

BEYOND

Elizabeth Fenwick

CHARACTER NAME

Wizard 3

CLASS & LEVEL

Human

RACE

Noble

BACKGROUND

EXPERIENCE POINTS

PLAYER NAME

STRENGTH

-1

9

DEXTERITY

+0

11

CONSTITUTION

+1

13

INTELLIGENCE

+3

16

WISDOM

+2

14

CHARISMA

+2

15

☐ -1 Strength
☐ +0 Dexterity
☐ +1 Constitution
☒ +5 Intelligence
☐ +4 Wisdom
☐ +2 Charisma

Saving Throw Modifiers

SAVING THROWS

☐ +0 Acrobatics DEX
☐ +2 Animal Handling WIS
☒ +5 Arcana INT
☐ -1 Athletics STR
☐ +2 Deception CHA
☒ +5 History INT
☐ +2 Insight WIS
☐ +2 Intimidation CHA
☒ +5 Investigation INT
☐ +2 Medicine WIS
☐ +3 Nature INT
☐ +2 Perception WIS
☐ +2 Performance CHA
☒ +4 Persuasion CHA
☐ +3 Religion INT
☐ +0 Sleight of Hand DEX
☐ +0 Stealth DEX
☐ +2 Survival WIS

SKILLS

+0

INITIATIVE

ARMOR

10

CLASS

DEFENSES

INSPIRATION

PROFICIENCY BONUS

ABILITY SAVE DC

30 ft. (Walking)

SPEED

Max HP

Current HP

Temp HP

17

HIT POINTS

Total

3d6

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

Abyssal, Common, Giant.

PROFICIENCIES & LANGUAGES

Arcane Recovery

Once per day when you finish a short rest, you can choose expended spell slots to recover - up to a combined level of 2, and none of the slots can be 6th level or higher.

Grim Harvest

Once per turn when you kill one or more creatures with a spell of 1st level or higher, you regain HP equal to twice the spell's level, or three times its level if the spell belongs to the School of Necromancy. You don't gain this benefit for killing constructs or undead.

Inventory

Dagger, ever-smoking bottle, fine clothes, component pouch, potion of healing, signet ring, spellbook, history book, ink & pen, 10 sheets of parchment, little bag of sand, small knife

ACTIONS

12

PASSIVE WISDOM (PERCEPTION)

12

PASSIVE WISDOM (INSIGHT)

15

PASSIVE INTELLIGENCE (INVESTIGATION)

SENSES

NAME	HIT	DAMAGE/TYPE	NOTES
Dagger	+2	1d4 Piercing	thrown 20' or 60' with disadvantage
Chill Touch	+5	1d8 Necrotic	120', imposes disadvantage on attacks to undead
Unarmed Strike	+1	0 Bludgeoning	
Spellcasting	+5	DC 13	

WEAPON ATTACKS & CANTRIPS