

Cold Claw

CHARACTER NAME

Fighter (5) / Wizard (1)

City Watch

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Tabaxi

Lawful Good

20000

RACE

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

+2

15

DEXTERITY

+2

15

CONSTITUTION

+1

13

INTELLIGENCE

+2

14

WISDOM

+1

13

CHARISMA

-1

9

INSPIRATION

+3

PROFICIENCY BONUS

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

SAVING THROWS

- ☒ +5 Acrobatics (Dex)
- ☐ +1 Animal Handling (Wis)
- ☐ +2 Arcana (Int)
- ☒ +5 Athletics (Str)
- ☐ -1 Deception (Cha)
- ☐ +2 History (Int)
- ☒ +4 Insight (Wis)
- ☐ -1 Intimidation (Cha)
- ☐ +2 Investigation (Int)
- ☐ +1 Medicine (Wis)
- ☐ +2 Nature (Int)
- ☒ +4 Perception (Wis)
- ☐ -1 Performance (Cha)
- ☐ -1 Persuasion (Cha)
- ☐ +2 Religion (Int)
- ☐ +2 Sleight of Hand (Dex)
- ☒ +5 Stealth (Dex)
- ☒ +4 Survival (Wis)

SKILLS

13

ARMOR CLASS

+2

INITIATIVE

30

SPEED

Hit Point Maximum 62

CURRENT HIT POINTS

TEMPORARY HIT POINTS

1x(1d6+1)
5x(1d10+1)

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Longsword

+5

1d8+2 slashing

Crossbow, light

+5

1d8+2 piercing

Longbow

+5

1d8+2 piercing

Number of Attacks: 2
Battleaxe. +5, 1d8+2 slashing
Whip. +5, 1d4+2 slashing

ATTACKS & SPELLCASTING

14

PASSIVE WISDOM (PERCEPTION)

Weapon Proficiencies:
Martial; Simple

Armor Proficiencies: Heavy;
Light; Medium; Shields

Language Proficiencies:
Common; Draconic; Elvish;
Giant

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP

PP

10

TREASURE

EQUIPMENT

Arrow x20
Backpack
Crossbow bolt x20
Crowbar
Hammer
Leather
Manacles
Piton x10
Rations (1 day) x10
Rope, hempen
Tinderbox
Torch x10
Waterskin



Cold Claw

CHARACTER NAME

AGE

Blue

EYES

6'8"

HEIGHT

SKIN

155

WEIGHT

Snow Leaporad

HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME

SYMBOL

TREASURE

CHARACTER BACKSTORY

Wizard

Intelligence

SPELLCASTING ABILITY

13

SPELL SAVE DC

+5

SPELL ATTACK BONUS

SPELLCASTING CLASS

0

CANTRIPS

- Fire Bolt
- Frostbite
-
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SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

12

- PREPARED
- SPELL NAME
- ☐ Burning Hands
- ☐ Comprehend Languages
- ☐ Feather Fall
- ☐ Floating Disk
- ☐ Healing Elixir
- ☐ Thunderwave
- ☐ Unseen Servant
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SPELLS KNOWN

Darkvision: 60 ft.

-----Bonus Actions-----

Second Wind. Regain 1d10 +5 HPs (use once/rest).

-----Actions-----

Action Surge. Take an extra action (use once/rest).

-----Reactions-----

Protection Fighting Style. When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield.

-----Other Traits-----

Arcane Recovery. When you finish a short rest, regain spell slots totalling no more than 1, and each must be 5th level or lower. (use once/day).

Cat's Claws. Because of your claws, you have a climbing speed of 20 feet. In addition, your claws are natural weapons, which you can use to make unarmed strikes. If you hit with them, you deal slashing damage equal to 1d4 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

Feline Agility. Your reflexes and agility allow you to move with a burst of speed. When you move on your turn in combat, you can double your speed until the end of your turn. Once you use this trait, you can't use it again until you move 0 feet on one of your turns.

Great Weapon Master. You ' ve learned to put the weight of a weapon to your advantage, letting its momentum empower your strikes. You gain the following benefits:

On your turn, when you score a critical hit with a melee weapon or reduce a creature to 0 hit points with one, you can make one melee weapon attack as a bonus action.

Before you make a melee attack with a heavy weapon that you are proficient with, you can choose to take a -5 penalty to the attack roll. If the attack hits, you add +10 to the attack ' s damage.

Languages. Common and a language of the players choice.

Watcher's Eye. Your experience in enforcing the law, and dealing with lawbreakers, gives you a feel for local laws and criminals. You can easily find the local outpost of the watch or a similar organization, and just as easily pick out the dens of criminal activity in a community, although you're more likely to be welcome in the former locations rather than the latter. .

