

Nerrisan Starburch

CHARACTER NAME

Wizard 3

CLASS & LEVEL

High (Sun) Elf

RACE

Sage

BACKGROUND

Neutral Good

ALIGNMENT

Duke

PLAYER NAME

2075

EXPERIENCE POINTS

STRENGTH

10

0

DEXTERITY

14

+2

CONSTITUTION

12

+1

INTELLIGENCE

16

+3

WISDOM

12

+1

CHARISMA

12

+1

1

INSPIRATION

+2

PROFICIENCY BONUS

- ☐ +0 Strength
- ☐ +2 Dexterity
- ☐ +1 Constitution
- ☒ +5 Intelligence
- ☒ +3 Wisdom
- ☐ +1 Charisma

SAVING THROWS

- ☐ 2 Acrobatics (Dex)
- ☐ 1 Animal Handling (Wis)
- ☒ 5 Arcana (Int)
- ☐ 0 Athletics (Str)
- ☐ 1 Deception (Cha)
- ☒ 5 History (Int)
- ☒ 3 Insight (Wis)
- ☐ 1 Intimidation (Cha)
- ☒ 5 Investigation (Int)
- ☐ 1 Medicine (Wis)
- ☐ 3 Nature (Int)
- ☒ 3 Perception (Wis)
- ☐ 1 Performance (Cha)
- ☐ 1 Persuasion (Cha)
- ☐ 3 Religion (Int)
- ☐ 2 Sleight of Hand (Dex)
- ☐ 2 Stealth (Dex)
- ☐ 1 Survival (Wis)

SKILLS

12/15

ARMOR CLASS

+2

INITIATIVE

30

SPEED

Hit Point Maximum 18

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 3d6

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Spell

+5

Quarterstaff

+5

1d6/1d8 B

Longbow

+4

1d8+2 (150/600)

4 arrows

ATTACKS & SPELLCASTING

13

PASSIVE WISDOM (PERCEPTION)

Languages: Common, Elvish, Sylvan, Dwarvish, Draconic

Proficiencies: Longsword, longbow, Shortsword, Shortbow, Dagger, Dart, Sling, Quarterstaff, Light Crossbow

OTHER PROFICIENCIES & LANGUAGES

CP

7

Bottle of ink  
Quill

SP

2

Small knife  
Letter from colleague

EP

Common clothes  
Quarterstaff

GP

10

Arcane Focus -  
Starburch Rod

PP

3

Spellbook  
Longbow

EQUIPMENT

Elf -

Darkvision - 60'

Fey Ancestry - Advantage vs charm. Immune to magical sleep

Keen senses - Proficiency in Perception

Trance - 4 hour trance instead of sleep

Elf Weapon Training, Cantrip, Extra Language

Background: Sage

Feature: Researcher

Class: Wizard

Spellcasting (DC 13)

Ritual Casting

Arcane Recovery - 1/day after short rest recover 1/2 wizard level (round up) worth of spell slots.

Arcane Tradition - School of Abjuration

- Abjuration Savant

- Arcane Ward - Max HP 9 (2x wizard lvl + int mod), recharge (HP = 2x abjuration spell level)

FEATURES & TRAITS



Nerrisan

CHARACTER NAME

115

AGE

Silver Gray

EYES

6'1"

HEIGHT

Bronze

SKIN

145

WEIGHT

Pale Blonde

HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

By elvish standards, Nerrisan is impatient. He feels he has done his time under his mentor studying and researching. The books he has read on human mages mastering aspects of the art in as little as 50 years has him wanting to head out into the world and advance his studies through hands on experience.

To the dismay of his prim and proper family, he has packed his things and taken his leave with promises of returning to show what he has learned.

Homeland: Forest of Lollen'del

Former sage of the Twilight Grove

CHARACTER BACKSTORY

ADDITIONAL FEATURES & TRAITS

4 Arcane (300 GP each)  
2 Pearls (100 GP each)

Explorer's pack: Backpack, Bedroll, Mess Kit, 10x torches, tinderbox, 10 days rations, waterskin, 45' hempen rope

Sending Stone  
Gold belt buckle - rose insignia  
Gun/Handcrossbow (5 ammo - Crystal Balls) 6d4 dmg, autohit, range 160  
Minor Bag of Holding (1,000 lb)  
1 Goblin Bomb, 3d8 dmg

TREASURE

# Wizard

SPELLCASTING CLASS

Int (+3)

SPELLCASTING ABILITY

13

SPELL SAVE DC

+5

SPELL ATTACK BONUS

0

CANTRIPS

Blade Ward

Mage Hand

Ray of Frost

Prestidigitation

3

6

1

4

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

PREPARED

SPELL NAME

☐ Detect Magic (R)
 ☒ Feather Fall
 ☒ Mage Armor
 ☒ Magic Missile
 ☒ Sleep
 ☒ Shield
 ☐ Comprehend Languages
 ☐ Identify
 ☐
☐
☐
☐

2

2

Misty Step

Shatter

☐
☐
☐
☐
☐
☐
☐
☐
☐
☐
☐
☐

4

5

7

8

9