

Goltha

CHARACTER NAME

Wizard 5

CLASS & LEVEL

Goliath

RACE

Hermit

BACKGROUND

Lawful good

ALIGNMENT

Alex

PLAYER NAME

0

EXPERIENCE POINTS

STRENGTH

+4

19

DEXTERITY

+1

13

CONSTITUTION

+0

11

INTELLIGENCE

+2

15

WISDOM

+0

10

CHARISMA

-1

8

0

INSPIRATION

+3

PROFICIENCY BONUS

- ☐ +4 Strength
- ☐ +1 Dexterity
- ☐ +0 Constitution
- ☒ +5 Intelligence
- ☒ +3 Wisdom
- ☐ -1 Charisma

SAVING THROWS

- ☐ +1 Acrobatics (Dex)
- ☐ +0 Animal Handling (Wis)
- ☒ +5 Arcana (Int)
- ☒ +7 Athletics (Str)
- ☐ -1 Deception (Cha)
- ☒ +5 History (Int)
- ☐ +0 Insight (Wis)
- ☐ -1 Intimidation (Cha)
- ☐ +2 Investigation (Int)
- ☒ +3 Medicine (Wis)
- ☐ +2 Nature (Int)
- ☐ +0 Perception (Wis)
- ☐ -1 Performance (Cha)
- ☐ -1 Persuasion (Cha)
- ☒ +5 Religion (Int)
- ☐ +1 Sleight of Hand (Dex)
- ☐ +1 Stealth (Dex)
- ☐ +0 Survival (Wis)

SKILLS

11

ARMOR CLASS

+1

INITIATIVE

30

SPEED

Hit Point Maximum 21

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 5d6

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

There is not limit to what the human body can do, out to prove myself

PERSONALITY TRAITS

dedication

IDEALS

masters of thier art

BONDS

stubborn

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Sling

+4

1d4+1/b

Armor: None  
Shield: None

ATTACKS & SPELLCASTING

10

PASSIVE WISDOM (PERCEPTION)

Proficiencies:

Daggers, darts, slings, quarterstaves, light crossbows.

Languages:

Common, Sylvan

OTHER PROFICIENCIES & LANGUAGES

CP

0

SP

0

EP

0

GP

0

PP

0

Sling of Intelligence (+2 to INT).

EQUIPMENT

(See Features Page)

--Arcane Recovery  
--Conjuration Savant  
--Discovery  
--Minor Illusion  
--Mountain Born  
--Powerful Build  
--Stones Endurance

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TODO: Describe other features and abilities your character has.

FEATURES & TRAITS



# Features and Magic Items

Goltha

## Subclasses

### Subclass: School of Conjuration

As a conjurer, you favor spells that produce objects and creatures out of thin air. You can conjure billowing clouds of killing fog or summon creatures from elsewhere to fight on your behalf. As your mastery grows, you learn spells of transportation and can teleport yourself across vast distances, even to other planes of existence, in an instant

## Features

### Arcane Recovery

**Source:** Wizard

You have learned to regain some of your magical energy by studying your spellbook. Once per day when you finish a short rest, you can choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than half your wizard level (rounded up), and none of the slots can be 6th level or higher. For example, if you're a 4th-level wizard, you can recover up to two levels worth of spell slots. You can recover either a 2nd-level spell slot or two 1st-level spell slots

### Conjuration Savant

**Source:** Wizard (School of Conjuration)

Beginning when you select this school at 2nd level, the gold and time you must spend to copy a conjuration spell into your spellbook is halved.

### Discovery

**Source:** Background (Hermit)

The quiet seclusion of your extended hermitage gave you access to a unique and powerful discovery. The exact nature of this revelation depends on the nature of your seclusion. It might be a great truth about the cosmos, the deities, the powerful beings of the outer planes, or the forces of nature. It could be a site that no one else has ever seen. You might have uncovered a fact that has long been forgotten, or unearthed some relic of the past that could rewrite history. It might be information that would be damaging to the people who or consigned you to exile, and hence the reason for your return to society.

Work with your DM to determine the details of your discovery and its impact on the campaign.

