DUNGEONS & DRAGONS®

Thaeldrun

CHARACTER NAME

Wizard 1	Criminal	
CLASS & LEVEL	BACKGROUND	PLAYER NAME
Mountain Dwarf	Neutral	0
RACE	ALIGNMENT	EXPERIENCE POINTS

+2 PROFICIENCY BONUS

INSPIRATION

STRENGTH 15 (+2)
- +2 SAVING THROWS
- ATHLETICS

DEXTERITY 15 (+2)
- +2 SAVING THROWS
- ACROBATICS
- SLEIGHT OF HAND
- +4 STEALTH

CONSTITUTION 14 (+2)
- +2 SAVING THROWS

INTELLIGENCE 14 (+2)
- +4 SAVING THROWS
- +4 ARCANA
- +4 HISTORY
- INVESTIGATION
- NATURE
- RELIGION

WISDOM 8 (-1)
- +1 SAVING THROWS
- ANIMAL HANDLING
- INSIGHT
- MEDICINE
- PERCEPTION
- SURVIVAL

CHARISMA 10 (+0)
- +0 SAVING THROWS
- +2 DECEPTION
- INTIMIDATION
- PERFORMANCE
- PERSUASION

PASSIVE WISDOM (PERCEPTION)

14	+2	25
ARMOR CLASS	INITIATIVE	SPEED

HIT POINT MAXIMUM 8

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1

d6

HIT DICE

SUCCESSES ○○○

FAILURES ○○○

DEATH SAVES

NAME	ATK BONUS	DAMAGE/TYPE
dagger		
fire bolt	+4	1d10

Cantrips do not consume spell slots.

ATTACKS & SPELLCASTING

I am always calm, no matter what the situation. I never raise my voice or let my emotions control me.

PERSONALITY TRAITS

People. I'm loyal to my friends, not to any ideals, and everyone else can take a trip down the Styx for all I care.

IDEALS

I'm trying to pay off an old debt I owe to a generous benefactor.

BONDS

An innocent person is in prison for a crime that I committed - and I'm okay with that.

FLAWS

Darkvision, Dwarven Resilience, Stonecunning

Criminal Specialty. Pickpocket

Criminal Contact. You have a reliable and trustworthy contact who acts as your liaison to a network of other criminals. You know how to get messages to and from your contact, even over great distances.

Spellcasting. Thaeldrun can prepare 3 spells of 1st level every day, and regains all expended spell slots at the end of a long rest.

Ritual Casting. Thaeldrun can cast a wizard spell as a ritual if that spell has the ritual tag and he has the spell in his spellbook. He does not need to have the spell prepared.

Arcane Recovery. Once per day at the end of a short rest, Thaeldrun can choose to recover 1 expended 1st level spell slot.

FEATURES & TRAITS

tools: gaming set, thieves' tools, mason's tools
languages: common, Dwarvish
Armor: light, medium
Weapons: Daggers, darts, slings, quarterstaffs, light crossbows

OTHER PROFICIENCIES & LANGUAGES

crowbar, set of dark common clothes including a hood, pouch containing 5 gp
spell component pouch
scholar's pack: backpack, book of lore (subject: _____), bottle of ink, ink pen, 10 sheets of parchment, little bag of sand, small knife
spellbook
hide armor

EQUIPMENT & CHARACTER NOTES

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