D&D BEYOND

Шелест Пылеягода

CHARACTER NAME

CLASS & LEVEL	PLAYER NAME
Волшебник 9	

RACE	BACKGROUND	EXPERIENCE POINTS
Forest Gnome	Sage	

STRENGTH	-1	8
DEXTERITY	+2	15
CONSTITUTION	+2	14
INTELLIGENCE	+5	20
WISDOM	+1	12
CHARISMA	+0	10

-1	Strength
+2	Dexterity
+2	Constitution
+9	Intelligence
+5	Wisdom
+0	Charisma

Saving Throw Modifiers

Advantage on INT Against Magic
Advantage on WIS Against Magic
Advantage on CHA Against Magic

SAVING THROWS

+2	Acrobatics	DEX
+1	Animal Handling	WIS
Ⓟ +9	Arcana	INT
-1	Athletics	STR
+0	Deception	CHA
Ⓟ +9	History	INT
+1	Insight	WIS
+0	Intimidation	CHA
Ⓟ +9	Investigation	INT
+1	Medicine	WIS
Ⓟ +9	Nature	INT
+1	Perception	WIS
+0	Performance	CHA
+0	Persuasion	CHA
+5	Religion	INT
+2	Sleight of Hand	DEX
+2	Stealth	DEX
+1	Survival	WIS

SKILLS

+2
INITIATIVE

ARMOR
12
CLASS

DEFENSES

INSPIRATION

+4
PROFICIENCY BONUS

ABILITY SAVE DC

25 ft. (Walking)
SPEED

Max HP	Current HP	Temp HP
56		--

HIT POINTS

Total 9d6
HIT DICE

SUCCESSES
FAILURES
DEATH SAVES

=== WEAPONS ===
Crossbow, Light, Dagger, Dart, Quarterstaff, Sling

=== LANGUAGES ===
Common, Draconic, Elvish, Gnomish

PROFICIENCIES & LANGUAGES

=== ACTIONS ===
Standard Actions
Attack, Cast a Spell, Dash, Disengage, Dodge, Help, Hide, Ready, Search, Use an Object, Opportunity Attack, Grapple, Shove, Improvise, Two-Weapon Fighting, Interact with an Object

=== SPECIAL ===
Arcane Recovery • 1 / Long Rest
Once per day when you finish a short rest, you can choose expended spell slots to recover - up to a combined level of 5, and none of the slots can be 6th level or higher.

Sculpt Spells
When you cast an evocation spell that affects other creatures that you can see, you can choose a number of them equal to 1 + the spell's level. The chosen creatures automatically succeed on their saving throws against the spell, and they take no damage if they would normally take half damage on a successful save.

ACTIONS

11	PASSIVE WISDOM (PERCEPTION)
11	PASSIVE WISDOM (INSIGHT)
19	PASSIVE INTELLIGENCE (INVESTIGATION)

Darkvision 60 ft.

SENSES

NAME	HIT	DAMAGE/TYPE	NOTES
Quarterstaff	+3	1d6-1 Bludgeoning	Simple, Versatile
Fire Bolt	+9	2d10 Fire	V/S
Ray of Frost	+9	2d8 Cold	V/S
Unarmed Strike	+3	0 Bludgeoning	

WEAPON ATTACKS & CANTRIPS

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D&D BEYOND

Шелест Пылеягода

CHARACTER NAME

Wizard 9		grandpyromania
CLASS & LEVEL		PLAYER NAME
Forest Gnome	Sage	(Milestone)
RACE	BACKGROUND	EXPERIENCE POINTS

=== WIZARD FEATURES ===

* Hit Points • PHB 113

* Proficiencies • PHB 113

* Spellcasting • PHB 114
You can cast prepared wizard spells using INT as your spellcasting modifier (Spell DC 17, Spell Attack +9) and wizard spells in your spellbook as rituals if they have the ritual tag. You can use an arcane focus as a spellcasting focus.