### Minor Illusion

**Source:** Wizard (School of Conjuration)

Starting at 2nd level when you select this school, you can use your action to conjure up an inanimate object in your hand or on the ground in an unoccupied space that you can see within 10 feet of you. This object can be no larger than 3 feet on a side and weigh no more than 10 pounds, and its form must be that of a nonmagical object that you have seen. The object is visibly magical, radiating dim light out to 5 feet. The object disappears after 1 hour, when you use this feature again, or if it takes any damage.

### Mountain Born

**Source:** Race (Goliath)

You're acclimated to high altitude, including elevations above 20,000 feet. You're also naturally adapted to cold climates, as described in chapter 5 of the *Dungeon Master's Guide*.

### Powerful Build

**Source:** Race

You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

### Stones Endurance

**Source:** Race (Goliath)

You can focus yourself to occasionally shrug off injury. When you take damage, you can use your reaction to roll a d12. Add your Constitution modifier to the number rolled, and reduce the damage by that total. After you use this trait, you can't use it again until you finish a short or long rest.

## Magic Items

# Spell Descriptions

Goltha

## Blade Ward

*Evocation Cantrip*

**Casting Time:** 1 action

**Range:** 60 ft

**Components:** V, S

**Duration:** 1 round

You extend your hand and trace a sigil of warding in the air. Until the end of your next turn, you have resistance against bludgeoning, piercing, and slashing damage dealt by weapon attacks.

## Fire Bolt

*Evocation Cantrip*

**Casting Time:** 1 action

**Range:** 60 ft

**Components:** V, S

**Duration:** Instantaneous

You hurl a mote of fire at a creature or object within range. Make a ranged spell attack against the target. On a hit, the target takes 1d10 fire damage. A flammable object hit by this spell ignites if it isn't being worn or carried. This spell's damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).

## Mending

*Transmutation Cantrip*

**Casting Time:** 1 minute

**Range:** Touch

**Components:** V, s, m

**Duration:** Instantaneous

This spell repairs a single break or tear in an object you touch, such as broken chain link, two halves of a broken key, a torn cloak, or a leaking wineskin.

As long as the break or tear is no larger than 1 foot in any dimension, you mend it, leaving no trace of the former damage.

This spell can physically repair a magic item or construct, but the spell can't restore magic to such an object.

## Minor Illusion

*Illusion Cantrip*

**Casting Time:** 1 action

**Range:** 60 ft

**Components:** S, M (a bit of fleece)

**Duration:** 1 minute

You create a sound or an image of an object within range that lasts for the duration. The illusion also ends if you dismiss it as an action or cast this spell again. If you create a sound, its volume can range from a whisper to a scream. It can be your voice, someone else's voice, a lion's roar, a beating of drums, or any other sound you choose. The sound continues unabated throughout the duration, or you can make discrete sounds at different times before the spell ends. If you create an image of an object such as a chair, muddy footprints, or a small chest, it must be no larger than a 5-foot cube. The image can't create sound, light, smell, or any other sensory effect. Physical interaction with the image reveals it to be an illusion, because things can pass through it. If a creature uses its action to examine the sound or image, the creature can determine that it is an illusion with a successful Intelligence (Investigation) check against your spell save DC. If a creature discerns the illusion for what it is, the illusion becomes faint to the creature.

## Detect Magic

*Divination Level 1 (ritual, concentration)*

**Casting Time:** 1 action

**Range:** Self (30 feet)

**Components:** V, S

**Duration:** Concentration, Up to 10 minutes

For the duration, you sense the presence of magic within 30 feet of you. If you sense magic in this way, you can use your action to see a faint aura around any visible creature or object in the area that bears magic, and you learn its school of magic, if any.

The spell can penetrate most barriers, but is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

## Fog Cloud

*Conjuration Level 1 (concentration)*

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, S

**Duration:** Concentration, up to 1 hour

You create a 20-foot-radius sphere of fog centered on a point within range. The sphere spreads around corners, and its area is heavily obscured. It lasts for the duration or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it.

At Higher Level:

When you cast this spell using a spell slot of 2nd level or higher, the radius of the fog increases by 20 feet for each slot level above 1st.

## Mage Armor

*Abjuration Level 1*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (A piece of cured leather)

**Duration:** 8 hours

You touch a willing creature who isn't wearing armor, and a protective magical force surrounds it until the spell ends. The target's base AC becomes 13 + its Dexterity modifier. The spell ends if the target dons armor or if you dismiss the spell as an action.

