

J'eff the Fermentomancer

CHARACTER NAME

Wizard 1

CLASS & LEVEL

Human

RACE

Guild Artisan (Brewer)

BACKGROUND

Neutral

ALIGNMENT

PLAYER NAME

0

EXPERIENCE POINTS

STRENGTH

10

+0

DEXTERITY

16

+3

CONSTITUTION

14

+2

INTELLIGENCE

16

+3

WISDOM

11

+0

CHARISMA

10

+0

INSPIRATION

+2

PROFICIENCY BONUS

- ☐ +0 Strength
- ☐ +3 Dexterity
- ☐ +2 Constitution
- ☒ +5 Intelligence
- ☒ +2 Wisdom
- ☐ +0 Charisma

SAVING THROWS

- ☐ +3 Acrobatics (Dex)
- ☐ +0 Animal Handling (Wis)
- ☒ +5 Arcana (Int)
- ☐ +0 Athletics (Str)
- ☐ +0 Deception (Cha)
- ☐ +3 History (Int)
- ☒ +2 Insight (Wis)
- ☐ +0 Intimidation (Cha)
- ☐ +3 Investigation (Int)
- ☒ +3 Medicine (Wis)
- ☒ +5 Nature (Int)
- ☐ +0 Perception (Wis)
- ☐ +0 Performance (Cha)
- ☐ +0 Persuasion (Cha)
- ☐ +3 Religion (Int)
- ☐ +3 Sleight of Hand (Dex)
- ☐ +3 Stealth (Dex)
- ☐ +0 Survival (Wis)

SKILLS

13

ARMOR CLASS

+3

INITIATIVE

30

SPEED

Hit Point Maximum 8

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total d6

1

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

The ingredients in a quality beer are no different than the ingredients in the most powerful spell--a pinch of this, a dash of that, and then just add fire.

IDEALS

BONDS

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Staff

+2

1d6

Dagger

+5

1d4 + 3

==Cantrips==

Acid Splash: 60 ft.; Dex Save; 1d6 acid

Fire Bolt: 120 ft.; +5 to hit; 1d10 fire

Frostbite: 60 ft.; Con Save, 1d6 cold+disdv

==1st Level (2 slots) () ()

Burning Hands: 15 ft. cone; Dex Save, 3d6 fire

Mage Armor: AC becomes 16

Magic Missile: 120 ft; 1d4+1 (3 missiles)

Shield: +5 AC until your next turn

Sleep: 90 ft.; 5d8 hp of creatures go to sleep

Tasha's Hideous Laughter: 30 ft; Wis Save; Inc

ATTACKS & SPELLCASTING

10

PASSIVE WISDOM (PERCEPTION)

Weapon: Dagger, dart, sling, quarterstaff, light crossbow
Armor: None
Tools: Brewer's supplies
Languages: Common, Dwarvish, Goblin

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP

PP

13

A quarterstaff, dagger, spellbook, backpack, bedroll, component pouch, mess kit, 10 torches, 10 days of rations, waterskin, 50 feet of hempen rope, a tinderbox, a letter of introduction from the head brewer of a well-known brewery, and brewer's supplies

EQUIPMENT

Spellcasting: As a student of arcane magic, you have a spellbook containing spells that show the first glimmerings of your true power. Your spellcasting ability is Intelligence (DC 13, +5 to hit with spells).

Arcane Recovery: Once per day when you finish a short rest, you recover 1 spell slot.

Guild Membership: Guilds often wield tremendous political power. If you are accused of a crime, your guild will support you if a good case can be made for your innocence or the crime is justifiable. You can also gain access to powerful political figures through the guild, if you are a member in good standing. Such connections might require the donation of money or magic items to the guild's coffers. You must pay dues of 5 gp per month to the guild. If you miss payments, you must make up back dues to remain in the guild's good graces.

FEATURES & TRAITS