

Inara Serradon

CHARACTER NAME

Wizard 4

CLASS & LEVEL

High Elf

RACE

Acolyte

BACKGROUND

Chaotic good

ALIGNMENT

Mark

PLAYER NAME

3093

EXPERIENCE POINTS

STRENGTH

0

10

DEXTERITY

+2

15

CONSTITUTION

+2

14

INTELLIGENCE

+4

18

WISDOM

+1

12

CHARISMA

-1

8

INSPIRATION

+2

PROFICIENCY BONUS

- ☐ 0 Strength
- ☐ +2 Dexterity
- ☐ +2 Constitution
- ☒ +6 Intelligence
- ☒ +3 Wisdom
- ☐ -1 Charisma

SAVING THROWS

- ☐ +2 Acrobatics (Dex)
- ☐ +1 Animal Handling (Wis)
- ☒ +6 Arcana (Int)
- ☐ 0 Athletics (Str)
- ☐ -1 Deception (Cha)
- ☐ +4 History (Int)
- ☒ +3 Insight (Wis)
- ☐ -1 Intimidation (Cha)
- ☒ +6 Investigation (Int)
- ☐ +1 Medicine (Wis)
- ☐ +4 Nature (Int)
- ☒ +3 Perception (Wis)
- ☐ -1 Performance (Cha)
- ☐ -1 Persuasion (Cha)
- ☒ +6 Religion (Int)
- ☐ +2 Sleight of Hand (Dex)
- ☐ +2 Stealth (Dex)
- ☐ +1 Survival (Wis)

SKILLS

12

ARMOR CLASS

+2

INITIATIVE

30

SPEED

Hit Point Maximum 20

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 4d6

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

I use polysyllabic words that convey the impression of erudition. Also, I've spent so long in the temple that I have little experience dealing with people on a casual basis.

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

NAME

ATK BONUS

DAMAGE/TYPE

Shortsword +4 1d6 +2 pier

Longsword +2 1d8 slashir

Armor: NoneShield: None

ATTACKS & SPELLCASTING

13

PASSIVE WISDOM (PERCEPTION)

Proficiencies:

Daggers, darts, slings, quarterstaves, light crossbows, longswords, shortwords, shortbows, longbows.

Languages:

Common, Elvish, Draconic, Dwarvish, Goblin.

OTHER PROFICIENCIES & LANGUAGES

CP 596

SP 365

EP 18

GP 125

PP 0

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.

EQUIPMENT

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 perform the rites of Oghma. You and your companions can expect to receive free healing and care at a temple, shrine, or other established presence of Oghma's faith. Those who share your religion will support you (and only you) at a modest lifestyle. You also have ties to the temple of Oghma in Neverwinter, where you have a residence. When you are in Neverwinter, you can call upon the priests there for assistance that won't endanger them.

FEATURES & TRAITS



Wizard 4

SPELLCASTING
CLASS

Intelligence

SPELLCASTING
ABILITY

14

SPELL SAVE DC

+6

SPELL ATTACK
BONUS

0

CANTRIPS

Chill Touch
Mage Hand
Prestidigitation
Ray of Frost
Shocking Grasp

SPELL
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

4

PREPARED

SPELL NAME

- ☐ Burning Hands
- ☒ Chromatic Orb
- ☐ Detect Magic
- ☒ False Life
- ☒ Mage Armor
- ☒ Magic Missile
- ☒ Ray of Sickness
- ☐ Shield
- ☐ Sleep
- ☐
- ☐
- ☐

2

3

- ☒ Blindness/Deafness
- ☒ Melf's Acid Arrow
- ☒ Phantasmal Force
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