

Kalak Draknerah

CHARACTER NAME

Wizard 9

CLASS & LEVEL

Githyanki

RACE

Sage

BACKGROUND

Lawful Neutral

ALIGNMENT

PLAYER NAME

48,000

EXPERIENCE POINTS

STRENGTH

12

+1

DEXTERITY

14

+2

CONSTITUTION

10

+0

INTELLIGENCE

18

+4

WISDOM

14

+2

CHARISMA

10

+0

INSPIRATION

+4

PROFICIENCY BONUS

- ☐ +1 Strength
- ☐ +2 Dexterity
- ☐ +0 Constitution
- ☒ +8 Intelligence
- ☒ +6 Wisdom
- ☐ +0 Charisma

SAVING THROWS

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

SKILLS

13

ARMOR CLASS

+2

INITIATIVE

30 ft.

SPEED

Hit Point Maximum 38

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total

9d6

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

I ... speak ... slowly ... when talking ... to idiots, ... which ... almost ... everyone ... is ... compared ... to me.

There's nothing I like more than a good mystery.

PERSONALITY TRAITS

The path to power and self-improvement is through knowledge.

IDEALS

I work to preserve a library, university, scriptorium, or monastery.

BONDS

I can't keep a secret to save my life, or anyone else's.

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

quarterstaff

+5

1d6+1*

fire bolt

+9

2d10

shk grasp

+9

2d8

*versatile 1d8+1

ATTACKS & SPELLCASTING

12

PASSIVE WISDOM (PERCEPTION)

Armor.
Light Armor, Medium Armor

Weapons.
Dagger, Dart, Sling, Quarterstaff, Light Crossbow, Shortsword, Longsword, Greatsword

Tools.
Alchemy Supplies

Languages.
Common, Draconic, Gith, Gnomish

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP

GP

GP

GP

GP

GP

GP

GP

25

quarterstaff, arcane focus (crystal), traveler's clothes, belt pouch, wand of the war mage +1 (see reverse)

backpack- bedroll, mess kit, tinderbox, 10 days rations, waterskin, bottle of ink, ink pen, small knife, letter from a dead colleague posing a question you haven't been able to answer, spellbook, alchemy supplies, 2 potions of healing

EQUIPMENT

Ritual Casting.

You can cast a wizard spell as a ritual if that spell has the ritual tag and you have the spell in your spellbook. You don't need to have the spell prepared.

Arcane Recovery.

Once per day when you finish a short rest, you can choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than half your wizard level (rounded up), and none of the slots can be 6th level or higher.

Enchantment Savant.

The gold and time you must spend to copy an enchantment spell into your spellbook is halved.

Hypnotic Gaze.

As an action, choose one creature that you can see within 5 feet of you. If the target can see or hear you, it must succeed on a Wisdom saving throw against your wizard spell save DC or be charmed by you until the end of your next turn. The charmed creature's speed drops to 0, and the creature is incapacitated and visibly dazed.

On subsequent turns, you can use your action to maintain this effect, extending its duration until the end of your next turn. However, the effect ends if you move more than 5 feet away from the creature, if the creature can neither see nor hear you, or if the creature takes damage.

Once the effect ends, or if the creature succeeds on its initial saving throw against this effect, you can't use this feature on that creature again until you finish a long rest.

Instinctive Charm.

When a creature you can see within 30 feet of you makes an attack roll against you, you can use your reaction to divert the attack, provided that another creature is within the attack's range. The attacker must make a Wisdom saving throw against your wizard spell save DC. On a failed save, the attacker must target the creature that is closest to it, not including you or itself. If multiple creatures are closest, the attacker chooses which one to target. On a successful save, you can't use this feature on the attacker again until you finish a long rest.

You must choose to use this feature before knowing whether the attack hits or misses. Creatures that can't be charmed are immune to this effect.

FEATURES & TRAITS



Kalak Draknerah

CHARACTER NAME

60

AGE

Yellow

EYES

6 ft.

HEIGHT

Sallow

SKIN

160 lbs.

WEIGHT

Bald

HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME

SYMBOL

Researcher.

When you attempt to learn or recall a piece of lore, if you do not know that information, you often know where and from whom you can obtain it. Usually, this information comes from a library, scriptorium, university, or a sage or other learned person or creature. Your DM might rule that the knowledge you seek is secreted away in an almost inaccessible place, or that it simply cannot be found. Unearthing the deepest secrets of the multiverse can require an adventure or even a whole campaign.

CHARACTER BACKSTORY

Decadent Mastery.

You learn one language of your choice, and you are proficient with one skill or tool of your choice. In the timeless city of Tu'narath, githyanki have bountiful time to master odd bits of knowledge (already figured in).

Martial Prodigy.

You are proficient with light and medium armor and with shortwords, longwords, and greatwords (already figured in).

Githyanki Psionics.

You know the mage hand cantrip, and the hand is invisible when you cast the cantrip with this trait.

When you reach 3rd level, you can cast the jump spell once with this trait, and you regain the ability to do so when you finish a long rest.

When you reach 5th level, you can cast the misty step spell once with this trait, and you regain the ability to do so when you finish a long rest.

Intelligence is your spellcasting ability for these spells. When you cast them with this trait, they don't require components.

ADDITIONAL FEATURES & TRAITS

wand of the war mage +1

While holding this wand, you gain a bonus to spell attack rolls (already figured in). In addition, you ignore half cover when making a spell attack.

TREASURE

Wizard

SPELLCASTING CLASS

Intelligence

SPELLCASTING ABILITY

16

SPELL SAVE DC

+9

SPELL ATTACK BONUS

0

CANTRIPS

Fire Bolt

Light

Prestidigitation

Shocking Grasp

3

3

Dispel Magic

Fireball

Haste

Slow

6

1

4

1

4

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

PREPARED

SPELL NAME

Charm Person

Comprehend Languages

Detect Magic

Identify

Magic Missile

Protection From Evil and Good

Shield

Sleep

2

3

Detect Thoughts

Hold Person

Scorching Ray

Suggestion

4

3

Confusion

Dimension Door

Ice Storm

Mordenkainen's Faithful Hound

5

1

Hold Monster

Mislead

7

8

9

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