

Edwin Middlestrom
 CHARACTER NAME
Noble
 BACKGROUND
Variant Human
 SPECIES

Wizard
 CLASS
Bladesinger
 SUBCLASS

LEVEL
 XP

ARMOR CLASS
13
 SHIELD

HIT POINTS
 TEMP
17
 MAX

HIT DICE
 SPENT
326
 MAX

DEATH SAVES
 SUCCESSES
 FAILURES

DUNGEONS & DRAGONS

PROFICIENCY BONUS
+2

INTELLIGENCE
 MODIFIER
+3
 SCORE
16

INITIATIVE
+1

SPEED
30

SIZE
Med

PASSIVE PERCEPTION
10

STRENGTH
 MODIFIER
+2
 SCORE
15

☐ Saving Throw

☐ Athletics

+5 Saving Throw

☐ Arcana

☐ History

☐ Investigation

☐ Nature

☐ Religion

WEAPONS & DAMAGE CANTRIPS			
Name	Atk Bonus / DC	Damage & Type	Notes
Booming Blade	12	1d8 thunder	moves 5 ft, next turn
Mind Sliver	DC 13	1d6 psych	- 1d4 saving throw
Long sword	+2	1d8 slashing	
Dagger	+2	1d4 piercing	

DEXTERITY
 MODIFIER
-1
 SCORE
12

☐ Saving Throw

☐ Acrobatics

☐ Sleight of Hand

☐ Stealth

WISDOM
 MODIFIER
+1
 SCORE
10

☐ Saving Throw

☐ Animal Handling

☐ Insight

☐ Medicine

☐ Perception

☐ Survival

CLASS FEATURES

Bladesong - 1 min, 2/day

- AC **+3**
- Speed **40**
- Adv on Acrobatics
- Concentration **+3**

Arcane Recovery 1/sr

- Recover spell slots total lvl of 2

~~Melee attack~~ ~~AC~~ ~~1d6~~ ~~ACC for rest of the turn~~

CONSTITUTION
 MODIFIER
+1
 SCORE
12

☐ Saving Throw

CHARISMA
 MODIFIER
+1
 SCORE
12

☐ Saving Throw

HEROIC INSPIRATION

☐ Deception

☐ Intimidation

☐ Performance

☐ Persuasion

EQUIPMENT TRAINING & PROFICIENCIES

ARMOR TRAINING ☒ Light ☒ Medium ☒ Heavy ☒ Shields

WEAPONS
 Darts, Dagger, Light crossbow, A staff, Sling, Long sword

TOOLS
 Three Dragon Ante

SPECIES TRAITS

FEATS

Defensive Duelist Sentinel

- ACC \rightarrow Speed 0
- ACC no matter what
- ~~Attack~~ Attack other than you \rightarrow reaction, atk.

