

Krutzworth Steelbelly

CHARACTER NAME

Wizard 5

CLASS & LEVEL
Svirfneblin

RACE

Soldier

BACKGROUND
Lawful Neutral

ALIGNMENT

James

PLAYER NAME
6,500

EXPERIENCE POINTS

STRENGTH

8

-1

DEXTERITY

14

+2

CONSTITUTION

14

+2

INTELLIGENCE

19

+4

WISDOM

10

+0

CHARISMA

12

+1

INSPIRATION

+3

PROFICIENCY BONUS

- SAVING THROWS
- 1 Strength
 - +2 Dexterity
 - +2 Constitution
 - +7 Intelligence
 - +3 Wisdom
 - +1 Charisma

- SKILLS
- +2 Acrobatics (Dex)
 - +0 Animal Handling (Wis)
 - +7 Arcana (Int)
 - +2 Athletics (Str)
 - +1 Deception (Cha)
 - +4 History (Int)
 - +0 Insight (Wis)
 - +1 Intimidation (Cha)
 - +7 Investigation (Int)
 - +0 Medicine (Wis)
 - +4 Nature (Int)
 - +3 Perception (Wis)
 - +1 Performance (Cha)
 - +1 Persuasion (Cha)
 - +4 Religion (Int)
 - +2 Sleight of Hand (Dex)
 - +2 Stealth (Dex)
 - +0 Survival (Wis)

15

ARMOR CLASS

+2

INITIATIVE

25 ft.

SPEED

Hit Point Maximum 32

32

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 5

d6

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

-I speak only when necessary.
-I love cheese.

PERSONALITY TRAITS

Responsibility. I will protect the earth which gave me life.

IDEALS

I would still lay down my life for the people I served with.

BONDS

I obey the law even if the law causes misery.

FLAWS

NAME

Dagger

ATK BONUS

+5

DAMAGE/TYPE

1d4+2 P

Light X-Bow

+5

1d8+2 P

Ray of Frost

+7

2d8 Cold

ATTACKS & SPELLCASTING

13

PASSIVE WISDOM (PERCEPTION)

-Common, Gnomish, Undercommon
-Three Dragon Ante
-Vehicles (Land)
-Daggers, darts, slings, quarterstaves, light crossbows

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP

PP

26

-Spellbook
-Wand
-Three Dragon Ante
-Backpack
-Bedroll
-Mess Kit
-Tinderbox
-10 Torches
-10 Rations
-Waterskin
-50 Feet of Rope
-Insignia of Rank
-Broken blade

EQUIPMENT

FEATURES & TRAITS



Krutzworth Steelbelly

CHARACTER NAME

150

AGE

Gray

EYES

3 feet

HEIGHT

Gray

SKIN

80 lbs

WEIGHT

Bald

HAIR

CHARACTER APPEARANCE

-Earth creatures

NAME

SYMBOL

ALLIES & ORGANIZATIONS

Krutzworth Steelbelly's father, Malick, was a general in the army of allied earth forces who died in a battle against the forces of air, fire, and water. Since birth Krutzworth was weak and small, but tried to live up to the Steelbelly name. He found an ancient tome in his family's crypt one night while praying to his father for strength. This book taught him the secrets of the arcane. He has sworn to use his magic might to wipe his father's enemies from the face of the planet and plans to erect a monument in the likeness of Malick from the bones of the defeated foes.

CHARACTER BACKSTORY

ADDITIONAL FEATURES & TRAITS

-8 Potions of Healing

TREASURE



Wizard

SPELLCASTING CLASS

Int. +4

SPELLCASTING ABILITY

15

SPELL SAVE DC

+7

SPELL ATTACK BONUS

0

CANTRIPS

- True Strike
- Thunderclap
- Ray of Frost
- Message

3

2

- Lightning Bolt
- Dispel Magic

6

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

4

1

PREPARED

SPELL NAME

- Detect Magic
- Comprehend Languages
- Color Spray
- Mage Armor
- Burning Hands
- Thunderwave
- Sleep
- Feather Fall

4

7

2

3

- Aganazzar's Scorcher
- Misty Step
- Snilloc's Snowball Swarm
- See Invisibility

5

8

9

SPELLS KNOWN