

Gandalf

CHARACTER NAME

Wizard 19

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Elf

RACE

ALIGNMENT

0

EXPERIENCE POINTS

STRENGTH

10

+0

DEXTERITY

14

CONSTITUTION

12

+1

INTELLIGENCE

18

+4

WISDOM

16

+3

CHARISMA

14

+2

0

INSPIRATION

+6

PROFICIENCY BONUS

- ☐ +0 Strength
- ☐ +2 Dexterity
- ☐ +1 Constitution
- ☐ +10 Intelligence
- ☐ +9 Wisdom
- ☐ +2 Charisma

SAVING THROWS

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

SKILLS

12

ARMOR CLASS

+2

INITIATIVE

30

SPEED

Hit Point Maximum 0

0

CURRENT HIT POINTS

0

TEMPORARY HIT POINTS

Total 19

1d6, 1d6, 1d6, 1d6, 1d6, 1d6

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

NAME

ATK BONUS

DAMAGE/TYPE

ATTACKS & SPELLCASTING

PERSONALITY TRAITS

IDEALS

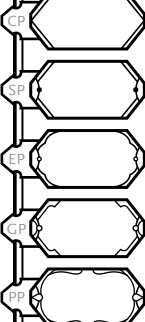
BONDS

FLAWS

PASSIVE WISDOM (PERCEPTION)

Languages: Common, Elvish
Armor:
Weapons: dagger, dart, sling, quarterstaff, light crossbow
Tools:

OTHER PROFICIENCIES & LANGUAGES



EQUIPMENT

=== Racial Traits ===

Darkvision: You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light.

Keen Senses: You have proficiency in the Perception skill.

Fey Ancestry: You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Trance: You don't need to sleep. Instead, you meditate deeply for 4 hours a day.

=== Class Features ===

Spellcasting: As a student of arcane magic, you have a spellbook containing spells that show the first glimmerings of your true power.

Arcane Recovery: You have learned to regain some of your magical energy by studying your spellbook.

FEATURES & TRAITS



Gandalf

CHARACTER NAME

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME

SYMBOL

ADDITIONAL FEATURES & TRAITS

CHARACTER BACKSTORY

TREASURE



Wizard

SPELLCASTING
CLASS

Intelligence

SPELLCASTING
ABILITY

18

SPELL SAVE DC

+10

SPELL ATTACK
BONUS

0 CANTRIPS

Blank lines for cantrips

SPELL LEVEL SLOTS TOTAL SLOTS EXPENDED
1 4

PREPARED

SPELL NAME

Blank lines for spells (level 1)

2 3

Blank lines for spells (level 2)

3 3

Blank lines for spells (level 3)

4 3

Blank lines for spells (level 4)

5 2

Blank lines for spells (level 5)

6

Blank lines for spells (level 6)

7

Blank lines for spells (level 7)

8

Blank lines for spells (level 8)

9

Blank lines for spells (level 9)

SPELLS KNOWN