



OLYA

Wizard 8 (Enchanter)

CLASS & LEVEL

36,720

EXPERIENCE POINTS

Matthew Stanton

PLAYER NAME

Tiefling

RACE/ANCESTRY/HERITAGE

Guild Merchant

BACKGROUND

Otherwhere

CAMPAIGN or PLAYER ID

STR
+0
10

+3 PROFICIENCY BONUS



ARMOR CLASS (AC)
11



INITIATIVE
+1



SPEED
30 ft.

DEX
+1
13

SAVING THROWS

- +0 Strength Saves
- +1 Dexterity Saves
- +2 Constitution Saves
- +8 Intelligence Saves *
- +4 Wisdom Saves *
- +2 Charisma Saves
- * Prof. bonus added

CON
+2
14

SKILLS

- +1 Acrobatics (*Dex*)
- +1 Animal Handling (*Wis*)
- +8 Arcana (*Int*) *
- +0 Athletics (*Str*)
- +2 Deception (*Cha*)
- +8 History (*Int*) *
- +4 Insight (*Wis*) *
- +2 Intimidation (*Cha*)
- +5 Investigation (*Int*)
- +1 Medicine (*Wis*)
- +5 Nature (*Int*)
- +1 Perception (*Wis*)
- +2 Performance (*Cha*)
- +5 Persuasion (*Cha*) *
- +5 Religion (*Int*)
- +1 Sleight of Hand (*Dex*)
- +1 Stealth (*Dex*)
- +1 Survival (*Wis*)

INT
+5
20

WIS
+1
12

CHA
+2
15

* Prof. bonus added

11 PASSIVE WISDOM (PERCEPTION)

PROFICIENCIES & LANGUAGES

Armor: none

Weapons: dagger, dart, light crossbow, quarterstaff, sling

Tools: calligrapher's supplies

Saving Throws: Intelligence, Wisdom

Skills: Arcana, History, Insight, Persuasion

Languages: Common, Orc, Infernal

ENCUMBRANCE

Lifting & Carrying: 150 lbs. max. carrying capacity; 300 lbs. pushing or dragging (speed -5 ft.); 300 lbs. max. lift.



HIT POINTS
50

HIT DICE
8d6

DEATH SAVES: Success O O O Fail O O O

WEAPON & UNARMED ATTACKS

Basic Attack. One target per Attack action.

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. 1d4+1 piercing damage. (If thrown, normal range to 20 ft.; disadvantage long range 21 to 60 ft.)

Dagger (offhand as bonus action). As above but only 1d4 piercing damage.

Spear. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. *Hit:* 1d6+0 piercing damage. (If thrown, normal range to 20 ft.; disadvantage long range 21 to 60 ft. If used two-handed in melee, does 1d8+0 damage.)

MAGIC, FEATS & SPECIAL ATTACKS

Fire Bolt Cantrip. *Ranged Spell Attack:* +8 to hit, targets one creature or object within 120 ft. range. *Hit:* 2d10 fire damage and unattended flammable objects catch on fire.

EQUIPMENT & TREASURE

Magic Items [DMG p. 135]

- bag of holding
- 2 potions of healing (2d4+2 hp)

(a) Item attuned to character.

Coins & Gems: 538 gold pieces (gp); 33 silver pieces (sp); 4 copper pieces (cp); 4 gems (worth 50 gp each)

FEATURES, TRAITS & MORE

Alignment: Neutral. I will help others, but avoid serious personal risks or loyalties that don't benefit me.

Guild Merchant Background [PHB p. 132]

- **Feature:** Guild Membership.
- **Traits:** Family are merchants. Ingratiating manner.
- **Ideal:** Knows buyers for fresh monster parts.
- **Bond:** My shop is my haven.
- **Flaw:** Sabotaged rival business.

Tiefling Traits [PHB p. 42]

- Creature Type: Humanoid
- Age: 26 years old
- Medium Size (5' 11", 152 lbs.)
- Darkvision (60 feet)
- Hellish Resistance (vs. fire)
- Infernal Legacy (Charisma-based; *Thaumaturgy* cantrip; *Hellish Rebuke* [as 2nd level] and *Darkness* spells each once betw. long rests)

Wizard Class Features [PHB p. 112]

- Ritual Casting
- Arcane Recovery (regain spell slots totalling 4 levels after short rest once per day)
- Enchantment Savant (copy such spells in half the time)
- Hypnotic Gaze (enthrall another within 5 feet, Wisdom save applies)
- Instinctive Charm (reaction to divert an attack once betw. long rests)

