

Zivi Ulafson

CHARACTER NAME

Wizard/School of Transmut... 1 Guild Artisan

Vlad

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Gnome/Rock Gnome

Lawful Neutral

0

RACE

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

12

+1

DEXTERITY

14

+2

CONSTITUTION

17

+3

INTELLIGENCE

20

+5

WISDOM

13

+1

CHARISMA

16

+3

INSPIRATION

+2

PROFICIENCY BONUS

- ☐ +1 Strength
- ☐ +2 Dexterity
- ☐ +3 Constitution
- ☒ +7 Intelligence
- ☒ +3 Wisdom
- ☐ +3 Charisma

SAVING THROWS

- ☐ +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)

SKILLS

12

ARMOR CLASS

+2

INITIATIVE

25

SPEED

Hit Point Maximum 11

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

þýl m well known for my work, and to make sure everyone appreciates it. I'm always taken aback when people þýhaven 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

5 I would kill to acquire a noble title.

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Dagger

+4

1d4 +2 piercing

Crossbow, light

+4

1d8 +2 piercing

ATTACKS & SPELLCASTING

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



45 years

3'4"

40 lbs.

HAIR



CHARACTER BACKSTORY

ALLIES & ORGANIZATIONS

ADDITIONAL FEATURES & TRAITS

TREASURE



Wizard

SPELLCASTING
CLASS

Int

SPELLCASTING
ABILITY

15

SPELL SAVE DC

+7

SPELL ATTACK
BONUS

0

CANTRIPS

Ray of Frost
Mending
Mage Hand

3

6

SPELL
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

2

☐ Detect Magic
☐ Mage Armor

4

7

4

8

2

5

9

SPILLS KNOWN