

CHARACTER NAME

Wizard 8

CLASS & LEVEL

Human (Thayan)

RACE

Far Traveler

BACKGROUND

Lawful Neutral

ALIGNMENT

PLAYER NAME

34,000

EXPERIENCE POINTS

STRENGTH

9

-1

DEXTERITY

14

+2

CONSTITUTION

16

+3

INTELLIGENCE

18

+4

WISDOM

14

+2

CHARISMA

12

+1

INSPIRATION

+3

PROFICIENCY BONUS

- SAVING THROWS
- ☐ -1 Strength
 - ☐ +2 Dexterity
 - ☐ +3 Constitution
 - ☒ +7 Intelligence
 - ☒ +5 Wisdom
 - ☐ +1 Charisma

- SKILLS
- ☐ +2 Acrobatics (Dex)
 - ☐ +2 Animal Handling (Wis)
 - ☒ +7 Arcana (Int)
 - ☐ -1 Athletics (Str)
 - ☐ +1 Deception (Cha)
 - ☐ +4 History (Int)
 - ☒ +5 Insight (Wis)
 - ☐ +1 Intimidation (Cha)
 - ☐ +4 Investigation (Int)
 - ☒ +5 Medicine (Wis)
 - ☐ +4 Nature (Int)
 - ☒ +5 Perception (Wis)
 - ☐ +1 Performance (Cha)
 - ☐ +1 Persuasion (Cha)
 - ☐ +4 Religion (Int)
 - ☐ +2 Sleight of Hand (Dex)
 - ☐ +2 Stealth (Dex)
 - ☐ +2 Survival (Wis)

12

ARMOR CLASS

+2

INITIATIVE

30 ft.

SPEED

Hit Point Maximum 58

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 8d6

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME

dagger

ATK BONUS

+5

DAMAGE/TYPE

1d4+2*

*thrown dagger range (20/60)

ATTACKS & SPELLCASTING

15

PASSIVE WISDOM (PERCEPTION)

Weapons.

Dagger, Dart, Sling, Quarterstaff, Light Crossbow

Tools.

Gaming Set (Dragonchess)

Languages.

Common, Chultan, Thayan

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP

PP

5

dagger, arcane focus (staff), explorer's pack, spellbook, traveler's clothes, dragonchess set, poorly wrought map of Chult, earring (value 10 gp), pouch

EQUIPMENT

RITUAL CASTING.

You can cast a wizard spell as a ritual if that spell has the ritual tag and you have the spell in your spellbook. You don't need to have the spell prepared.

ARCANE RECOVERY.

You have learned to regain some of your magical energy by studying your spellbook. Once per day when you finish a short rest, you can choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than half your wizard level (rounded up), and none of the slots can be 6th level or higher.

NECROMANCY SAVANT.

The gold and time you must spend to copy a necromancy spell into your spellbook is halved.

GRIM HARVEST.

You gain the ability to reap life energy from creatures you kill with your spells. Once per turn when you kill one or more creatures with a spell of 1st level or higher, you regain hit points equal to twice the spell's level, or three times its level if the spell belongs to the School of Necromancy. You don't gain this benefit for killing constructs or undead.

UNDEAD THRALLS.

Add the animate dead spell to your spellbook if it is not there already. When you cast animate dead, you can target one additional corpse or pile of bones, creating another zombie or skeleton, as appropriate.

Whenever you create an undead using a necromancy spell, it has additional benefits:

- The creature's hit point maximum is increased by an amount equal to your wizard level.
- The creature adds your proficiency bonus to its weapon damage rolls.

FEATURES & TRAITS



CHARACTER NAME

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

CHARACTER APPEARANCE

NAME

SYMBOL

ALLIES & ORGANIZATIONS

ALL EYES ON YOU.

Your accent, mannerisms, figures of speech, and perhaps even your appearance all mark you as foreign. Curious glances are directed your way wherever you go, which can be a nuisance, but you also gain the friendly interest of scholars and others intrigued by far-off lands, to say nothing of everyday folk who are eager to hear stories of your homeland.

You can parley this attention into access to people and places you might not otherwise have, for you and your traveling companions. Noble lords, scholars, and merchant princes, to name a few, might be interested in hearing about your distant homeland and people.

BACKSTORY.

Your life has been a series of chores and beatings as you served your red-robed master. Being that she was a slob, it was up to you to gather up her possessions each day when she sought rest, and tidy up the study area. It was on one such occasion that, when you glanced down at the pages of her spellbook you realized you understood the strange glyphs and writings within. It was at that time you decided to study and learn to be a wizard yourself, though most definitely in secret. You got hold of an empty spellbook through no small amount of machinations and scheming on your own, and have been jotting your own spells betwixt its vellum pages.

Then the order to search a foreign land for something called the Soulmonger came, and you accompanied your master deep within the jungles of Chult on her mission. In a fatal attack by yuan-ti, you managed to escape death, though the red wizards you accompanied were not so lucky. So there you are, a former slave now freed in the jungles of Chult. For the first time, your fate is your own.

CHARACTER BACKSTORY

ADDITIONAL FEATURES & TRAITS

TREASURE

Wizard

SPELLCASTING CLASS

Intelligence

SPELLCASTING ABILITY

15

SPELL SAVE DC

+7

SPELL ATTACK BONUS

SPILLS KNOWN

0

CANTRIPS

- Chill Touch
- Fire Bolt
- Mending
- Shocking Grasp

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1 4

- PREPARED
- SPELL NAME
- Comprehend Languages
 - Detect Magic
 - Identify
 - Mage Armor
 - Magic Missile
 - Protection from Evil and Good
 - Shield
 - Tenser's Floating Disc

2 3

- Darkvision
- Melf's Acid Arrow
- Misty Step
- See Invisibility

3 3

- Animate Dead
- Dispel Magic
- Fireball
- Slow
- Vampiric Touch

4 2

- Blight
- Dimension Door
- Greater Invisibility
- Otiluke's Resilient Sphere

5

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8

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