

Kish Tathana

CHARACTER NAME

Wizard/School of Evocation 8	Sage	Crawl IV GenCon 2016
CLASS & LEVEL	BACKGROUND	PLAYER NAME
Gnome/Rock Gnome	Neutral Good	
RACE	ALIGNMENT	EXPERIENCE POINTS

STRENGTH
8
-1

DEXTERITY
14
+2

CONSTITUTION
16
+3

INTELLIGENCE
19
+4

WISDOM
12
+1

CHARISMA
10
0

INSPIRATION

PROFICIENCY BONUS
+3

SAVING THROWS

- 1 Strength
- +2 Dexterity
- +3 Constitution
- +7 Intelligence
- +4 Wisdom
- 0 Charisma

SKILLS

- +2 Acrobatics (Dex)
- +1 Animal Handling (Wis)
- +7 Arcana (Int)
- 1 Athletics (Str)
- 0 Deception (Cha)
- +7 History (Int)
- +1 Insight (Wis)
- 0 Intimidation (Cha)
- +7 Investigation (Int)
- +4 Medicine (Wis)
- +4 Nature (Int)
- +1 Perception (Wis)
- 0 Performance (Cha)
- 0 Persuasion (Cha)
- +4 Religion (Int)
- +2 Sleight of Hand (Dex)
- +2 Stealth (Dex)
- +1 Survival (Wis)

12 ARMOR CLASS

+2 INITIATIVE

25 SPEED

Hit Point Maximum **58**

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total **8** HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

NAME	ATK BONUS	DAMAGE/TYPE
Dagger	+5	1d4 +2 piercing
Crossbow, light	+5	1d8 +2 piercing
Fireball	+7	8d6 fire (20' radius sp)
Lightning Bolt	+7	8d6 lightning; 100' line
Flaming Sphere	+7	2d6 fire; special
Burning Hands	+7	3d6 fire (15' cone)
Chill Touch *	+7	1d8 necrotic; special
Shocking Grasp *	+7	1d8 lightning ; special
Ray of Frost *	+7	2d8 cold (-10 ft. Spd.)
* Potent Cantrip: half damage even on successful save		
Scroll of Burning Hands *	+5	3d6 fire (15' cone)
Scroll of Shocking Grasp *	+7	1d8 lightning ; special

ATTACKS & SPELLCASTING

I use polysyllabic words that convey the impression of great erudition. I'm used to helping out those who aren't as smart as I am, and I patiently explain anything and everything to others.

PERSONALITY TRAITS

Self-Improvement. The goal of a life of study is the betterment of oneself.

IDEALS

It is my duty to protect my students.

BONDS

I am easily distracted by the promise of information.

FLAWS

11 PASSIVE WISDOM (PERCEPTION)

Languages
Gnomish, Infernal, Common, Primordial

Weapons
Dagger, Dart, Sling, Quarterstaff, Light Crossbow

OTHER PROFICIENCIES & LANGUAGES

EQUIPMENT

- CP Wand of Fireballs
- CP Brooch of Shielding
- Potion of Healing (2: O.O.)
- Spellbook
- Arcane Focus (orb)
- EP EXPLORER'S PACK: backpack, bedroll, mess kit, tinderbox, 10 torches, 10 torches
- CP 10 days rations, waterskin, 50' hemp rope
- CP Scroll of burning hands (1)
- CP Scroll of shocking grasp (1)
- PP

Darkvision You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

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

Artificer's Lore Whenever you make an Intelligence (History) check related to magic items, alchemical objects, or technological devices, you can add twice your proficiency bonus, instead of any proficiency bonus you normally apply.

Tinker You have proficiency with artisan's tools (tinker's tools). Using those tools, you can spend 1 hour and 10 gp worth of materials to construct a Tiny clockwork device (AC 5, 1 hp). The device ceases to function after 24 hours (unless you spend 1 hour repairing it to keep the device functioning), or when you use your action to dismantle it; at that time, you can reclaim the materials used to create it. You can have up to three such devices active at a time. When you create a device, choose one of the following options: Clockwork Toy. This toy is a clockwork animal, monster, or person, such as a frog, mouse, bird, dragon, or soldier. When placed on the ground, the toy moves 5 feet across the ground on each of your turns in a random direction. It makes noises as appropriate to the creature it represents. Fire Starter. The device produces a miniature flame, which you can use to light a candle, torch, or campfire. Using the device requires your action. Music Box. When opened, this music box plays a single song at a moderate volume. The box stops playing when it reaches the song's end or when it is closed.

Arcane Recovery You have learned to regain some of your magical energy by studying your spellbook. Once per day when you finish a short rest, you can choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than half your wizard level (rounded up), and none of the slots can be 6th level or higher. For example, if you're a 4th-level wizard, you can recover up to two levels worth of spell slots. You can recover either a 2nd-level spell slot or two 1st-level spell slots.

Evocation Savant Beginning when you select this school at 2nd level, the gold and time you must spend to copy an evocation spell into your spellbook is halved.

-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.

-Potent Cantrip: 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.

FEATURES



Wizard

SPELLCASTING CLASS

Int

SPELLCASTING ABILITY

15

SPELL SAVE DC

+7

SPELL ATTACK BONUS

0

CANTRIPS

- Chill Touch
- Shocking Grasp
- Mage Hand
- Ray of Frost

3

3

- Slow
- Lightning Bolt
- Fly

6

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

4

- Burning Hands
- Mage Armor
- Fog Cloud

4

2

- Arcane Eye
- Evard's Black Tentacles

7

2

3

- Blur
- Flaming Sphere
- Ray of Enfeeblement

5

8

9

SPELLS KNOWN