

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



900
EXPERIENCE POINTS



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