

Amadeus Ioyokus

Player: J

Male Deep Gnome (Svirfneblin) Wizard 12 - CR 9

Neutral Evil; Small Humanoid; Deity: **Karamaka/Voice**;
Background: **Sage**; Age: **55**; Height: **2' 6"**; Weight: **80lb.**;
Eyes: **black**; Hair: **White**; Skin: **gray**

Ability	Score	Modifier	Saving Throw
STR STRENGTH	12	+1	+1
DEX DEXTERITY	14	+2	+2
CON CONSTITUTION	16	+3	+3
INT INTELLIGENCE	20	+5	+9
WIS WISDOM	7	-2	+2
CHA CHARISMA	11	0	+0
SAN SANITY	10	0	+0

AC 14 **Initiative** +2 **Speed** 25 ft

Proficiency +4 **Inspiration**

HP 90 **HD** 12d6 **Death Saves**

Damage / Current HP	HD Used	Success/Fail

Number of Attacks 1

Dagger

Main hand: **+6, 1d4+2 piercing** Rng: 20 ft./60 ft.
Ranged: **+6, 1d4+2 piercing** Finesse, Light, Thrown

Dagger

Main hand: **+6, 1d4+2 piercing** Rng: 20 ft./60 ft.
Ranged: **+6, 1d4+2 piercing** Finesse, Light, Thrown

Dagger

Main hand: **+6, 1d4+2 piercing** Rng: 20 ft./60 ft.
Ranged: **+6, 1d4+2 piercing** Finesse, Light, Thrown

Quarterstaff

Main hand: **+5, 1d6+1 bludgeoning** Versatile
Both hands: **+5, 1d8+1 bludgeoning**

Spell Attack

Ranged: **+9, As Spell** Rng: 0 ft.



Skill Name	Total	Ability	Prof	Temp
Acrobatics	+2	DEX (2)	-	
Animal Handling	-2	WIS (-2)	-	
Arcana	+5	INT (5)	-	
Athletics	+1	STR (1)	-	
Deception	+0	CHA (0)	-	
History	+5	INT (5)	-	
Insight	-2	WIS (-2)	-	
Intimidation	+0	CHA (0)	-	
Investigation	+5	INT (5)	-	
Medicine	-2	WIS (-2)	-	
Nature	+5	INT (5)	-	
Perception	-2	WIS (-2)	-	
Performance	+0	CHA (0)	-	
Persuasion	+0	CHA (0)	-	
Religion	+5	INT (5)	-	
Sleight of Hand	+2	DEX (2)	-	
Stealth	+2	DEX (2)	-	
Survival	-2	WIS (-2)	-	

Passive Perception: 8

Feats

Lucky (3/long rest)

You have 3 luck points. Whenever you make an attack roll, an ability check, or a saving throw, you can spend one luck point to roll an additional d20.

Spell Sniper (Wizard)

When you cast a spell that requires you to make an attack roll, the spell's range is doubled.

- Your ranged spell attacks ignore half cover and three-quarters cover.

Feats

War Caster

You have advantage on Constitution saving throws that you make to maintain your concentration on a spell when you take damage.

- You can perform the somatic components of spells even when you have

Gear

**Total Weight Carried: 49.76 lbs,
(Maximum: 180 lbs)**

10x food	-
10x water	-
20x glass vial on a leather belt	-
Arcane focus (orb)	3 lbs
Bottle, glass	2 lbs
Bracers of Defense	-
Caltrops (bag of 20)	2 lbs
Canoloth Extractor tool	-
Chalk	-
Component pouch	2 lbs
Cook's utensils (+0)	8 lbs
Dagger	1 lb
Dagger	1 lb
Dagger	1 lb
Flask	1 lb
Healer's kit (10 uses)	3 lbs
Ink (1 ounce bottle)	-
Manacles	6 lbs
Mirror, steel	0.5 lbs
Money	0.26 lbs
Morticians tools	-
Oil (flask)	1 lb
Paper	-
Poisoner's kit (+0)	2 lbs
Quarterstaff	4 lbs
Ring of Mind Shielding	-
Ring of Protection	-
Robes	4 lbs
Rope, silk (50 feet)	5 lbs
Spellbook	3 lbs
Vial	-
Wand of the War Mage, +1	-

Special Abilities

Arcane Recovery (6 levels, 1/day)

You have learned to regain some of your magical energy by studying your spellbook. 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

Darkvision (120 feet)

Many creatures in fantasy gaming worlds, especially those that dwell underground, have darkvision. Within a specified range, a creature with darkvision can see in darkness as if the darkness were dim light, so areas of darkness are only lightly

Divination Savant

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

Expert Divination

When you cast a divination spell of 2nd level or higher using a spell slot, you regain one expended spell slot. The slot you regain must be of a level lower than the spell you cast and can't be higher than 5th level.

