

ENDERMAN THE ENT

CHARACTER NAME

Wizard ³
CLASS & LEVEL
High elf ^{EVOC}
RACE

Acolyte
BACKGROUND
Chaotic good
ALIGNMENT

MARTIN ¹⁴⁰
PLAYER NAME ¹⁴⁵
¹⁶⁹⁶ + ¹⁶⁰
EXPERIENCE POINTS ¹⁷⁵

¹²⁵⁰

STRENGTH
+0
10

DEXTERITY
+2
15

CONSTITUTION
+2
14

INTELLIGENCE
+3
16

WISDOM
+1
12

CHARISMA
-1
8

INSPIRATION

PROFICIENCY BONUS
+2

SAVING THROWS

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

SKILLS

- +2 Acrobatics (Dex)
- +1 Animal Handling (Wis)
- +5 Arcana (Int)
- +0 Athletics (Str)
- 1 Deception (Cha)
- +3 History (Int)
- +3 Insight (Wis)
- 1 Intimidation (Cha)
- +5 Investigation (Int)
- +1 Medicine (Wis)
- +3 Nature (Int)
- +3 Perception (Wis)
- 1 Performance (Cha)
- 1 Persuasion (Cha)
- +5 Religion (Int)
- +2 Sleight of Hand (Dex)
- +2 Stealth (Dex)
- +1 Survival (Wis)

*See your equipment.

ARMOR CLASS
12

INITIATIVE
+2

SPEED
30 feet

HIT POINTS
Hit Point Maximum 8 ¹²
18

CURRENT HIT POINTS

TEMPORARY HIT POINTS

HIT DICE
Total 1d6
3

DEATH SAVED
SUCCESSSES ○○○○
FAILURES ○○○○

I use polysyllabic words that convey the impression of erudition. Also, I've spent so long in the temple that I have little experience dealing with people on a casual basis.
PERSONALITY TRAITS

Knowledge. The path to power and self-improvement is through knowledge.
IDEALS

The tome I carry with me is the record of my life's work so far, and no vault is secure enough to keep it safe.
BONDS

I'll do just about anything to uncover historical secrets that would add to my research.
FLAWS

NAME	ATK BONUS	DAMAGE/TYPE
Shortsword	+4	1d6 + 2 piercing

1st xxx
2nd 11

Cantrips. You know *mage hand*, *prestidigitiation*, *ray of frost*, and *shocking grasp*, and can cast them at will.

Spell Slots. You have two 1st-level spell slots you can use to cast your prepared spells.

Prepared Spells. You prepare four 1st-level spells to make them available for you to cast, choosing from the spells in your spellbook.

Spellbook. You have a spellbook containing these 1st-level spells: *burning hands*, *detect magic*, *mage armor*, *magic missile*, *shield*, and *sleep*.
Descriptions are in the rulebook.

CHARM PERSON
THUNDER WAVE
ATTACKS & SPELLCASTING

Spellcasting Ability. Intelligence is your spellcasting ability for your spells. The saving throw DC to resist a spell you cast is 13. Your attack bonus when you make an attack with a spell is +5. See the rulebook for rules on casting your spells.

Arcane Recovery. You can regain some of your magical energy by studying your spellbook. Once per day during a short rest, you can choose to recover expended spell slots with a combined level equal to or less than half your wizard level (rounded up).

Darkvision. You see in dim light within a 60-foot radius of you as if it were bright light, and in darkness in that radius as if it were dim light. You can't discern color in darkness, only shades of gray.

Fey Ancestry. You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Trance. Elves don't need to sleep. They meditate deeply, remaining semiconscious, for 4 hours a day and gain the same benefit a human does from 8 hours of sleep.

Shelter of the Faithful. As a servant of Oghma, you command the respect of those who share your faith, and you can perform the rites of Oghma. You and your companions can expect to receive free healing and care at a temple, shrine, or other established presence of Oghma's faith. Those who share your religion will support you (and only you) at a modest lifestyle. You also have ties to the temple of Oghma in Neverwinter, where you have a residence. When you are in Neverwinter, you can call upon the priests there for assistance that won't endanger them.

FEATURES & TRAITS

13 PASSIVE WISDOM (PERCEPTION)

Proficiencies. Daggers, darts, light crossbows, longbows, longswords, quarterstaves, shortbows, shortswords, slings

Languages. Common, Elvish, Draconic, Dwarvish, Goblin

Potion of HEALING
Glass Staff
X SHIFOP
36
MACE - 1400
SHIELD - 2900
HIAC

OTHER PROFICIENCIES & LANGUAGES

EQUIPMENT

- CP 140
- SP 26
- EP 32
- GP 46
- PP

Shortsword, component pouch, spellbook, backpack, bottle, BESHOLE of ink, ink pen, 10 sheets of, BASHHO parchment, small knife, tome of historical lore, holy symbol, prayer book, set of common clothes, pouch

X Shortbow 40
X MACE
SWORD
SWORD

ELF

Elves are a people of otherworldly grace, living in the world but not entirely part of it. They live in places of ethereal beauty, in the midst of ancient forests or in silvery spires glittering with faerie light, where soft music drifts through the air and gentle fragrances waft on the breeze. Elves love nature and magic, art and artistry, music and poetry.

Elves can live over 700 years. They are more often amused than excited, and more likely to be curious than greedy. They tend to remain aloof and unfazed by petty happenstance, and they trust in diplomacy and compromise to resolve differences before they escalate to violence.

