

Baja (Blast)

CHARACTER NAME

Wizard 11

CLASS & LEVEL

Mountain Dwarf

RACE

Folk Hero

BACKGROUND

z66ytz42hs

PLAYER NAME

(Milestone)

EXPERIENCE POINTS

STRENGTH

+0

11

DEXTERITY

+0

11

CONSTITUTION

+2

15

INTELLIGENCE

+5

20

WISDOM

+2

14

CHARISMA

+2

14

- ☐ +0 Strength
- ☐ +0 Dexterity
- ☐ +2 Constitution
- ☒ +9 Intelligence
- ☒ +6 Wisdom
- ☐ +2 Charisma

Saving Throw Modifiers

Advantage Against Poison

SAVING THROWS

- ☐ +0 Acrobatics DEX
- ☒ +6 Animal Handling WIS
- ☒ +9 Arcana INT
- ☐ +0 Athletics STR
- ☐ +2 Deception CHA
- ☐ +5 History INT
- ☐ +2 Insight WIS
- ☐ +2 Intimidation CHA
- ☒ +9 Investigation INT
- ☐ +2 Medicine WIS
- ☐ +5 Nature INT
- ☐ +2 Perception WIS
- ☐ +2 Performance CHA
- ☐ +2 Persuasion CHA
- ☐ +5 Religion INT
- ☐ +0 Sleight of Hand DEX
- ☐ +0 Stealth DEX
- ☒ +6 Survival WIS

SKILLS

+0

INITIATIVE

ARMOR

10

CLASS

Resistances - Poison

DEFENSES

INSPIRATION

+4

PROFICIENCY BONUS

ABILITY SAVE DC

25 ft. (Walking)

SPEED

Max HP

Current HP

Temp HP

34

HIT POINTS

Total 11d6

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

=== 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

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 6, 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

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



Baja (Blast)

CHARACTER NAME

Male	103	Medium	4'5	142
GENDER	AGE	SIZE	HEIGHT	WEIGHT
Neutral Good		Tan	Green	Black
ALIGNMENT	FAITH	SKIN	EYES	HAIR

CHARACTER APPEARANCE

=== Allies ===

Fellow tinkers

ALLIES & ORGANIZATIONS

If someone is in trouble, I'm always ready to lend help. I get bored easily.

PERSONALITY TRAITS

Respect.

Cannon that shoots spells

IDEALS

My Cannon

BONDS

Small, Impulsive

FLAWS

I never enjoyed reading books so I dropped out of wizard school who couldn't do spells very well but I enjoy tinkering with things so I created a Cannon that has a knob to fire projectiles (spells)

CHARACTER BACKSTORY

My main Weapon is my Hand Cannon that shoots my spells for me
Using Spell slot for respected lvl of spell
Has a normal projectile that damage is 1D12
Holds Normal 10 projectile

ADDITIONAL NOTES

Wizard

SPELLCASTING
CLASS

INT

SPELLCASTING
ABILITY

17

SPELL SAVE DC

+9

SPELL ATTACK
BONUS

PREP SPELL NAME	SOURCE	SAVE/ATK	TIME	RANGE	COMP	DURATION	PAGE REF	NOTES
=== CANTRIPS ===	(At Will)							
<input type="radio"/> Fire Bolt	Wizard	+9	1A	120 ft.	V,S	Instantaneous	PHB 242	V/S
=== 1st LEVEL ===	4 Slots OOOO							
<input type="radio"/> Magic Missile	Wizard	--	1A	120 ft.	V,S	Instantaneous	PHB 257	V/S
<input type="radio"/> Fog Cloud <C>	Wizard	--	1A	120 ft./20 ft. Sphere	V,S	Concentration, up to 1 hour	PHB 243	D: 1h, 20 ft. Sphere, V/S
<input type="radio"/> Color Spray	Wizard	--	1A	Self/15 ft. Cone	V,S,M	1 round	PHB 222	D: 1Rnd, 15 ft. Cone, V/S/M
<input type="radio"/> Thunderwave	Wizard	CON 17	1A	Self/15 ft. Cube	V,S	Instantaneous	PHB 282	15 ft. Cube, V/S
<input type="radio"/> Earth Tremor	Wizard	DEX 17	1A	10 ft.	V,S	Instantaneous	EE 155	V/S
=== 2nd LEVEL ===	3 Slots OOO							
<input type="radio"/> Blindness/Deafness	Wizard	CON 17	1A	30 ft.	V	1 minute	PHB 219	D: 1m, V
<input type="radio"/> Pyrotechnics	Wizard	CON 17	1A	60 ft./5 ft. Cube	V,S	Instantaneous	EE 163	5 ft. Cube, V/S
<input type="radio"/> Mirror Image	Wizard	--	1A	Self	V,S	1 minute	PHB 260	D: 1m, V/S
=== 3rd LEVEL ===	3 Slots OOO							
<input type="radio"/> Flame Arrows <C>	Wizard	--	1A	Touch	V,S	Concentration, up to 1 hour	EE 156	D: 1h, V/S
<input type="radio"/> Sleet Storm <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
<input type="radio"/> Slow <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							
<input type="radio"/> Ice Storm	Wizard	DEX 17	1A	300 ft./20 ft. Cylinder	V,S,M	Instantaneous	PHB 252	20 ft. Cylinder, V/S/M
<input type="radio"/> Confusion <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
<input type="radio"/> Blight	Wizard	CON 17	1A	30 ft.	V,S	Instantaneous	PHB 219	V/S
=== 5th LEVEL ===	2 Slots OO							
<input type="radio"/> Cone of Cold	Wizard	CON 17	1A	Self/60 ft. Cone	V,S,M	Instantaneous	PHB 224	60 ft. Cone, V/S/M
<input type="radio"/> Wall of Stone <C>	Wizard	--	1A	120 ft.	V,S,M	Concentration, up to 10 minutes	PHB 287	D: 10m, V/S/M
=== 6th LEVEL ===	1 Slots O							
<input type="radio"/> Sunbeam <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

SPELLS