

## Bjorn Stronginthearm

CHARACTER NAME

Wizard (2)

CLASS & LEVEL

Dwarf/Hill Dwarf

RACE

Sage

BACKGROUND

Chaotic Good

ALIGNMENT

Sandy

PLAYER NAME

300

EXPERIENCE POINTS

STRENGTH

0

10

DEXTERITY

+1

12

CONSTITUTION

+2

15

INTELLIGENCE

+2

15

WISDOM

+2

15

CHARISMA

-1

8

INSPIRATION

+2

PROFICIENCY BONUS

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

SAVING THROWS

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

SKILLS

11

ARMOR CLASS

+1

INITIATIVE

25

SPEED

Hit Point Maximum 16

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 2d6

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

I am horribly, horribly awkward in social situations.

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

PERSONALITY TRAITS

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

NAME

ATK BONUS

DAMAGE/TYPE

Quarterstaff

+2

1d6 bludgeoning

Crossbow, light

+3

1d8 + 1 piercing

Handaxe

+2

1d6 slashing

ATTACKS & SPELLCASTING

12

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

CP

SP

EP

GP

PP

10

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)

EQUIPMENT

Darkvision: 60 ft.  
Damage Resistances: poison

(additional features & traits on last page)

FEATURES & TRAITS



# Bjorn Stronginthearm

CHARACTER NAME

112

AGE

Black

EYES

4'5"

HEIGHT

Pale

SKIN

150

WEIGHT

Red

HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME

SYMBOL

TREASURE

CHARACTER BACKSTORY

From a long line of distinguished dwarven academics and magic users. While Bjorn is good, the family considers him a failure for not living up to the Stronginthearm name. Through a desperate need to prove himself to his family, Bjorn began research into magicks best left alone, though was discredited and barred from the university before making too much progress. Before leaving, he stole a forbidden book whose secrets he hopes to one day gain the confidence to study.



## FEATURES & TRAITS

### -----Other Traits-----

Arcane Recovery. When you finish a short rest, regain spell slots totalling no more than 1, and each must be 5th level or lower. (use once/day).

Dwarven Resilience. Advantage on poison saves, resistance to poison damage.

Evocation Savant. Time and money to copy an evocation spell is halved.

Researcher. You know more oftenly like where and from whom you can able to obtain the information, that whenever you attempt to learn or recall the piece of lore, if you don't have any idea about that specific information. From the other learned creature or person, from any library, from the scriptorium, from the university, this information usually comes.

Sculpt Spells. Can choose up to 1 + spell's level creatures to automatically save against your evocation spells and take no damage.

Stonecunning. 2X prof bonus on stonework-related history checks.