

=== ARMOR ===
Light Armor, Medium Armor

=== WEAPONS ===
Battleaxe, Crossbow, Light, Dagger, Dart,
Handaxe, Light Hammer, Quarterstaff, Sling,
Warhammer

=== TOOLS ===
Smith's Tools, Tinker's Tools, Vehicles
(Land)

=== LANGUAGES ===
Common, Dwarvish

creatures that you can see, you can choose a number

throws against the spell, and they take no damage if

they would normally take half damage on a successful

of them equal to 1 + the spell's level. The chosen

creatures automatically succeed on their saving

=== 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 6, and none of the slots can be 6th level or higher.

Sculpt Spells

When you cast an evocation spell that affects other

ACTIONS

12	PASSIVE WISDOM (PERCEPTION)							
12	PASSIVE WISDOM (INSIGHT)							
19	PASSIVE INTELLIGENCE (INVESTIGATION)							
Darkvision 60 ft.								
SENSES								

NAME	HIT	DAMAGE/TYPE	NOTES							
Fire Bolt	+9	3d10 Fire	V/S							
Unarmed Strike	+4	1 Bludgeoning								
Taco Spells	+9	1d12+5								
Beaten down with Taco Spell	+0	1d6 Bludgeoning								
WEAPON ATTACKS & CANTRIPS										



Wizard 11 z66ytz42hs
CLASS & LEVEL PLAYER NAME

Mountain Dwarf Folk Hero (Milestone)
RACE BACKGROUND 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 17, Spell Attack +9) 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 6, 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

* Ability Score Improvement • PHB 115

* Potent Cantrip • PHB 117

When a creature succeeds on a saving throw against your cantrip, the creature takes half the cantrip's damage (if any) but suffers no additional effect from the cantrip.

* Empowered Evocation • PHB 117 You can add your INT modifier (+5) to one damage roll of any wizard evocation spell you cast.

=== MOUNTAIN DWARF RACIAL TRAITS ===

* Darkvision • BR 20

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

* Dwarven Resilience • BR 20

You have advantage on saves against poison and resistance against poison damage.

* Dwarven Combat Training • BR 20 You have proficiency with the battleaxe, handaxe, light hammer, and warhammer.

* Tool Proficiency • BR 20

You gain proficiency with your choice of smith's tools, brewer's supplies, or mason's tools.

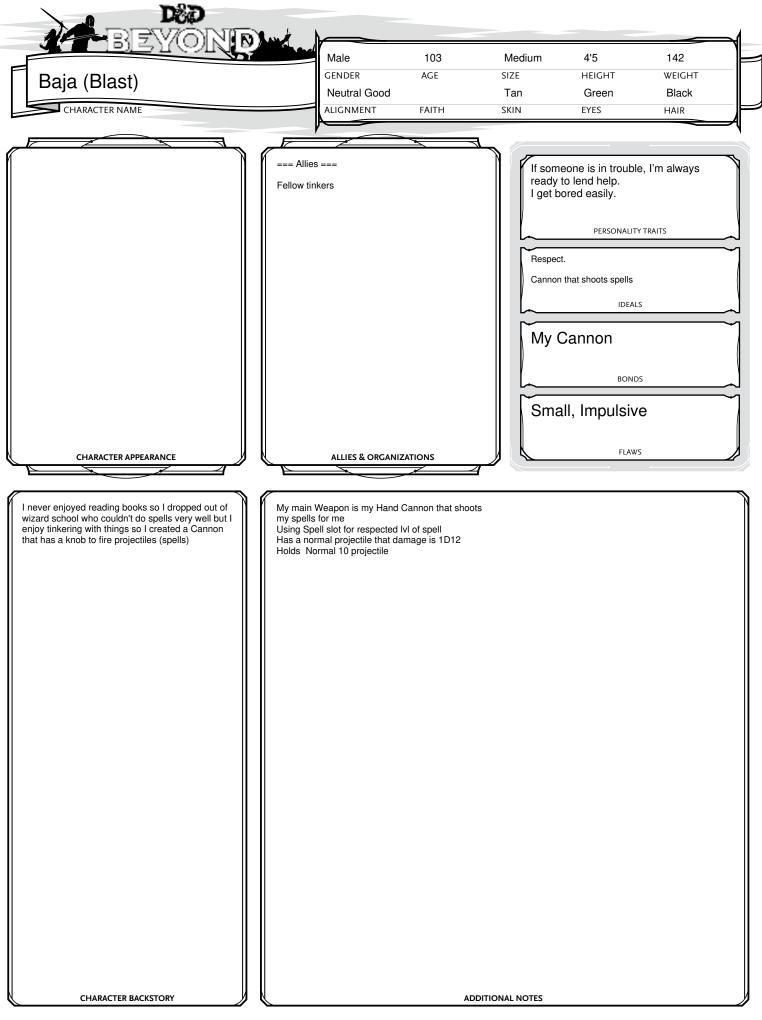
* Stonecunning • BR 20

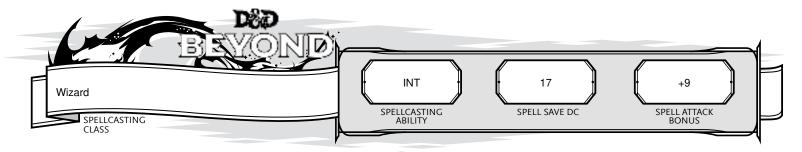
Whenever you make an Intelligence (History) check related to the origin of stonework, you are considered proficient in the History skill and add double your proficiency bonus to the check.

