DUNGEONS & DRAGONS®

Gilbert Windham
CHARACTER NAME

Wizard 1	Archaeologist	deedoubledub
CLASS & LEVEL	BACKGROUND	PLAYER NAME
Variant Human	Chaotic Good	(milestone)
RACE	ALIGNMENT	EXPERIENCE POINTS

Ability Scores

STRENGTH −1 (8)

DEXTERITY +2 (14)

CONSTITUTION +1 (13)

INTELLIGENCE +4 (18)

WISDOM +1 (12)

CHARISMA +0 (10)

+2 PROFICIENCY BONUS

SAVING THROWS
- ○ −1 Strength
- ○ +2 Dexterity
- ○ +1 Constitution
- ● +6 Intelligence
- ● +3 Wisdom
- ○ +0 Charisma

SKILLS
- ○ +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)
- ○ +0 Performance (Cha)
- ○ +0 Persuasion (Cha)
- ● +6 Religion (Int)
- ○ +2 Sleight of Hand (Dex)
- ○ +2 Stealth (Dex)
- ● +3 Survival (Wis)

ARMOR CLASS 12

INITIATIVE +2

SPEED 30ft.

HIT POINTS
Max HP **7** · Current HP _____ · Temp HP _____

HIT DICE Total 1d6

DEATH SAVES
SUCCESSES ○○○
FAILURES ○○○

PROFICIENCIES & LANGUAGES

ARMOR
None

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

TOOLS
Cartographer's Tools

LANGUAGES
Common, Draconic, Elvish

WEAPON ATTACKS & CANTRIPS

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

ACTIONS

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

Bonus Actions:
Telekinetic - Shove
As a bonus action, you can try to telekinetically shove one 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 this save.

Special Actions:
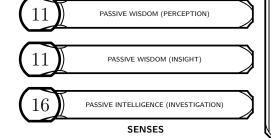Arcane Recovery • 1/Long Rest
Recover spell slots of a combined level up to half your wizard level (rounded up). The slots must be 5th level or lower.

Prepared Spells:
Cantrips: Acid Splash, Light, Mage Hand, Ray of Frost
1st Level: Burning Hands, Comprehend Languages, Detect Magic, Mage Armor, Magic Missile

SENSES
- **11** PASSIVE WISDOM (PERCEPTION)
- **11** PASSIVE WISDOM (INSIGHT)
- **16** PASSIVE INTELLIGENCE (INVESTIGATION)

INT SPELLCASTING ABILITY

14 SPELL SAVE DC

+6 SPELL ATTACK BONUS

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32	6' 2"	200lb
AGE	HEIGHT	WEIGHT
Gray	Pale	Light Brown
EYES	SKIN	HAIR

Item	Qty	Wt	Cost	Notes
Dagger	1	1lb.	2gp	simple, finesse, light, thrown, range (20/60)
Whip	1	3lb.	2gp	martial, finesse, reach
Spellbook	1	3lb.	50gp	utility
Traveler's Clothes	1	4lb.	2gp	social, outerwear
Backpack	1	5lb.	2gp	capacity: 1ft^3/30lb.
Book	1	5lb.	25gp	social, utility
Ink Pen	1	-lb.	0.02gp	communication, social, utility
Ink (1 oz. bottle)	1	-lb.	10gp	communication, social, utility, consumable
Parchment	10	-lb.	1gp	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?
Two-Person Tent	1	20lb.	2gp	social, utility, exploration
Bullseye Lantern	1	2lb.	10gp	cone - 60ft bright, 60ft dim; 6hr/pint of oil
Miner's Pick	1	10lb.	2gp	utility
Shovel	1	5lb.	2gp	utility
Component Pouch	1	2lb.	25gp	spellcasting focus

CP	SP	EP	GP	PP
0	0	0	30	0

EQUIPMENT

Personality Traits
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

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

IDEALS

Bonds
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

Flaws
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
2	-	-	-	-	-

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

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