

Gilbert Windham

CHARACTER NAME

Wizard 3  
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

17

HIT POINTS

Total 3d6

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
Fire Bolt		120ft.	+6	1d10 <small>fire</small>	V,S

WEAPON ATTACKS & CANTRIPS

Standard Actions:

Attack, Spell, Dash, Disengage, Dodge, Grapple, Help, Hide, Improvise, Ready, Search, Shove, Use

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.

ACTIONS

SENSES

11

PASSIVE WISDOM (PERCEPTION)

11

PASSIVE WISDOM (INSIGHT)

16

PASSIVE INTELLIGENCE (INVESTIGATION)

INT

SPELLCASTING  
ABILITY

14

SPELL SAVE DC

+6

SPELL ATTACK  
BONUS



## Gilbert Windham

CHARACTER NAME

32

AGE

Gray

EYES

6' 2"

HEIGHT

Pale

SKIN

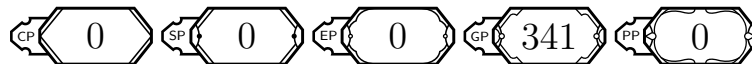
200lb

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
<b>Backpack</b>	1	5lb.	2gp	capacity: 1ft <sup>3</sup> /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	
Potion of Healing	2	.5lb.	50gp	regain 2d4+2 hit points
Dragon Claw	1	1lb.	?gp	
Scroll of Catapult	1	-lb.	-gp	1st Level Transmutation
Rune-Marked Business Card	1	-lb.	-gp	Udarth-related rune
<b>Component Pouch</b>	1	2lb.	25gp	spellcasting focus
Pearl	1	-lb.	100gp	



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

Prepared Spells: 7 Cantrips Known: 3

Spell Slots:

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

Ritual Spells:

Comprehend Languages, Detect Magic, Find Familiar, Identify

**Cantrip Formulas:** When you finish a long rest, you can replace one wizard cantrip with another from the wizard spell list.

Feats:

Telekinetic (Intelligence)

- +1 INT
- You learn mage hand; cast it without verbal or somatic components; can be invisible; range increases by 30 feet if you already know it
- As a bonus action, you can try to telekinetically shove a creature

**Background Features:**

Historical Knowledge (Archaeologist)

When you enter a ruin or dungeon, you can correctly ascertain its original purpose and determine its builders. You can determine the monetary value of art objects more than a century old.

FEATURES & TRAITS