

Name Grumpy Lion Games Class Wizard (Transmutation) Background Outsider Level 20

<u>Strength</u> 30 <hr/> -5 ◇ Saving Throw ○ Athletics	<u>Dexterity</u> 30 <hr/> 0 ◇ Saving Throw ● Acrobatics ● Sleight of Hand ● Stealth	<u>Constitution</u> 30 <hr/> +1 ◇ Saving Throw <hr/> Hit Die d12	<u>Wisdom</u> 30 <hr/> +3 ◇ Saving Throw ○ Arcana ● History ● Investigation ○ Nature ○ Religion	<u>Intelligence</u> 30 <hr/> +2 ◇ Saving Throw ○ Animal Handling ● Insight ○ Medicine ○ Perception ○ Survival	<u>Charisma</u> 30 <hr/> +4 ◇ Saving Throw ○ Deception ○ Intimidation ○ Performance ● Persuasion
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<u>Level Bonus</u>	<u>Armor Class</u>	<u>Speed</u> Flying _____ Walking _____ Swimming _____	<u>Resistances</u>	<u>Current HP</u> Max <u>999</u> Temp _____ Death Saves Pass ○○○ Fail ○○○
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<u>Actions</u> Fight, Cast a Spell, Dash, Disengage, Dodge, Grapple, Help, Hide, Improvise, Ready, Search, Shove, Use an Object	<u>Bonus Actions</u>	<u>Abilities</u>
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<u>Darkvision</u> 60 ft	<u>Passive Perception</u> 16	<u>Passive Insight</u> 12	<u>Passive Investigation</u> 20	<u>Initiative</u> +5	<u>CP</u>	<u>SP</u>	<u>GP</u>
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