



DUNGEONS & DRAGONS®

Zivi Ulfson

CHARACTER NAME

Wizard/School of Transmut...

CLASS & LEVEL

Gnome/Rock Gnome

RACE

1 Guild Artisan

BACKGROUND

Lawful Neutral

ALIGNMENT

Vlad

PLAYER NAME

0

EXPERIENCE POINTS

STRENGTH	12
	+1

INSPIRATION
+2
PROFICIENCY BONUS

DEXTERITY	14
	+2

+1 Strength
+2 Dexterity
+3 Constitution
+7 Intelligence
+3 Wisdom
+3 Charisma

CONSTITUTION	17
	+3

+2 Acrobatics (Dex)
+1 Animal Handling (Wis)
+7 Arcana (Int)
+1 Athletics (Str)
+3 Deception (Cha)
+5 History (Int)
+3 Insight (Wis)
+3 Intimidation (Cha)
+7 Investigation (Int)
+1 Medicine (Wis)
+5 Nature (Int)
+1 Perception (Wis)
+3 Performance (Cha)
+5 Persuasion (Cha)
+5 Religion (Int)
+2 Sleight of Hand (Dex)
+2 Stealth (Dex)
+1 Survival (Wis)

INTELLIGENCE	20
	+5

+2 Acrobatics (Dex)
+1 Animal Handling (Wis)
+7 Arcana (Int)
+1 Athletics (Str)
+3 Deception (Cha)
+5 History (Int)
+3 Insight (Wis)
+3 Intimidation (Cha)
+7 Investigation (Int)
+1 Medicine (Wis)
+5 Nature (Int)
+1 Perception (Wis)
+3 Performance (Cha)
+5 Persuasion (Cha)
+5 Religion (Int)
+2 Sleight of Hand (Dex)
+2 Stealth (Dex)
+1 Survival (Wis)

WISDOM	13
	+1

+1 Perception (Wis)
+3 Wisdom (Int)
+1 Insight (Wis)
+3 Nature (Int)
+1 Perception (Wis)
+3 Performance (Cha)
+5 Persuasion (Cha)
+5 Religion (Int)
+2 Sleight of Hand (Dex)
+2 Stealth (Dex)
+1 Survival (Wis)

CHARISMA	16
	+3

SKILLS

12 ARMOR CLASS
+2 INITIATIVE
25 SPEED

Hit Point Maximum 11
CURRENT HIT POINTS
TEMPORARY HIT POINTS

Total
HIT DICE
SUCCESES
FAILURES
DEATH SAVES

NAME	ATK BONUS	DAMAGE/TYPE
Dagger	+4	1d4 +2 piercing
Crossbow, light	+4	1d8 +2 piercing

ATTACKS & SPELLCASTING

CP
SP
EP
GP
PP

EQUIPMENT

I'm well known for my work, and to make sure everyone appreciates it. I'm always taken aback when people say they haven't heard of me.

PERSONALITY TRAITS

aspiration, I want to be the best at my craft

IDEALS

I created a great work for someone and found them unworthy to receive it

BONDS

I would kill to acquire a noble title.

FLAWS

Gnome Cunning You have advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

Artificer's Lore. Whenever you make an Intelligence (History) check related to magic items, alchemical objects, or technological devices, you can add twice your proficiency bonus, instead of any proficiency bonus you normally apply.

Tinker. You have proficiency with artisan's tools (tinker's tools). Using those tools, you can spend 1 hour and 10 gp worth of materials to construct a tiny clockwork device (AC 5, 1 hp). The device ceases to function after 24 hours (unless you spend 1 hour repairing it to keep the device functioning), or when you use your action to dismantle it; at that time, you can reclaim the materials used to create it. You can have up to three such devices active at a time. When you create a device, choose one of the following options: Clockwork Toy. This toy is a clockwork animal, monster, or person, such as a frog, mouse, bird, dragon, or soldier. When placed on the ground, the toy moves 5 feet across the ground on each of your turns in a random direction. It makes noises as appropriate to the creature it represents. Fire Starter. The device produces a miniature flame, which you can use to light a candle, torch, or campfire. Using the device requires your action. Music Box. When opened, this music box plays a single song at a moderate volume. The box stops playing when it reaches the song's end or when it is closed.

