

# Cimarron

CHARACTER NAME (HE/SHE/THEY)

CLASS Wizard LEVEL 3 EXPERIENCE 900 RACE Half-Elf  
ALIGNMENT Chaotic Good BACKGROUND Sage PLAYER NAME \_\_\_\_\_

## STRENGTH

8

-1

## DEXTERITY

14

+2

## CONSTITUTION

14

+2

## INTELLIGENCE

16

+3

## WISDOM

10

0

## CHARISMA

14

+2

## SAVING THROWS

- ☐ -1 STRENGTH
- ☐ +2 DEXTERITY
- ☐ +2 CONSTITUTION
- ☒ +5 INTELLIGENCE
- ☒ +2 WISDOM
- ☐ +2 CHARISMA

## SKILLS

- ☐ +2 ACROBATICS (DEX)
- ☐ +0 ANIMAL HANDLING (WIS)
- ☒ +5 ARCANA (INT)
- ☐ +2 ATHLETICS (STR)
- ☐ +2 DECEPTION (CHA)
- ☒ +5 HISTORY (INT)
- ☒ +4 INSIGHT (WIS)
- ☐ +2 INTIMIDATION (CHA)
- ☒ +5 INVESTIGATION (INT)
- ☐ +0 MEDICINE (WIS)
- ☐ +3 NATURE (INT)
- ☐ +0 PERCEPTION (WIS)
- ☐ +2 PERFORMANCE (CHA)
- ☒ +4 PERSUASION (CHA)
- ☒ +5 RELIGION (INT)
- ☐ +2 SLEIGHT OF HAND (DEX)
- ☐ +2 STEALTH (DEX)
- ☐ +0 SURVIVAL (WIS)

1

## INSPIRATION

+2

PROFICIENCY  
BONUS

10

PASSIVE  
PERCEPTION

+2

INITIATIVE

30

SPEED

## ARMOUR CLASS

12

20

(3d6)

MAXIMUM HIT POINTS

CURRENT HIT POINTS

TEMPORARY HIT POINTS

DEATH  
SAVES

SUCCESS FAILURE

## ATTACKS &amp; SPELLCASTING

NAME	BONUS	DAMAGE
Dagger	+4	1d4 + 2

**Ray of Frost Cantrip. Ranged Spell**

**Attack:** +5 to hit, one creature within 60 ft. range. **Hit:** 1d8 cold damage, and its speed is reduced by 10 feet until the start of your next turn.

## COIN

PLATINUM

GOLD 11

ELECTRUM

SILVER 20

COPPER 69

## OTHER PROFICIENCIES &amp; LANGUAGES

**Proficiencies:** Dagger, dart, light crossbow, quarterstaff, sling

**Languages:** Common, Dwarvish, Elvish, Halfling, Orc

## SPECIAL FEATURES &amp; TRAITS

**Special features:** Darkvision (60 feet), Fey Ancestry, Ritual Casting, Arcane Recovery, Evocation Savant, Sculpt Spells

**Traits:** Most people aren't as clever as I am, so I often have to explain obvious things slowly and patiently.

## IDEALS

**Intuition.** My gut has got me this far, so why change tactics now?

## BONDS

I want to be famous throughout the realm, whatever it takes.

## FLAWS

If one wants to truly be alive, there's no room for caution.





### CHARACTER BACKSTORY

### OTHER PLAYERS

#### ADVENTURING GEAR

Dice set

Belt pouch

Set of common clothes

An insignia of rank (Captain)

two (2) daggers, light crossbow and  
20 bolts, belt pouch, set of common  
clothes, bottle of black ink, quill, small  
knife, personal papers. Backpack

Worn bedroll

Mess kit

Tinderbox

10 torches

50 feet of hempen rope

#### MAGICAL ITEMS & POTIONS

*Potion of Healing*

*Oil of Slipperiness*

#### WEAPONS

Dagger

#### ARMOUR & SHIELDS

### FRIENDS, ALLIES & ENEMIES



### TRAVEL RATIONS

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CANTRIPS

Ray of Frost  
Mage Hand  
Minor Illusion

LEVEL 1

4

SLOTS TOTAL

EXPENDED

Comprehend Languages  
Detect Magic  
Disguise Self  
Fog Cloud (*Prepared*)  
Hideous Laughter (*Prepared*)  
Mage Armour (*Prepared*)  
Magic Missile  
Unseen Servant (*Prepared*)

LEVEL 2

2

SLOTS TOTAL

EXPENDED

Alter Self (*Prepared*)  
Invisibility (*Prepared*)

Int

SPELLCASTING  
ABILITY

13

SPELL SAVE DC

+5

SPELL ATTACK  
BONUS

LEVEL 3

SLOTS TOTAL

EXPENDED

LEVEL 6

SLOTS TOTAL

EXPENDED

LEVEL 4

SLOTS TOTAL

EXPENDED

LEVEL 7

SLOTS TOTAL

EXPENDED

LEVEL 5

SLOTS TOTAL

EXPENDED

LEVEL 8

SLOTS TOTAL

EXPENDED

LEVEL 9

SLOTS TOTAL

EXPENDED



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