

Michael Lover of Dark Ones

CHARACTER NAME

Wizard 3

CLASS & LEVEL

Eladrin (Variant)

RACE

Custom Background

BACKGROUND

Michael

PLAYER NAME

900

EXPERIENCE POINTS

STRENGTH

+0

10

DEXTERITY

+3

16

CONSTITUTION

+1

13

INTELLIGENCE

+3

17

WISDOM

+1

12

CHARISMA

-1

8

- ☐ +0 Strength
- ☐ +3 Dexterity
- ☐ +1 Constitution
- ☒ +5 Intelligence
- ☐ +3 Wisdom
- ☐ -1 Charisma

Saving Throw Modifiers  
Advantage against being charmed, and magic can't put you to sleep

SAVING THROWS

- ☐ +3 Acrobatics DEX
- ☐ +1 Animal Handling WIS
- ☐ +3 Arcana INT
- ☐ +0 Athletics STR
- ☐ -1 Deception CHA
- ☐ +3 History INT
- ☒ +3 Insight WIS
- ☐ -1 Intimidation CHA
- ☒ +5 Investigation INT
- ☐ +1 Medicine WIS
- ☒ +5 Nature INT
- ☒ +3 Perception WIS
- ☐ -1 Performance CHA
- ☐ -1 Persuasion CHA
- ☒ +5 Religion INT
- ☐ +3 Sleight of Hand DEX
- ☐ +3 Stealth DEX
- ☐ +1 Survival WIS
- ☐ \_\_\_\_\_
- ☐ \_\_\_\_\_
- ☐ \_\_\_\_\_

SKILLS

+3

INITIATIVE

ARMOR

13

CLASS

DEFENSES

INSPIRATION

+2

PROFICIENCY BONUS

ABILITY SAVE DC

30 ft. (Walking)

SPEED

Max HP

Current HP

Temp HP

17

--

HIT POINTS

Total 3d6

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

=== WEAPONS ===

Crossbow, Light, Dagger, Dart, Longbow, Longsword, Quarterstaff, Shortbow, Shortsword, Sling

=== TOOLS ===

Bagpipes

=== LANGUAGES ===

Common, Elvish, Orc

PROFICIENCIES & LANGUAGES

=== ACTIONS ===

Standard Actions

Attack, Cast a Spell, Dash, Disengage, Dodge, Help, Hide, Ready, Search, Use an Object, Opportunity Attack, Grapple, Shove, Improvise, Two-Weapon Fighting, Interact with an Object

=== SPECIAL ===

Arcane Recovery • 1 / Long Rest

Once per day when you finish a short rest, you can choose expended spell slots to recover - up to a combined level of 2, and none of the slots can be 6th level or higher.

Sculpt Spells

When you cast an evocation spell that affects other

creatures that you can see, you can choose a number of them equal to 1 + the spell's level. The chosen creatures automatically succeed on their saving throws against the spell, and they take no damage if they would normally take half damage on a successful save.

ACTIONS

13

PASSIVE WISDOM (PERCEPTION)

13

PASSIVE WISDOM (INSIGHT)

15

PASSIVE INTELLIGENCE (INVESTIGATION)

Darkvision 60 ft.

SENSES

NAME

HIT

DAMAGE/TYPE

NOTES

Quarterstaff

+2

1d6 Bludgeoning

Simple, Versatile

Fire Bolt

+5

1d10 Fire

V/S

Unarmed Strike

+2

1 Bludgeoning

WEAPON ATTACKS & CANTRIPS

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EXPERIENCE POINTS

### === WIZARD FEATURES ===

\* Hit Points • PHB 113

\* Proficiencies • PHB 113

\* Spellcasting • PHB 114

You can cast prepared wizard spells using INT as your spellcasting modifier (Spell DC 13, Spell Attack +5) and wizard spells in your spellbook as rituals if they have the ritual tag. You can use an arcane focus as a spellcasting focus.

