

Wizard 1 Folk Hero CLASS & LEVEL BACKGROUND PLAYER NAME High Elf **Neutral Good** RACE **EXPERIENCE POINTS** ALIGNMENT



CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

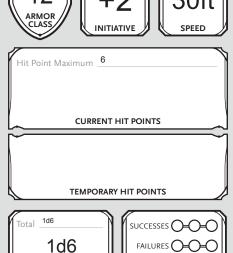
INSPIRATION

PROFICIENCY BONUS

- -1 Strength +2 Dexterity 0 Constitution +5 Intelligence _+3_ Wisdom +2 Charisma SAVING THROWS
- 2 Acrobatics (Dex) 3 Animal Handling (Wis) O 3 Arcana (Int) -1 Athletics (Str) O 2 Deception (Cha) O 3 History (Int)
- _3_ Insight (Wis) 2 Intimidation (Cha) Investigation (Int) O 1 Medicine (Wis) _3_ Nature (Int)
- 1 Perception (Wis) O ² Performance (Cha) O 2 Persuasion (Cha) 3 _ Religion (Int)
- O 2 Sleight of Hand (Dex) O _2 Stealth (Dex)
- Survival (Wis)

SKILLS





DEATH SAVES

DAMAGE/TYPE Staff 1d6-1 Shortbow +4 1d6+2

HIT DICE

Fire Bolt: Attack spell +5 to hit. Target takes 1d10 fire damage.

Ray of Frost: Attack spell +5 to hit. Target takes 1d8 cold damage and speed reduced by 10 feet.

ATTACKS & SPELLCASTING

PASSIVE WISDOM (PERCEPTION)

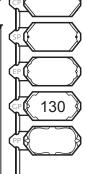
Weapons: Dagger, dart, sling, quarterstaff, light crossbow

Languages: Common, Elvish, Halfling

Tools: Cook's Utensils

Vehicles (land)

OTHER PROFICIENCIES & LANGUAGES



Quarterstaff Shortbow Cook's Utensils Shovel Iron pot Common Clothes Spellbook Arcane Focus Explorer's Pack (backpack, bedroll, mess kit, tinderbox, 10 torches, 10 days' rations, waterskin, 50ft. hempen rope)

EOUIPMENT

I judge people by their actions, not their words. If someone is in trouble, I'm always ready to lend a hand.

PERSONALITY TRAITS

Sincerity: There's no good in pretending to be something I'm not.

IDEALS

I have a family, but I left them behind to pursue my destiny. I hope to see them again someday.

BONDS

I have never been terribly far from home, and am still fairly naive to the ways of the world at large.

FLAWS

Darkvision: Can see 60ft in dim light as though it was bright light, and in darkness as though it was dim light.

Keen Senses: proficiency in Perception.

Fey Ancestry: Advantage on saving throws against being charmed, magic cannot put you to sleep.

Trance: You do not require sleep. Four hours in a state of meditation will result in the same benefits as 8 hours rest.

Elf Weapon Training: Proficiency with longsword, shortsword, shortbow, and lonabow.

Cantrip: You know one cantrip of your choice from the Wizard spell list.

Extra Language: You read, speak, and write one extra language of your choice.

Spellcasting: Your Spell Save DC is 13.

Arcane Recovery: Once per day during a short rest, you can recover a number of expended spell slots that is equal to or less than half your level (rounded up).

Rustic Hospitality: You can find a place to hide, rest, or recuperate among other commoners, unless you have shown yourself to be a danger to them.

FEATURES & TRAITS

