

Wizard 1

CLASS & LEVEL

Guild Merchant

BACKGROUND

PLAYER NAME

Half-elf

RACE

Lawful Neutral

ALIGNMENT

EXPERIENCE POINTS

CHARACTER NAME

**STRENGTH**

-1

8

**DEXTERITY**

+2

14

**CONSTITUTION**

+2

14

**INTELLIGENCE**

+3

16

**WISDOM**

+1

12

**CHARISMA**

+1

12

INSPIRATION

+2 PROFICIENCY BONUS

SAVING THROWS

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

SKILLS

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

12 ARMOR CLASS

+2 INITIATIVE

30 ft SPEED

Hit Point Maximum 8

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1d6 HIT DICE

SUCCESSES FAILURES DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME ATK BONUS DAMAGE/TYPE

Dagger +4 1d4+2 /P

You can throw your dagger 20 ft, or up to 60 ft with disadvantage on the attack roll.

> Cantrips  
You know three cantrips and can cast them at will: Mage Hand, Prestidigitation, Fire Bolt.

> Prepared Spells & Spellbook  
You prepare four 1st-level spells to cast, choosing from spells in your spellbook. Your spellbook contains these 1st-level spells: Burning Hands, Comprehend Languages, Detect Magic, Mage Armor, Magic Missile.

> Spell Slots - 1st-level --- 2

ATTACKS & SPELLCASTING

> Darkvision  
You can see in dim light within 60 ft 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.

> Fey Ancestry  
You have advantage on saving throws against being charmed, and magic can't put you to sleep.

> Spellcasting Ability  
Intelligence is your spellcasting ability for your spells. The saving throw DC to resist a spell you cast is 13. Your attack bonus when you make an attack with a spell is +5. See the rulebook for rules on casting your spells.

> Arcane Recovery  
You can regain some of your magical energy by studying your spellbook. Once per day during a short rest, you can choose to recover expended spell slots with a combined level equal to or less than half your wizard level (rounded up).

> Guild Membership (Merchants)  
As an established and respected member of the merchant's guild, you can rely on certain benefits that membership provides. Your fellow guild members will provide you with lodging and food if necessary, and pay for your funeral if needed. In some cities and towns, a guildhall offers a central place to meet other members of your profession, which can be a good place to meet potential clients, or allies, or hirelings. If you are accused of a crime, your guild will support you if a good case can be made for your innocence or the crime is justifiable. You can also gain access to powerful political figures through the guild, if you are a member in good standing, but such connections might require the donation of money or magic items to the guild's coffers. You must pay dues of 5 GP per month to the guild. If you miss payments, you must make up back dues to remain in the guild's good graces.

FEATURES & TRAITS

11 PASSIVE WISDOM (PERCEPTION)

> Proficiencies  
Daggers, darts, slings, quarterstaves, light crossbows cook's utensils.

> Languages  
Common, Elvish, Dwarvish, Draconic.

OTHER PROFICIENCIES & LANGUAGES

Dagger, arcane focus, spellbook, backpack, a book of lore, small knife, bottle of ink, an ink pen, a little bag of sand, a letter of introduction from the Merchants' Guild, a set of traveler's clothes, cook's utensils.

15

Parchment sheets x10

EQUIPMENT