



MURLYND

Wizard 8 (Conjurer)
CLASS & LEVEL

36,380
EXPERIENCE POINTS

Don Kaye
PLAYER NAME

Human
RACE

Outlander
BACKGROUND

Greyhawk
CAMPAIGN or PLAYER ID

STR
-1
9

+3 PROFICIENCY BONUS



ARMOR CLASS (AC)
10



INITIATIVE
+2



SPEED
30 ft.

DEX
+2
14

SAVING THROWS

- 1 Strength Saves
- +2 Dexterity Saves
- +2 Constitution Saves
- +8 Intelligence Saves *
- +4 Wisdom Saves *
- +0 Charisma Saves
- * Prof. bonus added

CON
+2
15

SKILLS

- +2 Acrobatics (Dex)
- +1 Animal Handling (Wis)
- +8 Arcana (Int) *
- +2 Athletics (Str) *
- +0 Deception (Cha)
- +8 History (Int) *
- +1 Insight (Wis)
- +0 Intimidation (Cha)
- +5 Investigation (Int)
- +1 Medicine (Wis)
- +5 Nature (Int)
- +1 Perception (Wis)
- +0 Performance (Cha)
- +0 Persuasion (Cha)
- +5 Religion (Int)
- +2 Sleight of Hand (Dex)
- +2 Stealth (Dex)
- +4 Survival (Wis) *

INT
+5
20

WIS
+1
13

CHA
+0
11

* Prof. bonus added

11 PASSIVE WISDOM (PERCEPTION)

PROFICIENCIES & LANGUAGES

Armor: none

Weapons: dagger, dart, light crossbow, quarterstaff, sling

Tools: one type of musical instrument

Saving Throws: Intelligence, Wisdom

Skills: Arcana, Athletics, History, Survival

Languages: Common, Dwarvish, Sylvan

ENCUMBRANCE

Lifting & Carrying: 135 lbs. max. carrying capacity; 270 lbs. pushing or dragging (speed -5 ft.); 270 lbs. max. lift.



HIT POINTS
50

HIT DICE
8d6

DEATH SAVES: Success O O O Fail O O O

WEAPON & UNARMED ATTACKS

Basic Attack. One target per Attack action.

Quarterstaff. *Melee Weapon Attack:* +2 to hit, reach 5 ft. *Hit:* 1d6-1 bludgeoning damage. (If used two-handed in melee, does 1d8-1 damage.)

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. 1d4+2 piercing damage. (If thrown, normal range to 20 ft.; disadvantage long range 21 to 60 ft.)

MAGIC & SPECIAL ATTACKS

Ray of Frost Cantrip. *Ranged Spell Attack:* +8 to hit, targets one creature or object within 60 ft. range. *Hit:* 2d8 cold damage and target's speed reduced by 10 feet for one round.

EQUIPMENT & TREASURE

Carried Gear (PHB, p. 143): two (2) daggers, quarterstaff, belt pouch, set of traveler's clothes, hunting trap, a staff, trophy from a slain animal. (This load is about 35 lbs.; add 1 lb. per 50 coins carried.)

Magic Items (DMG p. 135)
• 2 potions of healing (2d4+2 hp)

(a) Item attuned to character.

Coins & Gems: 661 gold pieces (gp); 63 silver pieces (sp); 20 copper pieces (cp); 2 gems (worth 50 gp each)

FEATURES, TRAITS & MORE

Alignment: Neutral. I will help others, but avoid serious personal risks or loyalties that don't benefit me.

Outlander Background (PHB p. 136)

- **Feature:** Wanderer.
- **Traits:** Only survivor of a harsh winter. In love with a ghost.
- **Ideal:** Nature does nothing in vain.
- **Bond:** Loves to out-do rivals.
- **Flaw:** Secret noble in exile.

Human Traits (PHB p. 29)

- Age: 38 years old
- Medium Size (6' 4", 250 lbs.)

Wizard Class Features (PHB p. 112)

- Ritual Casting
- Arcane Recovery (regain spell slots totalling 4 levels after short rest once per day)
- Conjunction Savant (copy such spells in half the time)
- Minor Conjunction (create an object that lasts one hour)
- Benign Transposition (teleport 30 feet or swap places with another within 30 feet)

Spellcasting (PHB p. 201)

Spell Attack Modifier +8
Spell Save DC 16



Cantrips Known: Friends, Light, Minor Illusion, Ray of Frost

Prepared Spells

- 1st Level (4 slots): Mage Armor, Find Familiar, Grease, Detect Magic
- 2nd Level (3 slots): Cloud of Daggers, Invisibility, Misty Step
- 3rd Level (3 slots): Sleet Storm, Fireball, Fly
- 4th Level (2 slots): Conjure Minor Elementals, Evard's Black Tentacles, Confusion