Fire Bolt <i>Wizard Cantrip Evocation DC 13 Spell Mod +5</i> 1 Act. 120 ft V,S Inst You hurl a mote of fire at a creature or object within range. Make a ranged spell attack against the target. On a hit, the target takes 1d10 fire damage. A flammable object hit by this spell ignites if it isn't being worn or carried. This spell's damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).	Frostbite <i>Wizard Cantrip Evocation DC 13 Spell Mod +5</i> 1 Act. 60 ft V,S Inst You cause numbing frost to form on one creature that you can see within range. The target must make a Constitution saving throw. On a failed save, the target takes 1d6 cold damage, and it has disadvantage on the next weapon attack roll it makes before the end of its next turn. The spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).	Burning Hands <i>Wizard Level 1 Evocation DC 13 Spell Mod +5</i> 1 Act. Self V,S Inst As you hold your hands with thumbs touching and fingers spread, a thin sheet of flames shoots forth from your outstretched fingertips. Each creature in a 15-foot cone must make a Dexterity saving throw. A creature takes 3d6 fire damage on a failed save, or half as much damage on a successful one. The fire ignites any flammable objects in the area that aren't being worn or carried. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.
Comprehend Languages (ritual) <i>Wizard Level 1 Divination DC 13 Spell Mod +5</i> 1 Act. Self V,S,M 1 hr <i>A pinch of soot and salt</i> For the duration, you understand the literal meaning of any spoken language that you hear. You also understand any written language that you see, but you must be touching the surface on which the words are written. It takes about 1 minute to read one page of text. This spell doesn't decode secret messages in a text or a glyph, such as an arcane sigil, that isn't part of a written language.	Feather Fall <i>Wizard Level 1 Transmutation DC 13 Spell Mod +5</i> 1 reAct. 60 ft V,M 1 min <i>A small feather or piece of down</i> Choose up to five falling creatures within range. A falling creature's rate of descent slows to 60 feet per round until the spell ends. If the creature lands before the spell ends, it takes no falling damage and can land on its feet, and the spell ends for that creature.	Floating Disk (ritual) <i>Wizard Level 1 Conjuraction DC 13 Spell Mod +5</i> 1 Act. 30 ft V,S,M 1 hr <i>A drop of mercury</i> This spell creates a circular, horizontal plane of force, 3 feet in diameter and 1 inch thick, that floats 3 feet above the ground in an unoccupied space of your choice that you can see within range. The disk remains for the duration, and can hold up to 500 pounds. If more weight is placed on it, the spell ends, and everything on the disk falls to the ground. The disk is immobile while you are within 20 feet of it. If you move more than 20 feet away from it, the disk follows you so that it remains within 20 feet of you. It can move across uneven terrain, up or down stairs, slopes and the like, but it can't cross an elevation change of 10 feet or more. For example, the disk can't move across a 10-foot-deep pit, nor could it leave such a pit if it was created at the bottom. If you move more than 100 feet from the disk (typically because it can't move around an
Healing Elixir <i>Wizard Level 1 Conjuraction DC 13 Spell Mod +5</i> 1 min Self V,S,M 24 hrs <i>Alchemist's supplies</i> You create a healing elixir in a simple vial that appears in your hand. The elixir retains its potency for the duration or until it's consumed, at which point the vial vanishes. As an action, a creature can drink the elixir or administer it to another creature. The drinker regains 2d4 + 2 hit points.	Thunderwave <i>Wizard Level 1 Evocation DC 13 Spell Mod +5</i> 1 Act. Self V,S Inst A wave of thunderous force sweeps out from you. Each creature in a 15-foot cube originating from you must make a Constitution saving throw. On a failed save, a creature takes 2d8 thunder damage and is pushed 10 feet away from you. On a successful save, the creature takes half as much damage and isn't pushed. In addition, unsecured objects that are completely within the area of effect are automatically pushed 10 feet away from you by the spell's effect, and the spell emits a thunderous boom audible out to 300 feet. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8 for each slot level above 1st.	Unseen Servant (ritual) <i>Wizard Level 1 Conjuraction DC 13 Spell Mod +5</i> 1 Act. 60 ft V,S,M 1 hr <i>A piece of string and a bit of wood</i> This spell creates an invisible, mindless, shapeless force that performs simple tasks at your command until the spell ends. The servant springs into existence in an unoccupied space on the ground within range. It has AC 10, 1 hit point, and a Strength of 2, and it can't attack. If it drops to 0 hit points, the spell ends. Once on each of your turns as a bonus action, you can mentally command the servant to move up to 15 feet and interact with an object. The servant can perform simple tasks that a human servant could do, such as fetching things, cleaning, mending, folding clothes, lighting fires, serving food, and pouring wine. Once you give the command, the servant performs the task to the best of its ability until it completes the task, then waits for your next command. If you command the servant to perform a task that would move it

Floating Disk <i>(reverse)</i> obstacle to follow you), the spell ends.		
Unseen Servant <i>(reverse)</i> more than 60 feet away from you, the spell ends.		