## Magic Missile

*Evocation Level 1*

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, S

**Duration:** Instantaneous

You create three glowing darts of magical force. Each dart hits a creature of your choice that you can see within range. A dart deals 1d4+1 force damage to its target. The darts all strike simultaneously and you can direct them to hit one creature or several.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the spell creates one more dart for each slot above 1st.

## Sleep

*Enchantment Level 1*

**Casting Time:** 1 action

**Range:** 90 feet

**Components:** V, S, M (A pinch of fine sand, rose petals, or a cricket)

**Duration:** 1 minutes

This spell sends creatures into a magical slumber. Roll 5d8, the total is how many hit points of creatures this spell can affect. Creatures within 20 feet of a point you choose within range are affected in ascending order of their current hit points (ignoring unconscious creatures).

Starting with the creature that has the lowest current hit points, each creature affected by this spell falls unconscious until the spell ends, the sleeper takes damage, or someone uses an action to shake or slap the sleeper awake. Subtract each creature's hit points from the total before moving on to the creature with the next lowest hit points. A creature's hit points must be equal to or less than the remaining total for that creature to be affected.

Undead and creatures immune to being charmed aren't affected by this spell.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, roll an additional 2d8 for each slot level above 1st.

## Witch Bolt

*Evocation Level 1 (concentration)*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, s, m

**Duration:** Concentration, up to 1 minute

A beam of crackling, blue energy lances out toward a creature within range, forming a sustained arc of lightning between you and the target. Make a ranged spell attack against that creature. On a hit, the target takes 1d12 lightning damage, and on each of your turns for the duration, you can use your action to deal 1d12 lightning damage to the target automatically. The spell ends if you use your action to do anything else. The spell also ends if the target is ever outside the spell's range or if it has total cover from you.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the initial damage increases by 1d12 for each slot level above 1st.

## Gust of Wind

*Evocation Level 2 (concentration)*

**Casting Time:** 1 action

**Range:** Self (60-foot line)

**Components:** V, S, M (A legume seed)

**Duration:** Concentration, up to 1 minute

A line of strong wind 60 feet long and 10 feet wide blasts from you in a direction you choose for the spell's duration. Each creature that starts its turn in the line must succeed on a Strength saving throw or be pushed 15 feet away from you in a direction following the line.

Any creature in the line must spend 2 feet of movement for every 1 foot it moves when moving closer to you.

The gust disperses gas or vapor, and it extinguishes candles, torches, and similar unprotected flames in the area. It causes protected flames, such as those of lanterns, to dance wildly and has a 50 percent chance to extinguish them.

As a bonus action on each of your turns before the spell ends, you can change the direction in which the line blasts from you.

## Levitate

*Transmutation Level 2 (concentration)*

**Casting Time:** 1 action

**Range:** 60 ft

**Components:** V, S, M (either a small leather loop or a piece of golden wire bent into a cup shape with a long shank on one end)

**Duration:** Concentration, up to 10 minutes

One creature or object of your choice that you can see within range rises vertically, up to 20 feet, and remains suspended there for the duration. The spell can levitate a target that weighs up to 500 pounds. An unwilling creature that succeeds on a Constitution saving throw is unaffected. The target can move only by pushing or pulling against a fixed object or surface within reach (such as a wall or a ceiling), which allows it to move as if it were climbing. You can change the targets altitude by up to 20 feet in either direction on your turn. If you are the target, you can move up or down as part of your move. Otherwise, you can use your action to move the target, which must remain within the spells range. When the spell ends, the target floats gently to the ground if it is still aloft.

## Magic Weapon

*Transmutation Level 2 (concentration)*

**Casting Time:** 1 bonus action

**Range:** 60 ft

**Components:** V, S

**Duration:** Concentration, up to 1 hour

You touch a nonmagical weapon. Until the spell ends, that weapon becomes a magic weapon with a +1 bonus to attack rolls and damage rolls. At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the bonus increases to +2. When you use a spell slot of 6th level or higher, the bonus increases to +3.

