

Gilbert Windham

CHARACTER NAME

Wizard 2
CLASS & LEVEL

Variant Human
RACE

Archaeologist
BACKGROUND

Chaotic Good
ALIGNMENT

deedoubledub
PLAYER NAME

(milestone)
EXPERIENCE POINTS

STRENGTH

-1

8

DEXTERITY

+2

14

CONSTITUTION

+1

13

INTELLIGENCE

+4

18

WISDOM

+1

12

CHARISMA

+0

10

+2

PROFICIENCY BONUS

- ☐ -1 Strength
- ☐ +2 Dexterity
- ☐ +1 Constitution
- ☒ +6 Intelligence
- ☒ +3 Wisdom
- ☐ +0 Charisma

SAVING THROWS

- ☐ +2 Acrobatics (Dex)
- ☐ +1 Animal Handling (Wis)
- ☒ +6 Arcana (Int)
- ☐ -1 Athletics (Str)
- ☐ +0 Deception (Cha)
- ☒ +6 History (Int)
- ☐ +1 Insight (Wis)
- ☐ +0 Intimidation (Cha)
- ☒ +6 Investigation (Int)
- ☐ +1 Medicine (Wis)
- ☐ +4 Nature (Int)
- ☐ +1 Perception (Wis)
- ☒ +2 Performance (Cha)
- ☐ +0 Persuasion (Cha)
- ☒ +6 Religion (Int)
- ☐ +2 Sleight of Hand (Dex)
- ☐ +2 Stealth (Dex)
- ☒ +3 Survival (Wis)

SKILLS

ARMOR

14

CLASS

+2

INITIATIVE

30ft.

SPEED

Max HP

Current HP

Temp HP

12

HIT POINTS

Total 2d6

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

ARMOR

Light Armor

WEAPONS

Crossbow (Light), Dagger, Dart, Quarterstaff, Sling, Rapier

TOOLS

Cartographer's Tools

LANGUAGES

Common, Draconic, Elvish

PROFICIENCIES & LANGUAGES

Attack	Reach	Range	Hit/DC	Damage	Notes
Rapier	5ft.		+4	1d8+2 <small>piercing</small>	Finesse
Dagger	5ft.	20(60)	+4	1d4+2 <small>piercing</small>	Finesse, Light, Thrown
Whip	10ft.		+2	1d4+2 <small>slashing</small>	Finesse, Reach
Acid Splash		60	14 DEX	1d6 <small>acid</small>	V,S
Ray of Frost		60	+6	1d8 <small>cold</small>	V,S

WEAPON ATTACKS & CANTRIPS

Standard Actions:

Attack, Cast a Spell, Dash, Disengage, Dodge, Grapple, Help, Hide, Improvise, Ready, Search, Shove, Use an Object

Bonus Actions:

Telekinetic - Shove

You can telekinetically shove a creature you can see within **30 ft.** The target must succeed on a **STR save** or be **moved 5 ft. toward you or away from you.** A creature can willingly fail.

Bladesong • 2/Long Rest • Lasts **1 minute**

+4 AC, +10 ft. walking speed, **advantage on Acrobatics checks, +4 to CON saves to maintain concentration**

Special Actions:

Arcane Recovery • 1/Long Rest

Recover spell slots of a combined level up to half your wizard level (rounded up). The slots must be 5th level or lower.

Prepared Spells: 6

ACTIONS

11

PASSIVE WISDOM (PERCEPTION)

11

PASSIVE WISDOM (INSIGHT)

16

PASSIVE INTELLIGENCE (INVESTIGATION)

SENSES

INT

SPELLCASTING
ABILITY

14

SPELL SAVE DC

+6

SPELL ATTACK
BONUS



Gilbert Windham

CHARACTER NAME

32

AGE

Gray

EYES

6' 2"