* Arcane Recovery • PHB 115
Once per day when you finish a short rest, you can choose expended spell slots to recover - up to a combined level of 5, and none of the slots can be 6th level or higher.

| 1 / Long Rest • Special

* Arcane Tradition • PHB 115

| School of Evocation

* Evocation Savant • PHB 117
The gold and time you must spend to copy an evocation spell into your spellbook is halved.

* Sculpt Spells • PHB 117
When you cast an evocation spell that affects other creatures that you can see, you can choose a number of them equal to 1 + the spell's level. The chosen creatures automatically succeed on their saving throws against the spell, and they take no damage if they would normally take half damage on a successful save.

| Special

* Ability Score Improvement • PHB 115

* Potent Cantrip • PHB 117
When a creature succeeds on a saving throw against your cantrip, the creature takes half the cantrip's damage (if any) but suffers no additional effect from the cantrip.

=== FOREST GNOME RACIAL TRAITS ===

* Darkvision • BR 37
You can see in darkness (shades of gray) up to 60 ft.

* Gnome Cunning • BR 37
You have advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

* Natural Illusionist • PHB 37
You know the minor illusion cantrip. INT is your spellcasting ability for it.

* Speak with Small Beasts • PHB 37
You can communicate simple ideas with Small or smaller beasts.

FEATURES & TRAITS

CP	0
SP	0
EP	0
GP	500
PP	0

WEIGHT CARRIED	71 lb.
ENCUMBERED	120 lb.
PUSH/DRAG/LIFT	240 lb.

NAME	QTY	WEIGHT
Cloak of Elvenkind	1	--
Quarterstaff	1	4 lb.
Ink (1 ounce bottle)	1	--
Backpack	1	5 lb.
Clothes, Common	1	3 lb.
Component Pouch	1	2 lb.
Spellbook	1	3 lb.
Small Knife	1	--
Bedroll	1	7 lb.
Mess Kit	1	1 lb.
Rations (1 day)	10	20 lb.
Rope, Hempen (50 feet)	1	10 lb.
Tinderbox	1	1 lb.
Torch	10	10 lb.
Waterskin	1	5 lb.

NAME	QTY	WEIGHT

ATTUNED MAGIC ITEMS	QTY	WEIGHT
Cloak of Elvenkind	1	--

EQUIPMENT

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Шелест Пылеягода

CHARACTER NAME

		Small		
GENDER	AGE	SIZE	HEIGHT	WEIGHT
ALIGNMENT	FAITH	SKIN	EYES	HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

