

CHARACTER NAME

Wizard 1

CLASS & LEVEL

Human

RACE

Criminal

BACKGROUND

Neutral Evil

ALIGNMENT

Bobby

PLAYER NAME

0

EXPERIENCE POINTS

STRENGTH

-1

9

DEXTERITY

+1

13

CONSTITUTION

0

11

INTELLIGENCE

+3

16

WISDOM

+2

15

CHARISMA

+2

14

INSPIRATION

+2

PROFICIENCY BONUS

- SAVING THROWS
- 1 Strength
 - +1 Dexterity
 - 0 Constitution
 - +5 Intelligence
 - +4 Wisdom
 - +2 Charisma

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

SKILLS

11

ARMOR CLASS

+1

INITIATIVE

30

SPEED

Hit Point Maximum 6

6

6

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1d6 per wizard level

1d6

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

I don't pay attention to the risks in a situation. Never tell me the odds.

PERSONALITY TRAITS

Greed: I will do whatever it takes to become wealthy.

IDEALS

Someone I loved died because of a mistake I made. That will never happen again.

BONDS

If there's a plan, I'll forget it. If I don't forget it, I'll ignore it.

FLAWS

NAME ATK BONUS DAMAGE/TYPE

Dagger +3 1d4+1, piercing

Dagger, thrown (20/60) +3 1d4+1, piercing

ATTACKS & SPELLCASTING

+2

PASSIVE WISDOM (PERCEPTION)

Languages: Common, Abyssal
 Weapons: Daggers, Darts, slings, quarterstaves, light crossbows
 Tools: Playing cards, Thieves' tools

OTHER PROFICIENCIES & LANGUAGES

CP 50

SP 25

EP

CP 12

PP

A set of dark, common clothes, including a hood
 A book of spells
 A bag of weird and stinky spell components
 A dagger
 A backpack,
 A bedroll
 A messkit
 A crowbar
 A deck of playing cards
 A tinderbox
 10 torches
 10 days of rations
 A waterskin
 1 50' coil of rope
 A belt pouch

EQUIPMENT

Wizard Spellcasting (Intelligence): You may prepare a number of spells equal to your Int bonus + Wizard level daily from the list of spells in your spellbook.

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.

Learning spells: You may copy spells you find into your spellbook. The spell must be of a level you have slots for, and copying the spell requires 2 hours and 50 gp per spell level.

Arcane Recovery: Once per day, after completing a short rest, you may recover expended spell slots equal to half your wizard level (rounded up). None of the slots can be 6th level or higher.

Criminal Contact: You have a reliable and trustworthy contact who acts as your liason to a network of other criminals.

FEATURES & TRAITS



93

AGE

5'6"

HEIGHT

132

WEIGHT

Gray

EYES

Pale and wrinkly

SKIN

Thin, stringy and white

HAIR

CHARACTER NAME

CHARACTER APPEARANCE

Syndra Silvane: An old wizard and former adventurer who rescued you from limbo. She has many contacts in the underworld and has proven to be a good source of information on potential excursions.

NAME

SYMBOL

ALLIES & ORGANIZATIONS

As a youth, you grew up poor and destitute. Without parentage to speak of, or any opportunities to look forward to, you fell in with bad crowds.

You also had a brother, who you looked up to and admired, for his ability to focus on studying and improving himself despite your impoverished situation. In fact, he was well on his way to actually earning an apprenticeship under a local wizard, when you approached him with a tip you had received about an abandoned tomb full of treasure.

Despite his misgivings, he accompanied you and some friends to raid the dungeon, when tragedy struck. There, you encountered a dark horror who warned you of the dangers of robbing the dead, and proclaimed that the dead will take what's theirs back. With that, he entrapped all of your souls in limbo and stole your body.

Decades passed during which your only memories are of darkness, but then, the being which had taken your life from you was expelled by a wizard named Syndra Silvane, and your soul was returned to the living.

You are now a decrepit old man, but you have seen dark secrets and encountered the power of the true underworld. You know that great treasures are held in the tombs of the world, and the dead are not, in fact, all powerful. You realize that if you apply yourself to the study of magic and the dead, and with your wit and tenacity, those great treasures can be yours.

CHARACTER BACKSTORY

ADDITIONAL FEATURES & TRAITS

TREASURE

Wizard

SPELLCASTING CLASS

Int

SPELLCASTING ABILITY

13

SPELL SAVE DC

+5

SPELL ATTACK BONUS

0

CANTRIPS

Chill Touch

Infestation

Mage Hand

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

2

PREPARED

SPELL NAME

- Detect Magic (ritual)
- Find Familiar (ritual)
- Ray of Sickness
- Sleep
- Tenser's Floating Disk (ritual)
- Witch Bolt

2

3

6

4

7

8

5

9

SPELLS KNOWN