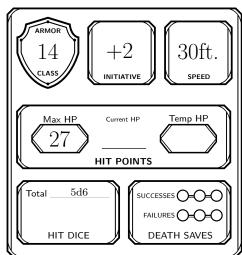


Wizard 5	Archaeologist	deedoubledub
CLASS & LEVEL	BACKGROUND	PLAYER NAME
Variant Human	Chaotic Good	(milestone)
RACE	ALIGNMENT	EXPERIENCE POINTS





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.		+5	1d8+2 piercing	Finesse
Dagger	5ft.	20(60)	+5	$1d4$ +2 $_{ m piercing}$	Finesse, Light, Thrown
Whip	10ft.	. ,	+2	1d4+2 slashing	Finesse, Reach
Acid Splash		60	16 DEX	$1\mathrm{d}6$ acid	V,S
Fire Bolt		120ft.	+9	$1d10 \mathrm{fire}$	V,S
Ray of Frost		60	+9	1d8 cold	V,S
Shocking Grasp		Touch	+9	$1d8_{\rm \ lightning}$	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 • 3/Long Rest • Lasts 1 minute

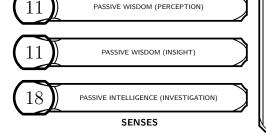
+5 AC, +10 ft. walking speed, advantage on Acrobatics checks, +5 to CON saves to maintain concentration

Special Actions:

Arcane Recovery • 1/Long Rest

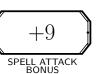
Recover spell slots of a combined level up to half your wizard level (rounded up). The slots must be 5th level or lower.

ACTIONS











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

Item	Qty	Wt	Cost	Notes
Rapier	1	2lb.	$25 \mathrm{gp}$	martial, finesse
Dagger	2	2lb.	$4 \mathrm{gp}$	smpl, fin., light, thrown, range (20/60)
Dagger	1	11ь.	$5 \mathrm{gp}$	from Udarth armory, DM said 5GP
Whip	1	3lb.	2_{gp}	martial, finesse, reach
Spellbook	1	3lb.	50_{gp}	utility
Studded Leather	1	13lb.	$45 \mathrm{gp}$	light armor, AC 12
Traveler's Clothes	1	4lb.	2_{gp}	social, outerwear
The Burnt Book	1	-lb.	-gp	journal, spellbook
Backpack	1	5lb.	2_{gp}	capacity: $1 \text{ft}^3 / 30 \text{1b}$.
Ink Pen	1	-lb.	$0.02 \mathrm{gp}$	communication, social, utility
Ink (1 oz. bottle)	1	-lb.	10gp	comm, social, utility, consumable
Little Bag of Sand	1	-lb.	-gp	utility
Small Knife	1	-lb.	-gp	utility
Cartographer's Tools	1	6lb.	$15 \mathrm{gp}$	
Ornate Compass	1	-lb.	$25 \mathrm{gp}$	
Potion of Healing	2	.5lb.	50_{gp}	regain 2d4+2 hit points
Tusk Love	1	-lb.	-gp	book
Spell Scrolls	4	-lb.	-gp	DispelM, HoldP, MagicM
Driftglobe	1	11ь.	$500 \mathrm{gp}$	Item Card
Blue Star Sapphire	1	?lb.	1000 gp	piece of Azuredge battleaxe
Component Pouch	1	2lb.	$25 \mathrm{gp}$	spellcasting focus
Pearl	1	-lb.	$100 \mathrm{gp}$	
Attuned				
Locket	1	-lb.	$1200 \mathrm{gp}$	+1 spell atk, reroll 1 dmg die/lng rst
Hat of Wizardy	1	-lb.	$400 \mathrm{gp}$	focus, cast any cantrip/lng rst, DC10 Arcana



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)

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

FLAWS

Prepared Spells: 10 Cantrips Known: 4

Spell Slots:

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

Neverwinter University Rank: 1

- Free Teleportation to Waterdeep, Baldur's Gate, Luskan, Radiant Citadel, Caer Callidyrr
- Discount at component shop and gift

FEATURES & TRAITS