

## Wizard2

CHARACTER NAME

Wizard 3

CLASS & LEVEL

Half-Orc

RACE

Urban Bounty Hunter

BACKGROUND

Neutral good

ALIGNMENT

Ben

PLAYER NAME

0

EXPERIENCE POINTS

STRENGTH

+0

10

DEXTERITY

+0

10

CONSTITUTION

+1

13

INTELLIGENCE

+1

13

WISDOM

+2

14

CHARISMA

+2

15

0

INSPIRATION

+2

PROFICIENCY BONUS

- ☐ +0 Strength
- ☐ +0 Dexterity
- ☐ +1 Constitution
- ☒ +3 Intelligence
- ☒ +4 Wisdom
- ☐ +2 Charisma

SAVING THROWS

- ☐ +0 Acrobatics (Dex)
- ☐ +2 Animal Handling (Wis)
- ☐ +1 Arcana (Int)
- ☐ +0 Athletics (Str)
- ☒ +4 Deception (Cha)
- ☒ +3 History (Int)
- ☒ +4 Insight (Wis)
- ☒ +4 Intimidation (Cha)
- ☐ +1 Investigation (Int)
- ☐ +2 Medicine (Wis)
- ☐ +1 Nature (Int)
- ☐ +2 Perception (Wis)
- ☐ +2 Performance (Cha)
- ☐ +2 Persuasion (Cha)
- ☒ +3 Religion (Int)
- ☐ +0 Sleight of Hand (Dex)
- ☐ +0 Stealth (Dex)
- ☐ +2 Survival (Wis)

SKILLS

10

ARMOR CLASS

+0

INITIATIVE

30

SPEED

Hit Point Maximum 16

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 3d6

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

TODO: How does your character behave? See the PHB for examples of all the sections below

PERSONALITY TRAITS

TODO: What does your character believe in?

IDEALS

TODO: Describe what debts your character has to pay, and other commitments or ongoing quests they have.

BONDS

TODO: Describe your characters interesting flaws.

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Quarterstaf

+2

1d6/b

Armor: None

Shield: None

TODO: Describe how your character usually attacks or uses spells.

ATTACKS & SPELLCASTING

12

PASSIVE WISDOM (PERCEPTION)

Proficiencies:

Daggers, darts, slings, quarterstaves, light crossbows.

Languages:

Common, Orc

OTHER PROFICIENCIES & LANGUAGES

CP

0

SP

0

EP

0

GP

0

PP

0

TODO: list the equipment and magic items your character carries

EQUIPMENT

(See Features Page)

--Arcane Recovery  
--Conjuration Savant  
--Darkvision (60')  
--Ear to the Ground  
--Minor Illusion  
--Relentless Endurance  
--Savage Attacks

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TODO: Describe other features and abilities your character has.

FEATURES & TRAITS



## SPELLCASTING CLASS

# INT

## SPELLCASTING ABILITY

11

SPELL SAVE DC

**+3**

### SPELL ATTACK BONUS

0

## CANTRIPS

Acid Splash (V,S)

Friends (S,M) (C)

Light (V,M)

Ray Of Frost (V,S)

SPELL  
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

4

PREPARED

SPELL NAME

Ⓒ Disguise Self (V,S)

Ⓒ Identify (V,S,M) (R, \$)

- Jump (V,S,M)

Blur (V) (C)

⊙ Knock (V)

2

2

3

0

6

C

7

C

8

C

4

0

5

0

9

c

## SPELLS KNOWN