

Frost Bite

CHARACTER NAME

Wizard (6)

CLASS & LEVEL

Tabaxi

RACE

City Watch

BACKGROUND

Lawful Good

ALIGNMENT

PLAYER NAME

20000

EXPERIENCE POINTS

STRENGTH

+1

12

DEXTERITY

+2

15

CONSTITUTION

+1

13

INTELLIGENCE

+2

15

WISDOM

0

11

CHARISMA

0

10

INSPIRATION

+3

PROFICIENCY BONUS

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

SAVING THROWS

- ☐ +2 Acrobatics (Dex)
- ☐ 0 Animal Handling (Wis)
- ☒ +5 Arcana (Int)
- ☒ +4 Athletics (Str)
- ☐ 0 Deception (Cha)
- ☐ +2 History (Int)
- ☒ +3 Insight (Wis)
- ☐ 0 Intimidation (Cha)
- ☒ +5 Investigation (Int)
- ☐ 0 Medicine (Wis)
- ☐ +2 Nature (Int)
- ☒ +3 Perception (Wis)
- ☐ 0 Performance (Cha)
- ☐ 0 Persuasion (Cha)
- ☐ +2 Religion (Int)
- ☐ +2 Sleight of Hand (Dex)
- ☒ +5 Stealth (Dex)
- ☐ 0 Survival (Wis)

SKILLS

13

ARMOR CLASS

+2

INITIATIVE

30

SPEED

Hit Point Maximum 42

CURRENT HIT POINTS

TEMPORARY HIT POINTS

6x(1d6+1)

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Longsword

+1

1d8+1 slashing

Quarterstaff

+4

1d6+1 bludgeoning

Number of Attacks: 1

ATTACKS & SPELLCASTING

13

PASSIVE WISDOM (PERCEPTION)

Weapon Proficiencies:
Crossbow, light; Dagger;
Dart; Quarterstaff; Sling

Language Proficiencies:
Common; Draconic; Elvish;
Giant; Undercommon

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP

PP

10

TREASURE

EQUIPMENT

Backpack
Bag of Sand
Book
Component pouch
Ink
Ink pen
Knife, Small
Leather
Manacles
Parchment x10
Spellbook



Frost Bite

CHARACTER NAME

AGE

Blue

EYES

6'8"

HEIGHT

SKIN

155

WEIGHT

Snow Leaporad

HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME

SYMBOL

TREASURE

CHARACTER BACKSTORY



Charisma

11

+3

SPELLCASTING ABILITY

SPELL SAVE DC

SPELL ATTACK BONUS

0

CANTRIPS

Eldritch Blast

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

4

PREPARED

SPELL NAME

2

3

3

3

4

5

6

7

8

9

SPILLS KNOWN

Darkvision: 60 ft.

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

Arcane Recovery. When you finish a short rest, regain spell slots totalling no more than 3, 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.

Languages. Common and a language of the players choice.

Spell Sniper. When you cast a spell that requires you to make an attack roll, the spell 's range is doubled. Your ranged spell attacks ignore half cover and three-quarters cover.

You learn one cantrip that requires an attack roll. Choose the cantrip from the bard, cleric, druid, sorcerer, warlock, or wizard spell list. Your spellcasting ability for this cantrip depends on the spell list you chose from: Charisma for bard, sorcerer, or warlock; Wisdom for cleric or druid; or Intelligence for wizard.

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. .

Eldritch Blast <i>Warlock Cantrip Evocation DC 11 Spell Mod +3</i> 1 Act. 120 ft V,S Inst A beam of crackling energy streak toward a creature within range. Make a ranged spell attack against the target. On a hit, the target takes 1d10 force damage. The spell creates more than one beam when you reach higher levels: two beams at 5th level, three beams at 11th level, and four beams at 17th level. You can direct the beams at the same target or at different ones. Make a separate attack roll for each beam.	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).	Mage Hand <i>Wizard Cantrip Conjuration DC 13 Spell Mod +5</i> 1 Act. 30 ft V,S 1 min A spectral, floating hand appears at a point you choose within range. The hand lasts for the duration or until you dismiss it as an action. The hand vanishes if it is ever more than 30 feet away from you or if you cast this spell again. You can use your action to control the hand. You can use the hand to manipulate an object, open an unlocked door or container, stow or retrieve an item from an open container, or pour the contents out of a vial. You can move the hand up to 30 feet each time you use it. The hand can't attack, activate magic items, or carry more than 10 pounds.
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.	Catapult <i>Wizard Level 1 Transmutation DC 13 Spell Mod +5</i> 1 Act. 60 ft S Inst Choose one object weighing 1 to 5 pounds within range that isn't being worn or carried. The object flies in a straight line up to 90 feet in a direction you choose before falling to the ground, stopping early if it impacts against a solid surface. If the object would strike a creature, that creature must make a Dexterity saving throw. On a failed save, the object strikes the target and stops moving. When the object strikes something, the object and what it strikes each take 3d8 bludgeoning damage. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the maximum weight of objects that you can target with this spell increases by 5 pounds, and the damage increases by 1d8, for each slot level above 1st.	Charm Person <i>Wizard Level 1 Enchantment DC 13 Spell Mod +5</i> 1 Act. 30 ft V,S 1 hr You attempt to charm a humanoid you can see within range. It must make a Wisdom saving throw, and does so with advantage if you or your companions are fighting it. If it fails the saving throw, it is charmed by you until the spell ends or until you or your companions do anything harmful to it. The charmed creature regards you as a friendly acquaintance. When the spell ends, the creature knows it was charmed by you. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st. The creatures must be within 30 feet of each other when you target them.
Detect Magic (ritual) <i>Wizard Level 1 Divination DC 13 Spell Mod +5</i> 1 Act. Self V,S Conc, 10 mins For the duration, you sense the presence of magic within 30 feet of you. If you sense magic in this way, you can use your action to see a faint aura around any visible creature or object in the area that bears magic, and you learn its school of magic, if any. The spell can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.	Disguise Self <i>Wizard Level 1 Illusion DC 13 Spell Mod +5</i> 1 Act. Self V,S 1 hr You make yourself—including your clothing, armor, weapons, and other belongings on your person look different until the spell ends or until you use your action to dismiss it. You can seem 1 foot shorter or taller and can appear thin, fat, or in between. You can't change your body type, so you must adopt a form that has the same basic arrangement of limbs. Otherwise, the extent of the illusion is up to you. The changes wrought by this spell fail to hold up to physical inspection. For example, if you use this spell to add a hat to your outfit, objects pass through the hat, and anyone who touches it would feel nothing or would feel your head and hair. If you use this spell to appear thinner than you are, the hand of someone who reaches out to touch you would bump into you while it was seemingly still in midair. To discern that you are	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.

