

Cora Goldswallow

CHARACTER NAME

Wizard 1

CLASS & LEVEL

Lightfoot Halfling

RACE

Folk Hero

BACKGROUND

Lawful Good

ALIGNMENT

PLAYER NAME

EXPERIENCE POINTS

STRENGTH

10

DEXTERITY

14

+2

CONSTITUTION

11

INTELLIGENCE

18

+4

WISDOM

15

+2

CHARISMA

18

+4

INSPIRATION

+2

PROFICIENCY BONUS

- Strength
- +2 Dexterity
- Constitution
- +6 Intelligence
- +4 Wisdom
- +4 Charisma

SAVING THROWS

- Acrobatics (Dex)
- +4 Animal Handling (Wis)
- +6 Arcana (Int)
- Athletics (Str)
- Deception (Cha)
- History (Int)
- Insight (Wis)
- Intimidation (Cha)
- +6 Investigation (Int)
- Medicine (Wis)
- Nature (Int)
- Perception (Wis)
- Performance (Cha)
- Persuasion (Cha)
- Religion (Int)
- Sleight of Hand (Dex)
- Stealth (Dex)
- +4 Survival (Wis)

SKILLS

12

ARMOR CLASS

INITIATIVE

25

SPEED

Hit Point Maximum 6

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total

d6

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

I am confident in my own abilities and do what I can to instill confidence in others.

PERSONALITY TRAITS

Fairness. No one should get preferential treatment before the law, and no one is above the law.

IDEALS

I protect those who cannot protect themselves.

BONDS

Secretly, I believe that things would be better if I were a tyrant lording over the land.

FLAWS

NAME ATK BONUS DAMAGE/TYPE

Dagger +4 1d4+2

Crossbow +4 1d8+2

Spell DC 14, +6, prepare 5, 2 slots @ 1st

Cantrips: Dancing lights, Fire bolt, Minor Illusion

1: Burning hands, Charm person, Comprehend languages, Mage armour, Silent Image, Sleep

ATTACKS & SPELLCASTING

Lucky: reroll natural 1s on d20

Brave: advantage on saving throws vs being frightened

Halfling Nimbleness: can move through spaces of creatures that are Medium or larger

Naturally stealthy: can hide even when obscured only by creatures that are Medium or larger

Arcane recovery: regain 1 spell slot after short rest

Rustic hospitality

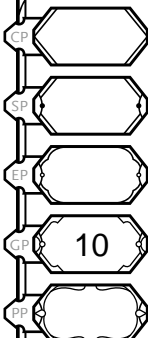
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PASSIVE WISDOM (PERCEPTION)

Languages: Common, Halfling

Proficiencies: daggers, darts, slings, quarterstaves, light crossbows, potter's tools, vehicles (land)

OTHER PROFICIENCIES & LANGUAGES



Dagger, component pouch, scholar's pack, spellbook, set of potter's tools, shovel, iron pot, common clothes, belt pouch

EQUIPMENT

FEATURES & TRAITS