Most elves dwell in small forest villages hidden among the trees. Their contact with outsiders is usually limited, though a few elves make a good living by trading crafted items for metals, which they have no interest in mining.

In the Forgotten Realms, your people are named sun elves. Also called gold elves or sunrise elves, sun elves have bronze skin and hair of copper, black, or golden blond, and their eyes are golden, silver, or black. They are more reclusive than the other branch of high elves, the moon elves, but Oghma has called you to live among other peoples, rather than in the sanctuaries of your kin.

Elves are considered children until they declare themselves adults, sometime after the hundredth birthday. Before this period, they are called by child names. On declaring adulthood, an elf selects an adult name. Every elf also bears a family name, typically a combination of Elvish words. Some elves traveling among other races translate their family names into Common.

Child Names: Ara, Bryn, Del, Innil, Lael, Mella, Naeris, Phann, Rael, Rinn, Syllin, Vall

Male Adult Names: Adran, Berrian, Carric, Erevan, Galinndan, Hadarai, Immeral, Paelias, Quarion, Riardon, Soveliss, Theren, Varis

Female Adult Names: Althaea, Bethryna, Caelynn, Ilenia, Leshanna, Meriele, Naivara, Quillathe, Silaqui, Thia, Vadanía, Valanthe, Xanaphia

Family Names (Common Translations): Amastacia (Starflower), Galanodel (Moonwhisper), Liadon (Silverfrond), Meliamne (Oakenheel), Siannodel (Moonbrook), Ilphelkiir (Gemblossom)

WIZARD

Wizards are supreme magic-users. Drawing on the subtle weave of magic that permeates the cosmos, they cast spells of explosive fire, arcing lightning, subtle deception, and brute-force mind control. The mightiest wizards learn to conjure elementals from other planes of existence, glimpse the future, or turn slain foes into zombies.

BACKGROUND

You have spent your life dedicated to Oghma, all-seeing god of knowledge, and spent years learning the lore of the multiverse.

Personal Goal: Reconsecrate the Defiled Altar. Through visions delivered in your trances, your god has called you to a new mission. A goblin tribe has made its lair in an ancient ruin now called Cragmaw Castle, where they have defiled a shrine once sacred to Oghma. Now dedicated to the vile goblin god Maglubiyet, the altar is an offense to Oghma that must not stand.

You're sure Oghma has greater things in store for you if you can complete this quest. In the meantime, your visions suggest that Sister Garaele—a priest of Tymora, the goddess of luck—can aid you in the town of Phandalin.

Alignment: Chaotic Good. The pursuit and acquisition of knowledge is for the benefit of all. Kingdoms and laws are useful so far as they allow knowledge to flourish. Tyrants who seek to suppress and control it are the worst villains. You share your knowledge freely, and use what you have learned to help where you can.

GAINING LEVELS

As you adventure and overcome challenges, you gain experience points (XP), as explained in the rulebook.

With each level you gain, you gain one additional Hit Die and add 1d6 + 2 to your hit point maximum.

You gain access to more spells as you gain levels. You can prepare a number of spells equal to your level + your Intelligence modifier, as shown in the Spellcasting Advancement table. You also gain more spell slots.

SPELLCASTING ADVANCEMENT

LEVEL	PREPARED SPELLS	—SPELL SLOTS PER SPELL LEVEL—		
		1ST	2ND	3RD
2nd	5	3	—	—
3rd	6	4	2	—
4th	8	4	3	—
5th	9	4	3	2

ADDING TO YOUR SPELLBOOK

Each time you gain a wizard level, you can add two wizard spells of your choice to your spellbook, chosen from the wizard spell list in the rulebook. Each of these spells must be of a level for which you have spell slots. On your adventures, you might also find scrolls or books containing other spells you can add to your spellbook.

Copying a Spell into the Book. When you find a wizard spell, you can add it to your spellbook if it is of a level for which you have spell slots and if you can spare the time to decipher and copy it.

For each level of the spell, the process takes 2 hours and requires 50 gp. The cost represents material components you expend as you experiment with the spell to master it, as well as the fine inks you need to record it. Once you have spent this time and money, you can prepare the spell just like your other spells.

2ND LEVEL: 300 XP

Evocation Savant. The gold and time you must spend to copy an evocation spell into your spellbook is halved.

Sculpt Spells. When you cast an evocation spell that affects other creatures you can see, you can choose a number of them equal to 1 + the spell's level. The chosen creatures automatically succeed on their saving throws against the spell, and they take no damage if they would normally take half damage from it.

3RD LEVEL: 900 XP

Spells. You can now prepare and cast 2nd-level spells.

4TH LEVEL: 2,700 XP

Spells. You learn one more wizard cantrip of your choice.

Ability Score Improvement. Your Intelligence increases to 18, which has the following effects:

- Your Intelligence modifier becomes +4.
- Your spell saving throw DC increases by 1.
- Your bonus for your spell attacks increases by 1.
- Your modifier to Intelligence saving throws increases by 1.
- Your modifier to Intelligence-based skills increases by 1.

5TH LEVEL: 6,500 XP

Spells. You can prepare and cast 3rd-level spells.

Proficiency Bonus. Your proficiency bonus increases to +3, which has the following effects:

- Your attack bonus increases by 1 for your spell attacks and weapons you're proficient with.
- Your spell saving throw DC increases by 1.
- Your modifier for saving throws and skills you're proficient in (indicated by a ●) increases by 1.
- Because the modifier for your Perception skill increased, your passive Wisdom (Perception) score increases by 1.

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