Spellcasting [PHB p. 201]

Spell Attack Modifier +8
Spell Save DC 16



Cantrips Known: *Fire Bolt, Mage Hand, Minor Illusion, Prestidigitation*

Prepared Spells

1st Level (4 slots): *Mage Armor, Charm Person, Sleep, Fog Cloud*

2nd Level (3 slots): *Suggestion, Crown of Madness, Invisibility, Phantasmal Force, Scorching Ray*

3rd Level (3 slots): *Tongues, Fireball*

4th Level (2 slots): *Confusion, Conjure Minor Elementals*

MORE EQUIPMENT

Carried Gear [PHB, p. 143]: two (2) daggers, spear, calligrapher's supplies (pens, papers, special inks), belt pouch, set of common clothes, set of traveler's clothes, merchant's scale, a letter of introduction from your guild. (This load is about 20 lbs.; add 1 lb. per 50 coins carried. Note your *bag of holding* holds 500 lbs.)

PLAYING THE GAME

- The Dungeon Master (DM) describes a scene and players take turns describing their characters' responses.
- For ability checks, saving throws, and attack rolls, roll 1d20 + one ability modifier + proficiency bonus (if proficient in task). The higher the total, the better the effort. The DM tracks minimum totals needed for successful results.
- For initiative rolls, roll 1d20 + Initiative (Dex) modifier. Higher totals act before lower totals in the same 6-second round.
- During a turn, a character or creature may do 1 movement, 1 action and up to 1 bonus action. Between turns, do up to 1 reaction.
- Advantage: Roll two d20s and use the higher result. Disadvantage: Roll two d20s and use the lower result.
- On attack rolls only, a "natural 20" is always a critical hit, while a "natural 1" is always a miss.
- Saving throws are rolled as needed at any time due to attacks, spells, or hazards.
- A character may die if failing three death saves while at 0 hit points, gaining 6 levels of exhaustion, or suffering certain deadly spells and hazards.
- Specific traits, features, spells, and magic items may create exceptions to any rules.

ACTIONS (1 per turn)

- **Attack:** Roll to hit, melee or ranged. Some classes and creatures make extra attacks at higher levels with this action.
- **Cast Spell:** If casting time 1 action.
- **Dash:** Double Speed this turn.
- **Disengage:** Avoiding all opportunity attacks while moving; "defensive retreat."
- **Dodge:** Give attackers disadvantage.
- **Escape:** Try to break free from grapple.
- **Grapple:** Special melee attack.
- **Help:** Give an ally advantage on one ability check or attack roll.
- **Hide:** Stealth allowed only if unobserved.
- **Ready:** Plan to take action as reaction when trigger occurs.
- **Search:** Perception or Investigation check.
- **Shove:** Special melee attack.
- **Stabilize:** DC 10 Medicine check to aid 0 h.p. dying creature; automatic success if using healer's kit.
- **Use Object:** Pick a lock, activate magical item, cover a hooded lantern, etc.
- **Use Potion:** Drink or administer.
- **Use Shield:** Equip or drop a shield.

BONUS ACTIONS (up to 1 per turn)

- **Offhand Attack:** If doing Attack as action, may make one attack this turn if light weapon in other hand.
- **Cast Spell:** If casting time 1 bonus action.

MOVEMENTS (limited by Speed)

- **Move:** Distance equal to Speed.
- **Crawl, Climb, Swim, Squeeze, Move Across Difficult Terrain or Move While Grappling:** "Half speed," uses up 10 ft. of Speed per 5 ft. distance.
- **Drop Prone:** No cost to Speed.
- **Stand Up:** From Prone position/condition, costs half Speed that turn.
- **Take Cover:** At end of move, half cover gives +2 to Armor Class and Dexterity saving throws; three-quarter cover gives +5 AC and Dex saves.

REACTIONS (1 between turns)

- **Cast Spell:** If casting time 1 reaction.
- **Opportunity Attack:** May make one attack if enemy moves out of reach.
- **Readied Action:** After trigger occurs, else action wasted.

FREE ACTIONS

- **Concentration (Maintain A Spell):** Ends if caster starts another concentration spell, or the caster is incapacitated, stunned, unconscious, or killed. If caster takes damage, a Constitution saving throw is needed to avoid immediately ending spell. DC is equal to 10 or half damage taken, whichever is greater. Each hit needs a separate saving throw check.
- **Interacting With An Object:** Generally part of another Movement or Action. Examples: Draw one weapon, drop a held object, or open an unlocked door.