* Dwarven Armor Training • BR 20 You have proficiency with light and medium armor.

FEATURES & TRAITS

		NAME	QTY	WEIGHT	NAME	QTY	WEIGHT
	0	Backpack	1	5 lb.	Taco	3	3 lb.
		Clothes, Common	1	3 lb.			
(SP(0	Pot, Iron	1	10 lb.			
		Shovel	1	5 lb.			
	0	Spellbook	1	3 lb.			
يلل		Smith's Tools	1	8 lb.			
	30	Rod	1	2 lb.			
ہلار		Bedroll	1	7 lb.			
	0	Mess Kit	1	1 lb.			
	WEIGHT CARRIED	Rations (1 day)	10	20 lb.			
	96.6 lb.	Rope, Hempen (50 feet)	1	10 lb.			
	ENCUMBERED	Tinderbox	1	1 lb.	ATTUNED MAGIC ITEMS	QTY	WEIGHT
	165 lb.	Torch	10	10 lb.			
	PUSH/DRAG/LIFT	Waterskin	1	5 lb.			
	330 lb.	Taco	3	3 lb.			
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PREP	SPELL NAME === CANTRIPS ===	SOURCE (At Will)	SAVE/ATK	TIME	RANGE	COMP	DURATION	PAGE REF	NOTES
0	Fire Bolt	Wizard	+9	1A	120 ft.	V,S	Instantaneous	PHB 242	V/S
	4 11 5751	4.01 + 0.000							
_	=== 1st LEVEL ===	4 Slots OOOO		4.0	100.6	V 0	la stantana sa sa	DUD OF7	V/O
	Magic Missile	Wizard		1A	120 ft.	V,S	Instantaneous	PHB 257	V/S
_	Fog Cloud <c></c>	Wizard		1A	120 ft./20 ft. Sphere		Concentration, up to 1 hour		D: 1h, 20 ft. Sphere, V/S
0	Color Spray	Wizard		1A	Self/15 ft. Cone		1 round	PHB 222	D: 1Rnd, 15 ft. Cone, V/S/M
0	Thunderwave	Wizard	CON 17		Self/15 ft. Cube	,	Instantaneous	PHB 282	15 ft. Cube, V/S
0	Earth Tremor	Wizard	DEX 17	1A	10 ft.	V,S	Instantaneous	EE 155	V/S
	=== 2nd LEVEL ===	3 Slots OOO							
0	Blindness/Deafness	Wizard	CON 17	1A	30 ft.	V	1 minute	PHB 219	D: 1m, V
0	Pyrotechnics	Wizard	CON 17	1A	60 ft./5 ft. Cube	V,S	Instantaneous	EE 163	5 ft. Cube, V/S
0	Mirror Image	Wizard		1A	Self	V,S	1 minute	PHB 260	D: 1m, V/S
	=== 3rd LEVEL ===	3 Slots OOO							
О	Flame Arrows <c></c>	Wizard		1A	Touch	V,S	Concentration, up to 1 hour	EE 156	D: 1h, V/S
Ο	Sleet Storm <c></c>	Wizard	DEX 17	1A	150 ft./40 ft. Cylinder	V,S,M	Concentration, up to 1 minute	PHB 276	D: 1m, 40 ft. Cylinder, V/S/M
0	Slow <c></c>	Wizard	WIS 17	1A	120 ft./40 ft. Cube	V,S,M	Concentration, up to 1 minute	PHB 277	D: 1m, 40 ft. Cube, V/S/M
	=== 4th LEVEL ===	3 Slots OOO							
0	Ice Storm	Wizard	DEX 17	1A	300 ft./20 ft. Cylinder	V,S,M	Instantaneous	PHB 252	20 ft. Cylinder, V/S/M
0	Confusion <c></c>	Wizard	WIS 17	1A	90 ft./10 ft. Sphere	V,S,M	Concentration, up to 1 minute	PHB 224	D: 1m, 10 ft. Sphere, V/S/M
0	Blight	Wizard	CON 17	1A	30 ft.	V,S	Instantaneous	PHB 219	V/S
	5+h 5\/5	2 Slata OO							
_	=== 5th LEVEL ===	2 Slots OO	CON 17	1 1	Calf/C0 # C	V C M	Instantanas::-	DUD 204	00 ft Come \//C/M
_	Cone of Cold	Wizard	CON 17		Self/60 ft. Cone		Instantaneous	PHB 224	60 ft. Cone, V/S/M
U	Wall of Stone <c></c>	Wizard		1A	120 ft.	v,5,M	Concentration, up to 10 minutes	PHB 287	D: 10m, V/S/M
	=== 6th LEVEL ===	1 Slots O							
0	Sunbeam <c></c>	Wizard	CON 17	1A	Self/60 ft. Line	V,S,M	Concentration, up to 1 minute	PHB 279	D: 1m, 60 ft. Line, V/S/M