\* Arcane Recovery • PHB 115

Once per day when you finish a short rest, you can choose expended spell slots to recover - up to a combined level of 2, and none of the slots can be 6th level or higher.

| 1 / Long Rest • Special

\* Arcane Tradition • PHB 115

| School of Evocation

\* Evocation Savant • PHB 117

The gold and time you must spend to copy an evocation spell into your spellbook is halved.

\* Sculpt Spells • PHB 117

When you cast an evocation spell that affects other creatures that you can see, you can choose a number of them equal to 1 + the spell's level. The chosen creatures automatically succeed on their saving throws against the spell, and they take no damage if they would normally take half damage on a successful save.

| Special

### === ELADRIN (VARIANT) RACIAL TRAITS ===

\* Darkvision • BR 23

You can see in darkness (shades of gray) up to 60 ft.

\* Keen Senses • BR 23

You have proficiency in the Perception skill.

\* Fey Ancestry • BR 23

You have advantage on saves against being charmed, and magic can't put you to sleep.

\* Trance • BR 23

You don't need to sleep, but meditate semiconsciously for 4 hours a day. While meditating, you can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

\* Elf Weapon Training • BR

You have proficiency with the longsword, shortsword, shortbow, and longbow.

\* Fey Step • BR

Once per short rest, you can cast the misty step spell.

### FEATURES & TRAITS

	NAME	QTY	WEIGHT	NAME	QTY	WEIGHT
CP	0	Quarterstaff	1	4 lb.		
SP	0	Backpack	1	5 lb.		
EP	0	Component Pouch	1	2 lb.		
CP	0	Spellbook	1	3 lb.		
CP	0	Book	1	5 lb.		
CP	0	Ink (1 ounce bottle)	1	--		
CP	0	Ink Pen	1	--		
CP	0	Parchment (one sheet)	10	--		
CP	0	Little Bag of Sand	1	--		
		Small Knife	1	--		
WEIGHT CARRIED				ATTUNED MAGIC ITEMS		
19 lb.					QTY	WEIGHT
ENCUMBERED						
150 lb.						
PUSH/DRAG/LIFT						
300 lb.						

### EQUIPMENT



Michael Lover of Dark Ones

CHARACTER NAME

		Medium		
GENDER	AGE	SIZE	HEIGHT	WEIGHT
Neutral Evil				
ALIGNMENT	FAITH	SKIN	EYES	HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

CHARACTER BACKSTORY

ADDITIONAL NOTES

Wizard

SPELLCASTING  
CLASS

INT

SPELLCASTING  
ABILITY

13

SPELL SAVE DC

+5

SPELL ATTACK  
BONUS

PREP SPELL NAME	SOURCE	SAVE/ATK	TIME	RANGE	COMP	DURATION	PAGE REF	NOTES
=== CANTRIPS ===	(At Will)							
<input type="radio"/> Acid Splash	Wizard	DEX 13	1A	60 ft.	V,S	Instantaneous	PHB 211	V/S
<input type="radio"/> Light	Wizard	DEX 13	1A	Touch/20 ft. Sphere	V,M	1 hour	PHB 255	D: 1h, 20 ft. Sphere, V/M
<input type="radio"/> Fire Bolt	Wizard	+5	1A	120 ft.	V,S	Instantaneous	PHB 242	V/S
=== 1st LEVEL ===	4 Slots OOOO							
<input type="radio"/> Shield	Wizard	--	1R	Self	V,S	1 round	PHB 275	D: 1Rnd, V/S
=== 2nd LEVEL ===	2 Slots OO							
<input type="radio"/> Acid Arrow	Wizard	+5	1A	90 ft.	V,S,M	Instantaneous	PHB	V/S/M
<input type="radio"/> Misty Step	Fey Step	--	1BA	Self	V	Instantaneous	PHB 260	1/SR, V

## SPELLS