

Enna Summerlark

CHARACTER NAME

Wizard 1

CLASS & LEVEL

High Elf

RACE

Folk Hero

BACKGROUND

Neutral Good

ALIGNMENT

PLAYER NAME

EXPERIENCE POINTS

STRENGTH

8

-1

DEXTERITY

15

+2

CONSTITUTION

10

0

INTELLIGENCE

16

+3

WISDOM

12

+1

CHARISMA

14

+2

INSPIRATION

+2

PROFICIENCY BONUS

- SAVING THROWS
- 1 Strength
  - +2 Dexterity
  - 0 Constitution
  - +5 Intelligence
  - +3 Wisdom
  - +2 Charisma

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

12

ARMOR CLASS

+2

INITIATIVE

30ft

SPEED

Hit Point Maximum 6

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1d6

1d6

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

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

NAME ATK BONUS DAMAGE/TYPE

Staff +1 1d6-1

Shortbow +4 1d6+2

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

11

PASSIVE WISDOM (PERCEPTION)

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

Languages: Common, Elvish, Halfling

Tools: Cook's Utensils

Vehicles (land)

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP

PP

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)

130

EQUIPMENT

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 longbow.

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



Enna Summerlark

CHARACTER NAME

20

AGE

5'4"

HEIGHT

130lbs

WEIGHT

Green

EYES

Pale

SKIN

Auburn

HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME SYMBOL

CHARACTER BACKSTORY

ADDITIONAL FEATURES & TRAITS

TREASURE

# Wizard

SPELLCASTING CLASS

1

SPELLCASTING ABILITY

13

SPELL SAVE DC

+5

SPELL ATTACK BONUS

0

CANTRIPS

Firebolt

Ray of Frost

Mage Hand

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

2

PREPARED

SPELL NAME

- Burning Hands
- Magic Missile
- Shield
- Thunderwave
- Detect Magic
- Feather Fall

2

3

6

4

7

8

5

9

SPELLS KNOWN