allies is within 5ft of the target

ATTACKS & SPELLCASTING

12

PASSIVE WISDOM (PERCEPTION)

Languages:

- Common
- Draconic

OTHER PROFICIENCIES & LANGUAGES

CP

Quarterstaff

SP

Spellbook

CP

Explorer's Pack:

CP

-- Backpack

CP

-- Bedroll

CP

-- Mess Kit

CP

-- Tinderbox

-- 10 torches

-- 50 feet of rope

EQUIPMENT

Darkvision - 60 feet

Sunlight Sensitivity: You have disadvantage on Attack rolls and Perception checks when in direct sunlight.

☐ Disarming Innocence: As an action, you can distract the foes around you. Your allies have advantage on attack rolls against enemies within 10ft of you until the end of your next turn. Recharges on short rest.

Arcane Recovery: Once per day when you finish a short rest, you can regain one 1st level spell slot.

Hypnotic Gaze: As an action, choose one creature within 5ft of you. That target must succeed a DC12 Wisdom save or be charmed by you until the end of your next turn. Its speed drops to zero and it is incapacitated. On subsequent turns you can use your action to maintain the effect, but the effect ends automatically if you move more than 5ft away from the creature or if it takes damage. Once the effect ends (or the creature succeeds on its initial saving throw) you can't use this feature on that creature until you finish a long rest.

Mage Hand (Cantrip): As an action, you create a spectral, floating hand within 30ft of you. You can use the hand to manipulate objects, but it cannot attack or carry more than 10lbs.

FEATURES & TRAITS

Wizard

SPELLCASTING
CLASS

Int (+2)

SPELLCASTING
ABILITY

12

SPELL SAVE DC

+4

SPELL ATTACK
BONUS

0

CANTRIPS

Dizzy Gas

Mage Hand

Zapclaw

SPELL
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

3

4

PREPARED

SPELL NAME

☐ Charm Person

☐ Grease

☐ Shield

☐ Sleep

☐

☐

☐

☐

☐

☐

☐

☐

☐

2

2

☐ Levitate

☐ Suggestion

☐

☐

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☐

CHARM PERSON

Casting Time: 1 action

Range: 30 feet

Duration: 1 hour

Target must make a DC13 Wis saving throw or be charmed by you, regarding you as a friendly acquaintance. It has advantage on save if you or your companions are fighting it, and the spell ends if you or your companions do anything harmful to it.

GREASE

Casting Time: 1 action

Range: 60 feet

Duration: 1 minute

Slick grease covers the ground in a 10ft square centered on a point within range and turns it into difficult terrain. When the grease appears, each creature in the area must succeed a DC12 Dex save or fall prone. Creatures are also subject to this effect when they enter the area for the first time on a turn or end their turn there.

SHIELD

Casting Time: 1 reaction, which you take in response to being hit by an attack or being targeted by the Magic Missile spell

Duration: 1 round.

Until the start of your next turn, you have a +5 bonus to AC, including against the triggering attack, and you take no damage from Magic Missile.

SLEEP

Casting Time: 1 action

Range: 90ft

Duration: 1 minute

Choose a point within range and roll 5d8. Creatures within 20ft of the point are put to sleep in ascending order of hit points, until you have affected a total number of hit points equal to your roll.

LEVITATE

Casting Time: 1 action

Range: 60ft

Duration: Concentration, 10 minutes

One creature or object weighing up to 500lb rises vertically up to 20ft in the air. An unwilling creature can make a DC12 Con save to resist the effect. You can change the target's altitude by up to 20ft as an action on future turns (unless you are the target, in which case you can move up or down as your movement on your turn. The target descends slowly to the ground when the spell ends.

SUGGESTION

Casting Time: 1 action

Range: 30ft

Duration: Concentration, 8 hours

You make a suggestion to a target within range, who must make a DC13 Wis save. On a failure, it completes the suggestion to the best of its ability. The spell fails if the suggestion is obviously harmful to the target, and it ends early if you or one of your allies damages the target.