	Disguise Self <i>(reverse)</i> disguised, a creature can use its action to inspect your appearance and must succeed on an Intelligence (Investigation) check against your spell save DC.	

Floating Disk (ritual) Wizard Level 1 Conjuraton DC 13 Spell Mod +5 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 Wizard Level 1 Conjuraton DC 13 Spell Mod +5 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.	Cloud of Daggers Wizard Level 2 Conjuraton DC 13 Spell Mod +5 1 Act. 60 ft V,S,M Conc, 1 min <i>A sliver of glass</i> You fill the air with spinning daggers in a cube 5 feet on each side, centered on a point you choose within range. A creature takes 4d4 slashing damage when it enters the spell's area for the first time on a turn or starts its turn there. At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 2d4 for each slot level above 2nd.
Dragon's Breath Wizard Level 2 Transmutation DC 13 Spell Mod +5 1 B.A. Touch V,S,M Conc, 1 min <i>A hot pepper</i> You touch one willing creature and imbue it with the power to spew magical energy from its mouth, provided it has one. Choose acid, cold, fire, lightning, or poison. Until the spell ends, the creature can use an action to exhale energy of the chosen type in a 15-foot cone. Each creature in that area must make a Dexterity saving throw, taking 3d6 damage of the chosen type on a failed save, or half as much damage on a successful one. At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d6 for each slot level above 2nd.	Invisibility Wizard Level 2 Illusion DC 13 Spell Mod +5 1 Act. Touch V,S,M Conc, 1 hr <i>An eyelash encased in gum arabic</i> A creature you touch becomes invisible until the spell ends. Anything the target is wearing or carrying is invisible as long as it is on the target's person. The spell ends for a target that attacks or casts a spell. At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can target one additional creature for each slot level above 2nd.	Levitate Wizard Level 2 Transmutation DC 13 Spell Mod +5 1 Act. 60 ft V,S,M Conc, 10 mins <i>Either a small leather loop or a piece of golden wire bent into a cup shape with a long shank on one end</i> One creature or object of your choice that you can see within range rises vertically, up to 20 feet, and remains suspended there for the duration. The spell can levitate a target that weighs up to 500 pounds. An unwilling creature that succeeds on a Constitution saving throw is unaffected. The target can move only by pushing or pulling against a fixed object or surface within reach (such as a wall or a ceiling), which allows it to move as if it were climbing. You can change the target's altitude by up to 20 feet in either direction on your turn. If you are the target, you can move up or down as part of your move. Otherwise, you can use your action to move the target, which must remain within the spell's range. When the spell ends, the target floats gently to the ground if it is still aloft.
Misty Step Wizard Level 2 Conjuraton DC 13 Spell Mod +5 1 B.A. Self V Inst Briefly surrounded by silvery mist, you teleport up to 30 feet to an unoccupied space that you can see.	Counterspell Wizard Level 3 Abjuration DC 13 Spell Mod +5 1 reAct. 60 ft S Inst You attempt to interrupt a creature in the process of casting a spell. If the creature is casting a spell of 3rd level or lower, its spell fails and has no effect. If it is casting a spell of 4th level or higher, make an ability check using your spellcasting ability. The DC equals 10 + the spell's level. On a success, the creature's spell fails and has no effect. At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, the interrupted spell has no effect if its level is less than or equal to the level of the spell slot you used.	Fireball Wizard Level 3 Evocation DC 13 Spell Mod +5 1 Act. 150 ft V,S,M Inst <i>A tiny ball of bat guano and sulfur</i> A bright streak flashes from your pointing finger to a point you choose within range and then blossoms with a low roar into an explosion of flame. Each creature in a 20-foot-radius sphere centered on that point must make a Dexterity saving throw. A target takes 8d6 fire damage on a failed save, or half as much damage on a successful one. The fire spreads around corners. It ignites 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 4th level or higher, the damage increases by 1d6 for each slot level above 3rd.

Floating Disk (*reverse*)
obstacle to follow you), the spell ends.

Stinking Cloud

Wizard Level 3 Conjuration DC 13 Spell Mod +5



1 Act. **90 ft** **V,S,M** **Conc, 1 min**

A rotten egg or several skunk cabbage leaves

You create a 20-foot-radius sphere of yellow, nauseating gas centered on a point within range. The cloud spreads around corners, and its area is heavily obscured. The cloud lingers in the air for the duration. Each creature that is completely within the cloud at the start of its turn must make a Constitution saving throw against poison. On a failed save, the creature spends its action that turn retching and reeling. Creatures that don't need to breathe or are immune to poison automatically succeed on this saving throw. A moderate wind (at least 10 miles per hour) disperses the cloud after 4 rounds. A strong wind (at least 20 miles per hour) disperses it after 1 round.
