

Gale



Class & Level: Wizard 1
 Race: Human
 Background: Sage
 Player Name: _____
 Exp. Points: _____

Saving Throws

STR: -1 DEX: +2 CON: +2 INT: +5 WIS: +2 CHA: +1

Skills

- Acrobatics (Dex) +2
- Animal Handling (Wis) 0
- Arcana (Int) +5
- Athletics (Str) -1
- Deception (Cha) +1
- History (Int) +5
- Insight (Wis) +2
- Intimidation (Cha) +1
- Investigation (Int) +5
- Medicine (Wis) 0
- Nature (Int) +3
- Perception (Wis) 0
- Performance (Cha) +1
- Persuasion (Cha) +1
- Religion (Int) +3
- Sleight of Hand (Dex) +2
- Stealth (Dex) +2
- Survival (Wis) 0

+2
Proficiency Bonus

+2
15
Constitution

+2
14
Dexterity

-1
9
Strength

+3
16
Intelligence

0
11
Wisdom

+1
13
Charisma



Crossbow, Light, Dagger, Dart, Quarterstaff, Sling

OTHER PROFICIENCIES

INSPIRATION

+2
INITIATIVE

12
Armour Class
Shield: -

30
SPEED

8
CURRENT HIT POINTS

8
HIT POINT MAXIMUM

1d6 1
TEMPORARY HIT POINTS

DEFENCES

HIT DICE

SUCCESSES

DEATH SAVES

FAILURES

Celestial, Common, Draconic, Giant

LANGUAGES

Name	Hit	Magic	ATTAINED
Quarterstaff	+1		
Damage & Type	Note		
1d6-1 Bludgeoning	Simple, Versatile		
Name	Hit	Magic	ATTAINED
Fire Bolt	+5		
Damage & Type	Note		
1d10 Fire	V/S		
Name	Hit	Magic	ATTAINED
Ray of Frost	+5		
Damage & Type	Note		
1d8 Cold	V/S		
Name	Hit	Magic	ATTAINED
Greatsword	+1		
Damage & Type	Note		
0 Bludgeoning	Martial, Heavy, Two-Handed		

ATTACKS & SPELLCASTING

Spells

Spellcasting Ability

Spell Save DC

Spell Attack Bonus

0

Cantrips

- Ray of Frost +5 / 60 ft. / V,S / PHB 271
- Fire Bolt +5 / 120 ft. / V,S / PHB 242
- Mage Hand - / 30 ft. / V,S / 1 min / PHB 256

1

- Grease /DEX 13/60 ft./10 ft.Square/V,S,M/1min/PHB 246
- Thunderwave /CON 13/Self/15 ft. Cube/V,S /PHB 282
- Sleep /90 ft./20 ft. Sphere/V,S,M/1min/PHB 276
- Charm Person /WIS 13/30 ft./V,S/1hour/PHB 221

2

3

4

5

6

7

8

9

Equipment

Spell Book
Component Pouch
Lantern
Bedroll
Mess Kit
Tinderbox
10 Days of Rations
Waterskin
50 ft of Hempen Rope
Book of Lore
Ink Pen
Bottle of Ink

Robes
Quarterstaff



Attunement Item

Attunement Item

Attunement Item

Carried

Equipped

Features & Traits

Wizard features

Hit Points • PHB 113

Proficiencies • PHB 113

Spellcasting • PHB 114

You can cast prepared wizard spells using INT as your spellcasting modifier (Spell DC 13, Spell Attack +5) and wizard spells in your spellbook as rituals if they have the ritual tag. You can use an arcane focus as a spellcasting focus.

Arcane Recovery • PHB 115

Once per day when you finish a short rest, you can choose expended spell slots to recover - up to a combined level of 1, and none of the slots can be 6th level or higher.

1 / Long Rest • Special

Human Racial Traits

Ability Score Increase • BR 31

Languages • BR 31

You can speak, read, and write Common and one extra language.

Tara the tressym is far more than Gale's pet; she has been his only advisor and friend since he was brought low by the orb. Tease him though she might, Tara will do everything she can to keep Gale safe. Just don't say she's a cat.



Allies & Organisations

Gale uses his intelligence as a shield for navigating most areas of his life. Behind that wide vocabulary he hides a wounded heart, one more vulnerable than he cares to admit.

Personality Traits

Leaving behind the isolation of his ivory tower, Gale's no longer hiding from the world but ready to embrace it. There's nothing better for gaining knowledge than first-hand experience.

Ideals

Although Gale once counted Mystra as a lover, his folly in tampering with Netherese magic has left their relationship seemingly in ashes. In attempting to grow closer to the goddess, Gale only succeeded in pushing her away.

Bonds

Time has passed since Gale's ambition drove him — he has been forced to learn humility. But when he next faces temptation, will he have the strength to resist?

Flaws

Backstory

What's a god to a world-class wizard? Gale was once a formidable archmage in Waterdeep, but pushed his relationship with the goddess Mystra too far. Not satisfied with being her lover, Gale tried to impress her further and meddled with powers beyond even his abilities, his attempt leaving him cursed with an orb of Netherese magic trapped inside his body. The cataclysmic power of the orb has turned Gale into a weapon capable of annihilating an entire city, should he fail to control himself.

Wracked with shame for his hubris, Gale retreated to his tower — first out of self-pity, and then out of necessity. His research led him to a means of keeping the orb's power contained, but only temporarily. Now, with the threat of ceremorphosis looming large can Gale see off both of the grim fates lurking within him, or is he doomed at every turn?

