



# OTTO THE MAGE

Wizard 8 (Enchanter)

CLASS & LEVEL

36,040

EXPERIENCE POINTS

Rob Kuntz

PLAYER NAME

Human

RACE

Sage

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) \*
- 1 Athletics (Str)
- +0 Deception (Cha)
- +8 History (Int) \*
- +1 Insight (Wis)
- +0 Intimidation (Cha)
- +8 Investigation (Int) \*
- +4 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)
- +1 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: none

Saving Throws: Intelligence, Wisdom

Skills: Arcana, History, Investigation, Medicine

Languages: Common, Dwarvish, Elvish, Orc

### 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 common clothes, bottle of black ink, quill, small knife, personal papers. (This load is about 9 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:** 687 gold pieces (gp); 52 silver pieces (sp); 63 copper pieces (cp); 3 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.

**Sage Background [PHB p. 137]**

- **Feature:** Researcher
- **Traits:** Family famed for innovations. Outgrew a sickly childhood.
- **Ideal:** Knowledge is power.
- **Bond:** Noble patron funds work.
- **Flaw:** Once read madness-causing tomes.

**Human Traits [PHB p. 29]**

- Age: 35 years old
- Medium Size (5' 9", 162 lbs.)

**Wizard Class Features [PHB p. 112]**

- Ritual Casting
- Arcane Recovery (regain spell slots totalling 4 levels after short rest once per day)
- Enchantment Savant (copy such spells in half the time)
- Hypnotic Gaze (enthrall another within 5 feet, Wisdom save applies)
- Instinctive Charm (reaction to divert an attack once betw. long rests)

**Spellcasting [PHB p. 201]**

Spell Attack Modifier +8  
Spell Save DC 16



**Cantrips Known:** *Blade Ward, Light, Minor Illusion, Ray of Frost*

**Prepared Spells**

- 1st Level (4 slots): *Mage Armor, Charm Person, Sleep, Detect Magic*
- 2nd Level (3 slots): *Suggestion, Crown of Madness, Misty Step, Phantasmal Force*
- 3rd Level (3 slots): *Tongues, Fireball, Fly*
- 4th Level (2 slots): *Confusion, Conjure Minor Elementals*