Name: <u>Kristoff Eramus</u> Player:__ Class: Wizard EMONB Race: Human _ Background:_ Sage Level Gender: M Size: Med Height: 5'9" Weight: 178 lbs. Age: 22 Hair: Dk. Blonde Eyes: Green Alignment: NG **A**BILITIES SKILLS Skill Name Proficient Bonus Ability Modifier Saving Throw SANITY +2 Acrobatics (Dex) STR Animal Handling (Wis) Maximum Current STRENGTH (X)Sanity Arcana (Int) Sanity DEX -1 8 + Proficiency Bonus Athletics (Str) DEXTERITY +0 Deception (Cha) **Proficiency** ABILITY SAVE DC CON+5 History (Int) Bonus Constitution +3 8 + Wis Insight (Wis) Inspiration + Prof +0 INT Intimidation (Cha) Intelligence +5 Investigation (Int) Saving Throw Advantages/Disadvantages +1 Medicine (Wis) WIS +3 **W**ISDOM +3 Nature (Int) Perception (Wis) CHA SPECIAL FEATURES +0 +0 CHARISMA Performance (Cha) Max Use Recovery +0 Arcane Recovery (2 lvls spell slots) 3 Persuasion (Cha) Long Rest SENSES +3 Religion (Int) +2 Sleight of Hand (Dex) PASSIVE PERCEPTION Perception +2 Stealth (Dex) Survival (Wis) BASE SPEED ENCUMBERED Dex Misc Сомват INITIATIVE 30 Armor Wounds ${\sf A}$ rmor HIT POINTS None Bonus Shield Class Temporary HP Bonus Max Dexterity Medium Armor (Max Bonus =2) Modifier Heavy Armor (No Dex Bonus) HP Level Die Type Con #Used III Spell Η 3 × d6 + 2 RESISTANCES (HALF DAMAGE) I T Perish Item D Modifier DEATH SAVES Natural AC Misc (No Armor) Recover half of your maximum hit dice after a Long Rest (DC 10) Bonus **A**TTACKS ACTIONS (1 Action, 1 Bonus Action, and 1 Reaction per Turn) # OF ATTACKS PER ACTION **Base Actions** Weapon Prof. Range To Hit Damage Dmg. Type **Bonus Actions** Quarterstaff Melee 1d6-1 Bludgeoning Attack / Cast a Spell Dash / Disengage / Dodge Special: Versatile (1d8) Escape Grapple / Help / Hide Dagger Melee 1d4+2 Piercing Ready / Search / Use Object As 1 att: Disarm / Grapple / Shove Special: Ammunition, loading, two-handed Reactions Special: Opportunity Attack Special: Special:

By Rich Lescouflair -- Castle Skydawn Desigr

Original Concept by Javier Aumante and morepurplemorebetter

RACIAL FEATURES				
1 to all Ability Scores				
Class Features				
rcane Recovery (Wizard 1, PHB 115) [2 levels of spell slots, 1×	Control of the Control of the Control			
once per day after a short rest, I can recover a number of 5th-lev pell slots	ei or lowe	r		
vocation Savant (School of Evocation 2, PHB 117)				
halve the gp and time needed to copy evocation spells into my	spellbook			
culpt Spells (School of Evocation 2, PHB 117)				
I cast an evocation spell affecting others I can see, I can protect		oell's leve		
he chosen automatically succeed on their saving throws vs. the hey also take no damage if the spell would normally deal half d		3 63//0		
ney also take no damage if the spell would normally dear half d	arriage ori	a save		
	-			
	-			
£				
Proficiencies				
Armor: Light				
Armor: Light Medium Heavy Shields Weapon: Simple Martial Other:	I C			
Armor: Light Medium Heavy Shields Weapon: Simple Martial Other: LANGUAGES Too:	LS			
Armor: Light Medium Heavy Shields Weapon: Simple Martial Other: LANGUAGES Tool Common Sylvan	LS			
Armor: Light Medium Heavy Shields Weapon: Simple Martial Other: LANGUAGES Common Sylvan Goblin	LS			
Armor: Light Medium Heavy Shields Weapon: Simple Martial Other: LANGUAGES Common Sylvan Goblin	LS			
Armor: Light Medium Heavy Shields Weapon: Simple Martial Other: LANGUAGES Tool Common Sylvan Goblin Elvish	LS			
Armor: Light Medium Heavy Shields Weapon: Simple Martial Other: LANGUAGES Common Sylvan Goblin	LS_			
Armor: Light Medium Heavy Shields Weapon: Simple Martial Other: LANGUAGES Tool Common Sylvan Goblin Elvish	LS			
Armor: Light Medium Heavy Shields Weapon: Simple Martial Other: LANGUAGES Tool Common Sylvan Goblin Elvish EQUIPMENT	LS			
Armor: Light Medium Heavy Shields Weapon: Simple Martial Other: LANGUAGES TOO Common Sylvan Goblin Elvish EQUIPMENT ADVENTURING GEAR	LS #	WT.		
Armor: Light Medium Heavy Shields Weapon: Simple Martial Other: LANGUAGES Common Sylvan Goblin Elvish EQUIPMENT ADVENTURING GEAR NAME	_	WT.		
ARMOR: LIGHT MEDIUM HEAVY SHIELDS WEAPON: SIMPLE MARTIAL OTHER: LANGUAGES Common Sylvan Goblin Elvish EQUIPMENT ADVENTURING GEAR NAME Common Clothes / Academic Robes	_	WT.		
ARMOR: LIGHT MEDIUM HEAVY SHIELDS WEAPON: SIMPLE MARTIAL OTHER: LANGUAGES TOO Common Sylvan Goblin Elvish EQUIPMENT ADVENTURING GEAR NAME Common Clothes / Academic Robes Belt Pouch	_	WT.		
ARMOR: LIGHT MEDIUM HEAVY SHIELDS WEAPON: SIMPLE MARTIAL OTHER: LANGUAGES Common Sylvan Goblin Elvish EQUIPMENT ADVENTURING GEAR NAME Common Clothes / Academic Robes Belt Pouch Backpack / Bedroll	_	WT.		
ARMOR: LIGHT MEDIUM HEAVY SHIELDS WEAPON: SIMPLE MARTIAL OTHER: LANGUAGES Common Sylvan Goblin Elvish EQUIPMENT ADVENTURING GEAR NAME Common Clothes / Academic Robes Belt Pouch Backpack / Bedroll Book of Lore / Ink and Quill	_	WT.		
ARMOR: LIGHT MEDIUM HEAVY SHIELDS WEAPON: SIMPLE MARTIAL OTHER: LANGUAGES Common Sylvan Goblin Elvish EQUIPMENT ADVENTURING GEAR NAME Common Clothes / Academic Robes Belt Pouch Backpack / Bedroll Book of Lore / Ink and Quill 10 Sheets of Parchment	_	WT.		
ARMOR: LIGHT MEDIUM HEAVY SHIELDS WEAPON: SIMPLE MARTIAL OTHER: LANGUAGES Common Sylvan Goblin Elvish EQUIPMENT ADVENTURING GEAR NAME Common Clothes / Academic Robes Belt Pouch Backpack / Bedroll Book of Lore / Ink and Quill 10 Sheets of Parchment 50' Rope / Tinderbox	_	WT.		
ARMOR: LIGHT MEDIUM HEAVY SHIELDS WEAPON: SIMPLE MARTIAL OTHER: LANGUAGES Common Sylvan Goblin Elvish EQUIPMENT ADVENTURING GEAR NAME Common Clothes / Academic Robes Belt Pouch Backpack / Bedroll Book of Lore / Ink and Quill 10 Sheets of Parchment 50' Rope / Tinderbox 10 days of rations / Waterskin	_	WT.		
ARMOR: LIGHT MEDIUM HEAVY SHIELDS WEAPON: SIMPLE MARTIAL OTHER: LANGUAGES Common Sylvan Goblin Elvish EQUIPMENT ADVENTURING GEAR NAME Common Clothes / Academic Robes Belt Pouch Backpack / Bedroll Book of Lore / Ink and Quill 10 Sheets of Parchment 50' Rope / Tinderbox	_	WT.		

	BACKGROUND 💋
Personality Trait	
	se who aren't as smart as I am, and I patiently
explain anything and everyth	
Ideal	
The path to power and self-i	improvement is through knowledge.
Bond	
My life's work is a series of t	comes related to specific field of lore.
Flaw	
Most people scream and rui	n when they see a demon.
I stop and take notes on its	
	recall a piece of lore, if I do not know that information m whom I can obtain it. Usually, this information com
I often know where and from	m whom I can obtain it. Usually, this information com
	university, or a sage or other learned person or creatu
	rets of the multiverse can require an adventure or even
a whole campaign.	
	FEATS 6
F еат:	
T	
FEAT:	
Feat:	
Feat:	

	70			
Lifestyle: _		Daily	Expenses: _	

ELECTRUM

= 10 SP

SILVER

= 10 CP

COPPER

=(Str x 15)-30

Spd.= 5 ft.

GOLD = 10 EP

FEAT:

WT.

PLATINUM

= 10 GP

LIFESTILE.	LE DAILI EXPENSES		
Name		#	WT.
Potion of Healing			
Pearl of Power			
OTHER VALUBLES			
TOTAL WT FUCUMERED HEAVILY FO	C Push/I	TEE	

=Str x 5

-10 Spd.

Pearl of Power

ATTUNED MAGIC ITEMS (MAX OF 3)

=Str x 10

-20 Spd.