

<b>Titian</b>		 3 LEVEL XP	ARMOR CLASS <div style="border: 1px solid black; padding: 5px; display: inline-block;">17</div> SHIELD	HIT POINTS <div style="display: flex; justify-content: space-between;"> <div>CURRENT</div> <div>TEMP 23 MAX</div> </div>	HIT DICE <div style="display: flex; justify-content: space-between;"> <div>SPENT 3d6 MAX</div> <div>SUCCESSSES FAILURES</div> </div>	DEATH SAVES <div style="display: flex; justify-content: space-around;"> <div>SUCCESSSES</div> <div>FAILURES</div> </div>
CHARACTER NAME						
GUILD Merchant			WIZARD			
BACKGROUND			CLASS			
Tortle		Abjuration				
SPECIES		SUBCLASS				

## DUNGEONS & DRAGONS

<b>PROFICIENCY BONUS</b> <div style="border: 1px solid black; padding: 5px; text-align: center;">+2</div>	<b>INTELLIGENCE</b> <div style="display: flex; justify-content: space-around;"> <div style="border: 1px solid black; border-radius: 50%; padding: 10px; text-align: center;">+5</div> <div style="border: 1px solid black; padding: 5px; text-align: center;">19</div> </div> <div style="display: flex; justify-content: space-between; font-size: small;"> MODIFIER SCORE </div>	<b>INITIATIVE</b> <div style="border: 1px solid black; padding: 5px; text-align: center;">0</div>	<b>SPEED</b> <div style="border: 1px solid black; padding: 5px; text-align: center;">30</div>	<b>SIZE</b> <div style="border: 1px solid black; padding: 5px; text-align: center;">medium</div>	<b>PASSIVE PERCEPTION</b> <div style="border: 1px solid black; padding: 5px; text-align: center;">16</div>
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**STRENGTH**  

-2

7

MODIFIER
SCORE

☐ -2 Saving Throw  
☐ -2 Athletics

**WISDOM**  

+2

13

MODIFIER
SCORE

☒ +7 Saving Throw  
☐ +7 Arcana  
☐ +5 History  
☐ +5 Investigation  
☐ +5 Nature  
☐ +5 Religion

**DEXTERITY**  

0

11

MODIFIER
SCORE

☐ 0 Saving Throw  
☐ 0 Acrobatics  
☐ 0 Sleight of Hand  
☐ 0 Stealth

**CONSTITUTION**  

+4

16

MODIFIER
SCORE

☐ +4 Saving Throw

**CHARISMA**  

0

10

MODIFIER
SCORE

☐ +2 Saving Throw  
☐ +2 Deception  
☐ +2 Intimidation  
☐ +2 Performance  
☒ +2 Persuasion

**EQUIPMENT TRAINING & PROFICIENCIES**  
 ARMOR TRAINING ☒ Light ☒ Medium ☒ Heavy ☒ Shields  
 WEAPONS  
 Daggers, darts, slings, quarterstaffs, light crossbows  
 TOOLS  
 Alchemist's supplies, license to sell

WEAPONS & DAMAGE CANTRIPS			
Name	Atk Bonus / DC	Damage & Type	Notes
Fire Bolt	+7	1d10 fire	120 feet, flammable objects

**CLASS FEATURES**  
 Long Rest Recovery spell slot: 1/2  
 normal  
 In mana zones, long & short slot: 1/2  
 Long Rest x1.5  
 Abjuration Lv2  
 -1 can put shield passive on allies.

SPECIES TRAITS	FEATS
<ul style="list-style-type: none"> <li>- Hold breath for up to 1hr</li> <li>- Claws: unarmed strikes, 1d6 + strength</li> <li>- Natural armour; base AC at 17                          Lo can't wear armour but shield is ok</li> <li>- Shell defense: with minor shell as action, +4 AC until emerge,                          Lo adv in str, cons saving,                          Lo no reaction, bonus action to emerge</li> </ul>	<div style="border: 1px solid black; height: 150px; width: 100%;"></div>

10-11

12      9      18      16      8      11



BACKSTORY & PERSONALITY

Paranoid  
Paranoid  
Cautious

V, S, M

V, S  
Alignment  
neutral

LANGUAGES

Common  
\*

## EQUIPMENT

- quarterstaff
- component pouch
- explorer's pack
- spellbook
- mule & cart
- traveler's clothes
- license to sell, guild membership
- alchemist supplies

Magic Item Attunement

◆

◆

◆

COINS				
CP	SP	EP	GP	PP
			15	