DUNGEONS & DRAGONS®

Kvetch

CHARACTER NAME

Wizard (Level 1)		Mike
CLASS & LEVEL		PLAYER NAME
Human	NG	0
RACE	ALIGNMENT	EXPERIENCE POINTS

+2 PROFICIENCY BONUS

-1 — 8 STRENGTH
- ◇ -1 SAVING THROWS
- ○ -1 ATHLETICS

+3 — 16 DEXTERITY
- ◇ +3 SAVING THROWS
- ○ +3 ACROBATICS
- ○ +3 SLEIGHT OF HAND
- ○ +3 STEALTH

+2 — 14 CONSTITUTION
- ◇ +2 SAVING THROWS

+3 — 16 INTELLIGENCE
- ◆ +5 SAVING THROWS
- ● +5 ARCANA
- ● +5 HISTORY
- ● +5 INVESTIGATION
- ○ +3 NATURE
- ○ +3 RELIGION

+0 — 10 WISDOM
- ◆ +2 SAVING THROWS
- ○ +0 ANIMAL HANDLING
- ● +2 INSIGHT
- ○ +0 MEDICINE
- ○ +0 PERCEPTION
- ○ +0 SURVIVAL

-1 — 8 CHARISMA
- ◇ -1 SAVING THROWS
- ○ -1 DECEPTION
- ○ -1 INTIMIDATION
- ○ -1 PERFORMANCE
- ○ -1 PERSUASION

10 PASSIVE WISDOM (PERCEPTION)

13 ARMOR CLASS = 3 + 0 + 0 + 0 + 0

Dex Mod | Natural Armor | Armor | Shield | Misc

Max HP 8 — 8 CURRENT HIT POINTS — TEMP HP

+3 INITIATIVE

30 ft SPEED

INSPIRATION

Total 1 — HIT DICE

SUCCESSES ○-○-○ FAILURES ○-○-○ — DEATH SAVES

SPELL CASTING ABILITY | 13 SPELL SAVE DC | +5 SPELL ATTACK BONUS | Total Left SORCERER/ PSI/KI POINTS

WEAPON	TYPE	RANGE	ATK BONUS	DAMAGE
Dagger	Piercing	20/60	+5	1d4+3
Fire Bolt	Fire	120	+5	1d10
Magic Missile	Force	120		1d4+1 X 3

ATTACKS

No. of spell slots: 2 (Spell level I II III IV V VI VII VIII IX)

Spells used

NUMBER OF CANTRIPS KNOWN: 5 NUMBER OF SPELLS KNOWN: 7

	Spell level
◇ Fire Bolt	C
◇ Light	C
◇ Mage Hand	C
◇ Minor Illusion	C
◇ Prestidigitation	C
◆ Mage Armor (1 time every day)	1
◆ Magic Missile	1
◆ Shield	1
◆ Sleep	1
◆ Thunderwave	1
◇ Find Familiar	1R
◇ Detect Magic	1R

SPELLS

Dagger, Darts, Slings, Quarter Staff, & Light Crossbow

Speaks: Common, Elvish, & Dwarvish

OTHER PROFICIENCIES & LANGUAGES

Spell Casting & Arcane Recovery (1 slot)
Feat: Magic Initiate: Mage Armor, Mage Hand, Light

FEATURES

CP | SP | GP 10 | PP

Spellbook, Wand
Explorer Pack: Backpack, Bedroll, Messkit, 10 torches, tinderbox, 10 days rations, waterskin, 50' hemp rope
Bottle of Black Ink, Quill, small knife, Letter, Common Clothes

EQUIPMENT & TREASURE

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