## Phantasmal Force

*Illusion Level 2 (concentration)*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S, M (A bit of fleece)

**Duration:** Concentration, up to 1 minute

You craft an illusion that takes root in the mind of a creature that you can see within range. The target must make an Intelligence saving throw. On a failed save, you create a phantasmal object, creature or other visible phenomenon of your choice that is no larger than a 10-foot cube and that is perceivable only to the target for the duration. This spell has no effect on undead or constructs.

The phantasm includes sound, temperature, and other stimuli, also evident only to the creature. The target can use its action to examine the phantasm with an Intelligence (Investigation) check against your spell save DC. If the check succeeds, the target realizes that the phantasm is an illusion, and the spell ends. While a target is affected by the spell, the target treats the phantasm as if it were real. The target rationalizes any illogical outcomes from interacting with the phantasm. For example, a target attempting to walk across a phantasmal bridge that spans a chasm falls once it steps onto the bridge. If the target survives the fall, it still believes that the bridge exists and comes up with some other explanation for its fall-it was pushed, it slipped, or a strong wind might have knocked it off.

An affected target is so convinced of the phantasm's reality that it can even take damage from the illusion. A phantasm created to appear as a creature can attack the target. Similarly, a phantasm created to appear as fire, a pool of acid, or lava can burn the target. Each round on your turn, the phantasm can deal 1d6 psychic damage to the target if it is in the phantasm's area or within 5 feet of the phantasm, provided that the illusion is of a creature or hazard that could logically deal damage, such as by attacking. The target perceives the damage as a type appropriate to the illusion.

## Suggestion

*Enchantment Level 2 (concentration)*

**Casting Time:** 1 action

**Range:** 60 ft

**Components:** V, M (a snakes tongue and either a bit of honeycomb or a drop of sweet oil)

**Duration:** Concentration, up to 8 hours

You suggest a course of activity (limited to a sentence or two) and magically influence a creature you can see within range that can hear and understand you. Creatures that cant be charmed are immune to this effect. The suggestion must be worded in such a manner as to make the course of action sound reasonable. Asking the creature to stab itself, throw itself onto a spear, immolate itself, or do some other obviously harmful act ends the spell.

The target must make a Wisdom saving throw. On a failed save, it pursues the course of action you described to the best of its ability. The suggested course of action can continue for the entire duration. If the suggested activity can be completed in a shorter time, the spell ends when the subject finishes what it was asked to do.

You can also specify conditions that will trigger a special activity during the duration. For example, you might suggest that a knight give her warhorse to the first beggar she meets. If the condition isnt met before the spell expires, the activity isnt performed.

If you or any of your companions damage the target, the spell ends.

## Haste

*Transmutation Level 3 (concentration)*

**Casting Time:** 1 action

**Range:** 60 ft

**Components:** V, S, M (a shaving of licorice root)

**Duration:** Concentration, up to 1 minute

Choose a willing creature that you can see within range. Until the spell ends, the targets speed is doubled, it gains a +2 bonus to AC, it has advantage on Dexterity saving throws, and it gains an additional action on each of its turns. That action can be used only to take the Attack (one weapon attack only), Dash, Disengage, Hide, or Use an Object action. When the spell ends, the target cant move or take actions until after its next turn, as a wave of lethargy sweeps over it.

## Protection from Energy

*Abjuration Level 3 (concentration)*

**Casting Time:** 1 action

**Range:** 60 ft

**Components:** V, S

**Duration:** Concentration, up to 1 hour

For the duration, the willing creature you touch has resistance to one damage type of your choice: acid, cold, fire, lightning, or thunder.

## Stinking Cloud

*Conjuration Level 3 (concentration)*

**Casting Time:** 1 action

**Range:** 90 feet

**Components:** V, s, m

**Duration:** Concentration, up to 1 minute

You create a 20-foot-radius sphere of yellow, nauseating gas centered on a point within range. The cloud spreads around corners, and its area is heavily obscured. The cloud lingers in the air for the duration.

Each creature that is completely within the cloud at the start of its turn must make a Constitution saving throw against poison. On a failed save, the creature spends its action that turn retching and reeling. Creatures that don't need to breathe or are immune to poison automatically succeed on this saving throw.

A moderate wind (at least 10 miles per hour) disperses the cloud after 4 rounds. A strong wind (at least 20 miles per hour) disperses it after 1 round.