

Greta Yord

Human | Wizard | Science Officer | Good

Backstory/Flavor

The Divines forged these vessels, just as they crafted high arcana. We still have much to learn if we are to survive.

Bond

Taluleh is frustrating, with her preference for material solutions over communing with the hardware.

Str	Dex	Con	Int	Wis	Cha	Exp.
10	14	12	16	14	10	
0	+2	+1	+3	+2	+0	
HP	AC	DC	Init	Spd	HitD	Level
7	12/15	13	+2	30	d6	1

Inspiration Point: ☐

Health

Hit dice used (1d6): ☐
Current HP: _____ Temporary HP: _____
Death Saves: ☒ ☐ ☒ ☐ ☒ ☐ ☒ ☐

Skills

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

Proficiencies

No armor, simple weapons

Equipment

Healing Potion(s): ____ +2d4 +2 HP, ACTION

Weapons

Dagger (+4) ☐ ☐
1d4 +2 piercing. Finesse, light, thrown (20/60)

Spells

☐¹ ☐¹

Action
Burning Hands Each creature in a 15-foot cone must make a Dex save, taking 3d6 fire dmg on fail or half on success. 15 FT CONE, INSTANTANEOUS.
Chromatic Orb (+5) 3d8 acid, cold, fire, lightning, poison, or thunder damage (your choice). 90 FT, INSTANTANEOUS.
Color Spray Each creature in a 15-foot cone must make a Con save, and is blinded on fail. 15 FT CONE.
Detect Magic 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. 30, 10 MIN
Mage Armor Your base AC becomes 13 + its Dexterity modifier. SELF, 8 HOURS.
Magic Missile You fire three darts, each dealing 1d4 + 1 force damage to a creature of your choice. 120 FT, INSTANTANEOUS

Cantrips

Action
Shocking Grasp: Target makes a dex save, on fail it takes 1d8 lightning damage, and can't take reactions until the start of its next turn. MELEE, INSTANTANEOUS.
Frostbite: The target must make a Con save or take 1d6 cold damage and have disadvantage on its next weapon attack. 60 FT., INSTANTANEOUS
Minor Illusion: You create a sound or an image of an object within range that lasts for the duration. 30 FT., 1 MINUTE

Special

Short Rest
Arcane Recovery Once per day when you finish a Short Rest, you can choose to recover 1 spell slot.