

Wizard 4 CLASS & LEVEL High Elf

Acolyte BACKGROUND

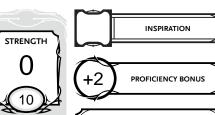
Mark PLAYER NAME

Chaotic good ALIGNMENT

3093

EXPERIENCE POINTS





DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

12

CHARISMA







O -1 Performance (Cha)

O -1 Persuasion (Cha)

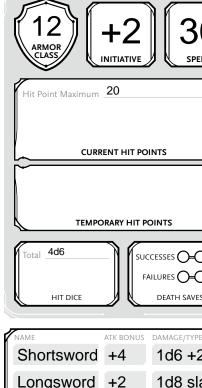
O +2 Sleight of Hand (Dex)

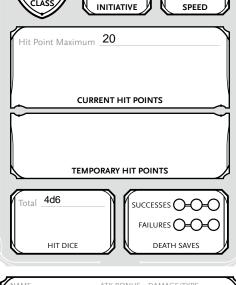
SKILLS

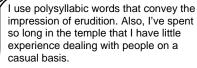
• +6 Religion (Int)

O +2 Stealth (Dex)

O _+1 Survival (Wis)







PERSONALITY TRAITS

Knowledge. The path to power and self- improvement is through knowledge.

IDEALS

The tome I carry with me is the record of my life's work so far, and no vault is secure enough to keep it safe.

BONDS

I'll do just about anything to uncover historical secrets that would add to my research.

FLAWS



Spellcasting Ability: Intelligence is your spellcasting ability for your spells. The saving throw DC to resist a spell you cast is 13. Your attack bonus when you make an attack with a spell is +5. See the rulebook for rules on casting your spells. Arcane Recovery: You can regain some of your magical energy by studying your spellbook. Once per day during a short rest, you can choose to recover expended spell slots with a combined level equal to or less than half your wizard level (rounded up). Darkvision: You see in dim light within a 60-foot radius of you as if it were bright light, and in darkness in that radius as if it were dim light. You can't discern color in darkness, only shades of gray. Fey Ancestry: You have advantage on saving throws against being charmed, and magic can't put you to sleep. Trance: Elves don't need to sleep. They meditate deeply, remaining semiconscious, for 4 hours a day and gain the same benefit a human does from 8 hours of sleep. Shelter of the Faithful: As a servant

of Oghma, you command the respect of

those who share your faith, and you can

companions can expect to receive free

established presence of Oghma's faith.

Those who share your religion will support

also have ties to the temple of Oghma in

Neverwinter, where you have a residence.

When you are in Neverwinter, you can call

you (and only you) at a modest lifestyle. You

perform the rites of Oghma. You and your

healing and care at a temple, shrine, or other

PASSIVE WISDOM (PERCEPTION)

Proficiencies:

Daggers, darts, slings, quarterstaffs, light crossbows, longswords, shortswords, shortbows, longbows.

Languages:

Common, Elvish, Draconic, Dwarvish, Goblin,

OTHER PROFICIENCIES & LANGUAGES

Gallon of ale, red-brand's cloak, shortsword, longsword, jar of salt, vodka (500mL), potion of vitality, wand of magic missiles (6/7), component pouch, spellbook, backpack, bottle of ink, ink pen, 10 sheets of parchment, small knife, tome of historical lore, holy symbol, prayer book, set of common clothes, pouch.

EOUIPMENT

upon the priests there for assistance that won't endanger them.

FEATURES & TRAITS

