

Gimbel Timbers

CHARACTER NAME

Wizard (Divination)

CLASS & LEVEL

Folk Hero

BACKGROUND

PLAYER NAME

Gnome

RACE

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

-1

8

DEXTERITY

+2

14

CONSTITUTION

+1

12

INTELLIGENCE

+3

16

WISDOM

+2

14

CHARISMA

+1

12

INSPIRATION

+2

PROFICIENCY BONUS

- ☐ -1 Strength
- ☐ +2 Dexterity
- ☐ +1 Constitution
- ☒ +5 Intelligence
- ☒ +4 Wisdom
- ☐ +1 Charisma

SAVING THROWS

- ☐ +2 Acrobatics (Dex)
- ☐ +2 Animal Handling (Wis)
- ☒ +5 Arcana (Int)
- ☐ -1 Athletics (Str)
- ☐ +1 Deception (Cha)
- ☐ +3 History (Int)
- ☒ +4 Insight (Wis)
- ☐ +1 Intimidation (Cha)
- ☐ +3 Investigation (Int)
- ☐ +2 Medicine (Wis)
- ☐ +3 Nature (Int)
- ☒ +4 Perception (Wis)
- ☐ +1 Performance (Cha)
- ☐ +1 Persuasion (Cha)
- ☐ +3 Religion (Int)
- ☐ +2 Sleight of Hand (Dex)
- ☒ +4 Stealth (Dex)
- ☐ +2 Survival (Wis)

SKILLS

PASSIVE WISDOM (PERCEPTION)

Languages:

- Common
- Gnomish

OTHER PROFICIENCIES & LANGUAGES

12

ARMOR CLASS

+2

INITIATIVE

25

SPEED

Hit Point Maximum 12 17

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

Tell: One creature within 60ft of you must make a DC15 Con saving throw. On a failed save, you pull a fragment of the creature's energy slightly forward in time, damaging it and giving a clue about its next move. The creature takes 1d6 cold damage and has disadvantage on the next weapon attack roll it makes before the end of its next turn.

ATTACKS & SPELLCASTING

CP

SP

CP

CP

PP

Walking Staff Spellbook

Scholar's Pack:

- Backpack
- Middleschingle's Book of History
- Bottle of ink
- Ink pen
- 10 sheets of parchment
- Little bag of sand
- Letter opener

EQUIPMENT



Darkvision - 60 feet

Gnome Cunning: You have advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

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

Portent: When you finish a long rest, roll two d20's and record the numbers rolled. You can replace any attack roll, saving throw, or ability check made by you or a creature that you can see with one of these rolls, using each one once. You must choose to do so before the roll.

FEATURES & TRAITS

Wizard

SPELLCASTING
CLASS

Intelligence (+3)

SPELLCASTING
ABILITY

13

SPELL SAVE DC

+5

SPELL ATTACK
BONUS

0

CANTRIPS

Mage Hand

Minor Illusion

Prestidigitation

Tell

SPELL
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

3

4

PREPARED

SPELL NAME

☐ Feather Fall

☐ Find Familiar

☐ Grease

☐ Magic Missile

☐ Shield

☐

☐

☐

☐

☐

☐

☐

2

2

☐ Maximillian's Earthen Grasp

☐ Phantasmal Force

☐

☐

☐

☐

☐

☐

☐

FIND FAMILIAR

Casting Time: 1 hour

Your familiar acts independently of you, but always follows your commands. In combat it can't attack, but can take other actions as normal. When the familiar drops to 0 hit points it disappears, reappearing after you cast this spell again.

While your familiar is within 100ft of you, you can communicate telepathically. As an action, you can see through your familiar's eyes and hear what it hears until the start of your next turn. During this time, you are deaf and blind with regard to your own senses.

As an action, you can dismiss your familiar to a pocket dimension. Thereafter, you can use an action to cause it to reappear in any occupied space within 30ft of you.

GREASE

Casting Time: 1 action

Range: 60ft

Duration: 1 minute

A 10ft square within range is covered with slick grease, turning it into difficulty terrain. Each creature that enters the area or ends its turn there must succeed on a DC13 Dex saving throw or fall prone.

MAGIC MISSILE

Casting Time: 1 action

Range: 120ft

You shoot 3 missiles, each of which hits automatically and does 1d4+1 damage.

MAGE HAND

Casting Time: 1 action

Range: 30 feet

Duration: 1 minute

You create a spectral, floating hand at a point you choose within range. You can use your action to use the hand to manipulate an object, open an unlocked door or container, etc. The hand cannot attack, activate magic items, or carry more than 10lb.

MINOR ILLUSION

Casting Time: 1 action

Range: 30ft

Duration: 1 minute

You create a sound or a static image of an object no larger than a 5ft cube within range.

PRESTIDIGITATION

Casting Time: 1 action

You create one of the following effects within 10ft:

- An instantaneous sensory effect, such as a shower of sparks or a puff of wind.
- Light or put out a candle or small campfire.
- Clean or soil an object no larger than 1 foot.
- Make a color or symbol appear on a surface.
- Create a nonmagical trinket that can fit in your hand and lasts until the end of your next turn.

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.

MAXIMILLIAN'S EARTHEN GRASP

Casting Time: 1 action

Range: 30ft

Duration: Concentration, 1 minute

A hand rises from the ground and grasps a target adjacent to it. It must make a DC13 Str saving throw. On a failure, it takes 2d6 damage and is restrained. As an action, you can cause the hand to crush the target (repeating the save above), grasp a new target, or move to a different space within range.

PHANTASMAL FORCE

Casting Time: 1 action

Range: 30ft

Duration: Concentration 1 minute

On a failed Int saving throw (DC13), you create a phantasmal object, creature, or other visible phenomenon that is no larger than a 10ft cube and perceivable only to the target. The target treats the illusion as if it were real, rationalizing any illogical outcomes from interacting with the phantasm. It is so convinced of the phantasm's reality that it can take damage from the illusion. Each round on your turn, the phantasm can deal 1d6 psychic damage to the target, provided it is a creature of illusion that could logically do damage. The target perceives the damage type as appropriate to the illusion.

FEATHER FALL

Casting Time: 1 reaction, which you take when you or a creature within 60ft falls.

Up to 5 falling creatures' descent slows to 60ft/round and they take no falling damage.