11
PASSIVE WISDOM (PERCEPTION)

Languages. Draconic, Gnomish, Common, Undercommon

Weapon Dagger, Dart, Sling, Quarterstaff, Crossbow light

Armor. See the Players Handbook for details.

Tools. Smiths tools, Dragonchess set, Land

OTHER PROFICIENCIES & LANGUAGES

CP
SP
EP
GP
PP

EQUIPMENT

FEATURES & TRAITS



Zivi Ulfson

CHARACTER NAME

45 years

PAGE

3'4"

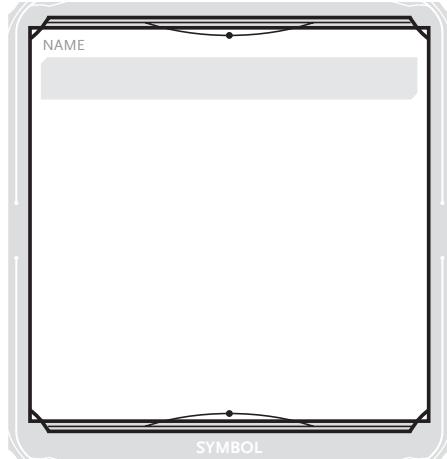
HEIGHT

40 lbs.

WEIGHT



CHARACTER APPEARANCE



ALLIES & ORGANIZATIONS

Most gifted apprentice of gets drafted by the local Wizard to be his apprentice once his talent is discovered. While Zivi loves the magic he can't give up on all the wondrous things he dreamed of building in the workshop. This world could be so much better, it just means that some one has to sit down and think up how. Having completed BOTH apprenticeships to the Master Armorer and to the towns resident Wizard and old enough his family was getting after him to settle down, Zivi did what any Gnome would do when faced with being locked down before he ever even got to see the world. He ran away from home. Yes as a mature adult, finally through a grueling double apprenticeship and ready to begin a very lucrative career. Zivi packs a bag, grabs the coin he has managed to save and slips out in the middle of the night.

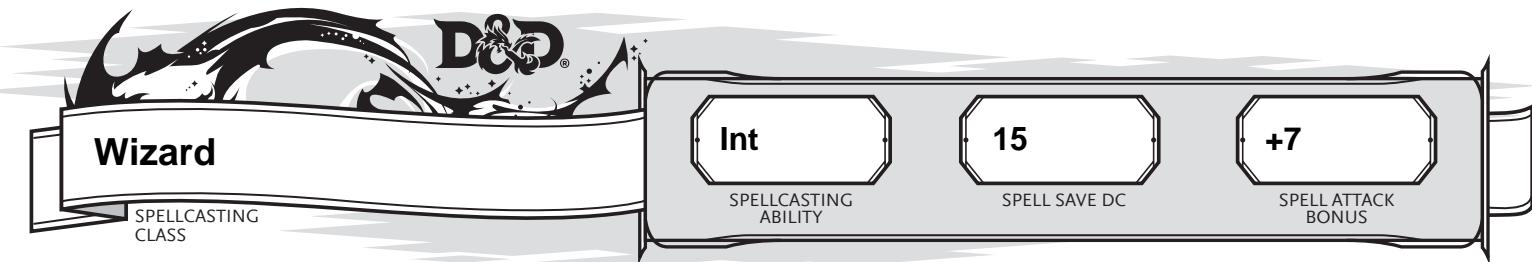
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ADDITIONAL FEATURES & TRAITS



CHARACTER BACKSTORY

TREASURE



0 CANTRIPS

Ray of Frost
Mending
Mage Hand

SPELL LEVEL

SLOTS TOTAL SLOTS EXPENDED

1 2

PREPARED SPELLS KNOWN

Detect Magic SPELL NAME

Mage Armor

3 1ST

4 2ND

5 3RD

6 4TH

7 5TH

8 6TH

9 7TH