

Character Name

Halfling

Race

Wizard N1

Class & Level

Height & Weight

Age & Sex

7 STR **-2**

13 CON **+1**

15 DEX **+2**

Initiative

+2

Level + Dex

17 INT **+3**

11 WIS **0**

9 CHA **-1**

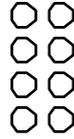


Hit Points

11	Current
Maximum	Current

Recoveries

4
1d6+1



Death Saves



PD

11

10 + Level + Str/Con/Dex

AC

11

10 + Level + Con/Dex/Wis

MD

12

12 + Level + Int/Wis/Cha

Icon Relationships

Archmage (Positive 1)

One Unique Thing

Backgrounds

Treasure Hunter +3

Self-studied Master of the Arcane +3

Race & Class Features

Small (Race Feature)

Halflings have a +2 AC bonus against opportunity attacks.

Evasive (Racial Power)

Once per battle, force an enemy that hits you with an attack to reroll the attack with a -2 penalty.

Cantrips (Class Feature)

You can cast a handful of cantrips each day (up to 3 per battle, or every 5 minutes). You don't have to memorize or choose them beforehand, you just cast them on the fly. Each cantrip takes a standard action to cast as a ranged spell. Cantrips with a standard duration last 10-60 minutes.

Ghost Sound

This spell creates false noises emanating from somewhere nearby.

Knock

Punch or push open a door.

Light

Create a fairly wide and consistent field of light.

Mage Hand

Create a small telekinetic effect that lasts a round at most, about half as strong as the wizard's own strongest hand.

Overworld Advantage (Class Feature)

While in the overworld, your daily spells become recharge 16+ after battle.

Ritual Magic (Class Feature)

You can cast their spells as rituals.



Attacks & Spells

Walking stick (Melee attack)

Attack: 1d20-2 vs. AC

Hit: 1d6-2 damage

Miss: —

Light crossbow (Ranged attack)

Attack: 1d20+1 vs. AC

Hit: 1d6+2 damage

Miss: —

Elemental Triangle (Spell)

Ranged spell; At-will

Effect: Make the attack below three times, dealing first fire, then cold, then lightning damage. You can attack the same enemy multiple times, or attack different enemies.

Target: One nearby enemy

Attack: 1d20+3 vs. PD

Hit: 1d4+3 damage

Miss: --

Utility Spell (Spell)

Cast one of the following spells 1/day.

Animated Image

Close-quarters spell; Daily

Effect: Create a two-dimensional illusion, up to the size of a large painting, with an animated effect such as falling snow, a change of seasons and so on. Make a skill check to determine the artistic value of the image. The image lasts up to a day.

Identify

Close-quarters spell; Daily

Effect: Gain a +10 bonus to a skill check to identify the magic properties of an item or a persistent magical effect.

Talents

Spellslinger (Talent)

Add your Dexterity modifier (2) to the damage on a hit with your spells.