

PROPHET

(CHARACTER NAME)

CLASS: WIZARD

PLAYSTYLE: SUPPORT

RACE: _____

DIFFICULTY: HARD

APPEARANCE

ROLEPLAYING

IDEALS:

LANGUAGES:

1) Common

3)

2)

4)

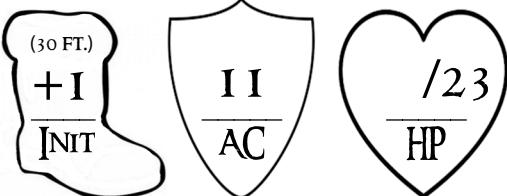
BONDS:

PERSONALITY:

FLAWS:

ALIGNMENT: _____

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STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA



ITEMS

EQUIPMENT:

Main Hand. Crystal Ball.

Off-Hand.

Armor. Unarmored.

TOOLS/KITS:

Jeweler's Tools. Small saw and hammer, files, pliers, and tweezers to identify and beautify gems.

Hit Dice.

During a short rest (1 hr.), heal yourself for 1d6+3.

BACKPACK:

Entertainer's Pack.

- bedroll
- disguise kit, costumes (2)
- candles (5)
- waterskin, rations (5)

MONEY: Copper: _____ Silver: _____ Gold: 25

SPECIAL

Mind Spike.

As an action, send a psychic spike upon a target. You always know its location, and it cannot become hidden or invisible to you. [60 ft. range, 3d8 psychic (WIS save: 1/2 dmg, not located)].

REACTIONS

ATTACKS (+6)

Chill Touch. ∞

Ranged (120 ft.), 1d8 necrotic. Target cannot regain HP for 1 round.

Magic Missile.

Ranged (120 ft.), 1d4+1 force per dart. Make 3 separate attacks. All darts automatically hit (no roll required).

BONUS ACTIONS

Move Dancing Lights. If dancing lights are active, you may move each of them.

ABILITIES (DC 14)

Alarm. ∞

Spend 10 min. setting an alarm in a 20-ft. space. You are mentally pinged when a creature touches/enters (you may set non-alarming creatures). [30 ft. range, lasts 8 hr.]

Dancing Lights. ∞

Create 4 torch-sized lights that cast dim light in a 10-ft. radius. [120 ft. range, lasts 1 min.]

Prestidigitation. ∞

Create a minor magical trick such as a shower of sparks, a puff of wind, faint musical notes, lighting or snuffing a candle, or making an illusory symbol. [10 ft. range].

Fog Cloud.

Create a 20-ft. radius of heavily obscuring fog. [120 ft. range, lasts 1 hr.]

FEATURES

Prophecy. At the start of the adventure, roll two d20s and record the numbers. You may use these numbers to replace any d20 roll before the roll is made.

Roll 1:

Roll 2:

Arcane Recovery. You regain 1 of your mind spike uses after a short rest.

Keen Mind. You always know which way is north and what time it is, and you can recall anything you have seen or heard within the past month.