

Wizard (2) CLASS & LEVEL

Sage BACKGROUND

Sandy PLAYER NAME

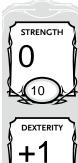
Dwarf/Hill Dwarf

Chaotic Good

300

ALIGNMENT

EXPERIENCE POINTS



12

CONSTITUTION

INSPIRATION

PROFICIENCY BONUS

Strength

O +1 Dexterity

+2 Constitution

+4 Intelligence **●** <u>+4</u> Wisdom

O -1 Charisma

SAVING THROWS



INTELLIGENCE

WISDOM

15

CHARISMA

O +1 Acrobatics (Dex)

O <u>+2</u> Animal Handling (Wis)

• +4 Arcana (Int)

O 0 Athletics (Str)

O -1 Deception (Cha)

• +4 History (Int)

● <u>+4</u> Insight (Wis)

1 Intimidation (Cha)

• +4 Investigation (Int)

O +2 Medicine (Wis)

O +2 Nature (Int)

O +2 Perception (Wis)

O -1 Performance (Cha)

O -1 Persuasion (Cha)

O +2 Religion (Int)

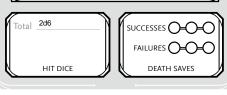
O +1 Sleight of Hand (Dex)

O +1 Stealth (Dex)

O +2 Survival (Wis)

SKILLS





I am horribly, horribly awkward in social

I've read every book in the world's oreatest libraries—or I like to boast that I

No Limits: Nothing should fetter the infinite possibility inherent in all existence. (Chaotic)

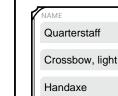
IDEALS

I have an ancient text that holds terrible secrets that must not fall into the wrong hands.

BONDS

Most people scream and run when they see a demon. I stop and take notes on its anatomy.

FLAWS



ATK BONUS DAMAGE/TYPE +2 1d6 bludgeoning +3 1d8 + 1 piercing 1d6 slashing

Darkvision: 60 ft.

Damage Resistances: poison

(additional features & traits on last page)

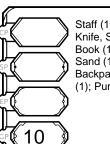
PASSIVE WISDOM (PERCEPTION)

Tool Proficiencies: Smith's Tools

Weapon Proficiencies: Battleaxe; Crossbow, light; Dagger; Dart; Handaxe; Light hammer; Quarterstaff; Sling; Warhammer

Language Proficiencies: Common; Dwarvish; Gnomish; Undercommon

OTHER PROFICIENCIES & LANGUAGES

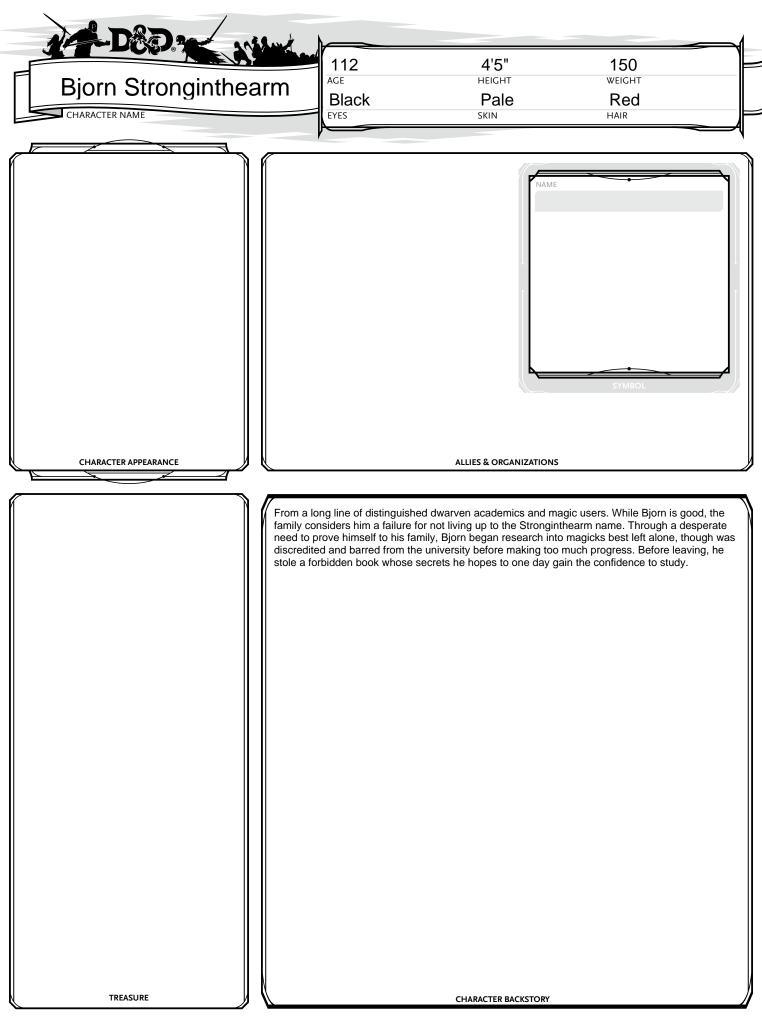


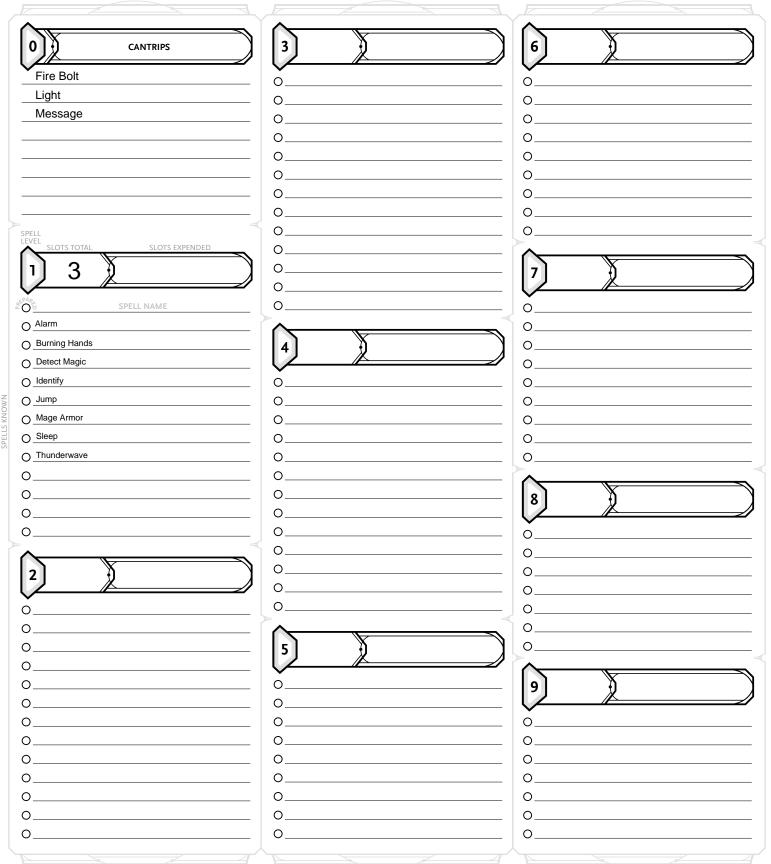
Staff (1); Clothes, common (1); Knife, Small (1); Dice Set (1); Book (1); Ink pen (1); Bag of Sand (1); Parchment (10); Backpack (1); Spellbook (1); Ink (1); Purse (1)

ATTACKS & SPELLCASTING

EQUIPMENT

FEATURES & TRAITS





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