HEIGHT

Pale

SKIN

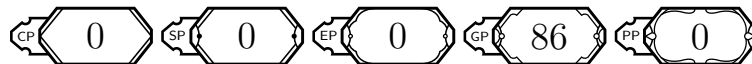
200lb

WEIGHT

Light Brown

HAIR

Item	Qty	Wt	Cost	Notes
Rapier	1	2lb.	25gp	martial, finesse
Dagger	2	2lb.	4gp	simple, finesse, light, thrown, range (20/60)
Whip	1	3lb.	2gp	martial, finesse, reach
Spellbook	1	3lb.	50gp	utility
Studded Leather	1	13lb.	45gp	light armor, AC 12
Traveler's Clothes	1	4lb.	2gp	social, outerwear
The Burnt Book	1	-lb.	-gp	journal, spellbook
Backpack	1	5lb.	2gp	capacity: 1ft ³ /30lb.
Ink Pen	1	-lb.	0.02gp	communication, social, utility
Ink (1 oz. bottle)	1	-lb.	10gp	communication, social, utility, consumable
Parchment	310	-lb.	31gp	communication, social, utility, consumable
Little Bag of Sand	1	-lb.	-gp	utility
Small Knife	1	-lb.	-gp	utility
Map Case & Map	1	-lb.	-gp	Is this a crypt in Udarth?
Cartographer's Tools	1	6lb.	15gp	
Ornate Compass	1	-lb.	25gp	
Component Pouch	1	2lb.	25gp	spellcasting focus



EQUIPMENT

Ever since he was a child, Gilbert heard tales about the ancient lost city of Udarth. Not much is known about the city, but it is said to have been ruled by a Magocracy of Dragonborn sorcerers. He has spent the intervening years studying Draconic languages and history while becoming an archaeologist. One day, he hopes to earn his place in the history books by finding Udarth and uncovering its secrets.

On his very first dig expedition, Gilbert uncovered a dusty old bullwhip. He keeps it strapped to his side to this day as a souvenir. On that same dig, he also discovered a wooden map case containing what appears to be the layout of a crypt. The map is covered in Draconic symbols and writing. It must be linked to Udarth somehow!

During his most recent archaeological excursion, Gilbert saved a colleague from great harm in the most unusual way. A rope snapped from a pulley system, causing large debris to swing toward a fellow digger. Gilbert cried out and felt completely powerless to stop a tragic accident. Then suddenly, Gilbert discovered an unknown talent, and he was able to telekinetically shove his friend out of harm's way.

After this sudden discovery of telekinetic ability, Gilbert spent several weeks in the library researching everything he could find about magic and spellcasting. During this time, he has learned to copy a few basic spells into his own spellbook and has gained a rudimentary understanding of the art. In the very last text that he scoured, Gilbert found a reference to a place called Dragon's Rest where it might be possible to learn more magic and to develop this new skill. Gilbert packed his belongings and bartered passage on a ship to Stormwreck Isle the very next day.

The adventure begins...

CHARACTER BACKSTORY

I love a good puzzle or mystery.

I'm happier in a dusty old tomb than I am in the centers of civilization.

PERSONALITY TRAITS

Preservation. That artifact belongs in a museum. (Good)

IDEALS

Ever since I was a child, I've heard stories about a lost city. I aim to find it, learn its secrets, and earn my place in the history books. (Udarth)

BONDS

I have a secret fear of some common wild animal—and in my work, I see them everywhere. (Snakes)

FLAWS

Ritual Spells:

Comprehend Languages
Detect Magic
Find Familiar

Spell Slots:

1st	2nd	3rd	4th	5th	6th
3	-	-	-	-	-
7th	8th	9th			
-	-	-			

Feats:

Telekinetic (Intelligence)

- +1 INT
- You learn the mage hand cantrip. You can cast it without verbal or somatic components, and you can make the spectral hand invisible. If you already know this spell, its range increases by 30 feet when you cast it. Its spellcasting ability is the ability increased by this feat.
- As a bonus action, you can try to telekinetically shove one creature you can see within 30 feet of you. When you do so, the target must succeed on a Strength saving throw (DC 8 + your proficiency bonus + the ability modifier of the score increased by this feat) or be moved 5 feet toward you or away from you. A creature can willingly fail this save.

Background Features:

Historical Knowledge (Archaeologist)
When you enter a ruin or dungeon, you can correctly ascertain its original purpose and determine its builders, whether those were dwarves, elves, humans, yuan-ti, or some other known race. In addition, you can determine the monetary value of art objects more than a century old.

FEATURES & TRAITS