CHARACTER BACKSTORY

ADDITIONAL NOTES

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Волшебник

SPELLCASTING CLASS

INT	17	+9
SPELLCASTING ABILITY	SPELL SAVE DC	SPELL ATTACK BONUS

PREP	SPELL NAME	SOURCE	SAVE/ATK	TIME	RANGE	COMP	DURATION	PAGE REF	NOTES
	=== CANTRIPS ===	(At Will)							
O	Fire Bolt	Wizard	+9	1A	120 ft.	V,S	Instantaneous	PHB 242	V/S
O	Light	Wizard	DEX 17	1A	Touch/20 ft. Sphere	V,M	1 hour	PHB 255	D: 1h, 20 ft. Sphere, V/M
O	Prestidigitation	Wizard	--	1A	10 ft.	V,S	1 hour	PHB 267	D: 1h, V/S
O	Ray of Frost	Wizard	+9	1A	60 ft.	V,S	Instantaneous	PHB 271	V/S
O	Minor Illusion	Natural Illusionist	--	1A	30 ft./5 ft. Cube	S,M	1 minute	PHB 260	D: 1m, 5 ft. Cube, S/M
	=== 1st LEVEL ===	4 Slots OOOO							
O	Alarm [R]	Wizard	--	11m	30 ft.	V,S,M	8 hours	PHB 211	D: 8h, V/S/M
O	Chromatic Orb	Wizard	+9	1A	90 ft.	V,S,M	Instantaneous	PHB 221	V/S/M
O	Comprehend Languages [R]	Wizard	--	1A	Self	V,S,M	1 hour	PHB 224	D: 1h, V/S/M
O	Detect Magic [R]<C>	Wizard	--	1A	Self/30 ft. Sphere	V,S	Concentration, up to 10 minutes	PHB 231	D: 10m, 30 ft. Sphere, V/S
O	Mage Armor	Wizard	--	1A	Touch	V,S,M	8 hours	PHB 256	D: 8h, V/S/M
O	Tenser's Floating Disk [R]	Wizard	--	1A + 10m	30 ft.	V,S,M	1 hour	PHB 282	D: 1h, V/S/M
O	Shield	Wizard	--	1R	Self	V,S	1 round	PHB 275	D: 1Rnd, V/S
O	Identify [R]	Wizard	--	11m	Touch	V,S,M	Instantaneous	PHB 252	V/S/M
O	Disguise Self	Wizard	--	1A	Self	V,S	1 hour	PHB 233	D: 1h, V/S
O	Fog Cloud <C>	Wizard	--	1A	120 ft./20 ft. Sphere	V,S	Concentration, up to 1 hour	PHB 243	D: 1h, 20 ft. Sphere, V/S
	=== 2nd LEVEL ===	3 Slots OOO							
O	Web <C>	Wizard	DEX 17	1A	60 ft./20 ft. Cube	V,S,M	Concentration, up to 1 hour	PHB 287	D: 1h, 20 ft. Cube, V/S/M
O	Scorching Ray	Wizard	+9	1A	120 ft.	V,S	Instantaneous	PHB 273	V/S
O	Misty Step	Wizard	--	1BA	Self	V	Instantaneous	PHB 260	V
O	Invisibility <C>	Wizard	--	1A	Touch	V,S,M	Concentration, up to 1 hour	PHB 254	D: 1h, V/S/M
O	Darkvision	Wizard	--	1A	Touch	V,S,M	8 hours	PHB 230	D: 8h, V/S/M
	=== 3rd LEVEL ===	3 Slots OOO							
O	Fireball	Wizard	DEX 17	1A	150 ft./20 ft. Sphere	V,S,M	Instantaneous	PHB 241	20 ft. Sphere, V/S/M
O	Dispel Magic	Wizard	--	1A	120 ft.	V,S	Instantaneous	PHB 234	Special: (See Description)*, V/S
O	Tongues	Wizard	--	1A	Touch	V,M	1 hour	PHB 283	D: 1h, V/M
O	Haste <C>	Wizard	--	1A	30 ft.	V,S,M	Concentration, up to 1 minute	PHB 250	D: 1m, V/S/M
O	Water Breathing [R]	Wizard	--	1A	30 ft.	V,S,M	24 hours	PHB 287	D: 24h, V/S/M
	=== 4th LEVEL ===	3 Slots OOO							
O	Control Water <C>	Wizard	STR 17	1A	300 ft.	V,S,M	Concentration, up to 10 minutes	PHB 227	D: 10m, V/S/M
O	Stoneskin <C>	Wizard	--	1A	Touch	V,S,M	Concentration, up to 1 hour	PHB 278	D: 1h, V/S/M
O	Fabricate	Wizard	--	10m	120 ft.	V,S	Instantaneous	PHB 239	V/S
O	Resilient Sphere <C>	Wizard	DEX 17	1A	30 ft.	V,S,M	Concentration, up to 1 minute	PHB	D: 1m, V/S/M
	=== 5th LEVEL ===	1 Slots O							
O	Conjure Elemental <C>	Wizard	--	1m	90 ft.	V,S,M	Concentration, up to 1 hour	PHB 225	Special: (See Description)*, D: 1h, V/S/M
O	Bigby's Hand <C>	Wizard	--	1A	120 ft.	V,S,M	Concentration, up to 1 minute	PHB 218	D: 1m, V/S/M

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