Gnome Cunning

You have advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

Greater Comprehension

You can read any language.

Experience & Wealth

Experience Points: 11/12

Current Cash: 2 gp, 4 sp, 7 cp

Role Playing

Personality Trait: Injury - I crush those who do me harm, ruining their names and salting their fields.

Personality Trait: Not Trusting - I don't trust others easily. I know better than most that looks are deceiving.

Ideal: Monster - If you stand in my path, I will destroy you like the monster I am. (Evil)

Bond: Researching my Skill - There is something great behind my skill, and I won't rest until I learn the truth of its origin.

Flaw: Spirits - I talk to invisible spirits, that no one but me can see.

Special Abilities

Portent (2/day)

When you finish a long rest, roll two d20s and record the numbers rolled. You can replace any attack roll, saving throw, or ability check made by you or a creature that you can see with one of these foretelling rolls. You must choose

Researcher

Whenever you attempt to learn or recall information or lore, if it's something unknown, you can usually find out where that information can be obtained. Usually from a library, scriptorium, university, a sage or another educated

Stone Camouflage

The {abText} has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

The Third Eye (Greater Comprehension, 1/day)

Starting at 10th level, you can use your action to increase your powers of perception. When you do so, choose one of the following benefits, which lasts until you are incapacitated or you take a short or long rest. You can't use the

Tracked Resources

Arcane Recovery (6 levels, 1/day)	<input type="checkbox"/>
Caltrops (bag of 20)	<input type="checkbox"/>
Dagger	<input type="checkbox"/>
Dagger	<input type="checkbox"/>
Dagger	<input type="checkbox"/>
Healer's kit (10 uses)	<input type="checkbox"/>
Lucky (3/long rest)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Oil (flask)	<input type="checkbox"/>
Paper	<input type="checkbox"/>
Portent (2/day)	<input type="checkbox"/> <input type="checkbox"/>
The Third Eye (Greater Comprehension, 1/day)	<input type="checkbox"/>

Languages

Common

Infernal

Dwarvish

Undercommon

Gnomish

Spell Slots

6th level	<input type="checkbox"/>
5th level	<input type="checkbox"/> <input type="checkbox"/>

Spell Slots

4th level	□□□
3rd level	□□□
2nd level	□□□
1st level	□□□□

Spells & Powers

Wizard spells memorized (CL 12th)

Spell Save DC 17 **Spell Attack** +9

6th—*disintegrate*

5th—*geas, wall of force*

4th—*dimension door, greater invisibility, mage's private sanctum*

3rd—*counterspell, fireball, fly, haste*

2nd—*aganazzar's scorcher, mirror image*

1st—*charm person, fog cloud, hideous laughter, mage armor, sleep*

Cantrips—*acid splash, fire bolt, mage hand, message, minor illusion, shape water*

Other Spells & Powers

Feats, Bonus Spells:

Proficiencies Spells:

Spell Sniper Spells:

Cantrips—Acid Splash

Companions

Mozart

Raven

Tiny fiend, unaligned

Armor Class 12

Hit Points 1 (1d4-1)

Speed 10 ft., fly 50 ft.

STR 2 (-4), **DEX** 14 (+2), **CON** 8 (-1), **INT** 2 (-4), **WIS** 12 (+1), **CHA** 6 (-2), **SAN** 10 (+0)

Senses passive Perception 11

Languages —

Mimicry. The raven can mimic simple sounds it has heard, such as a person whispering, a baby crying, or an animal chittering. A creature that hears the sounds can tell they are imitations with a successful DC 10 Wisdom (Insight) check.

Actions

Beak. Melee Weapon Attack: +4 to hit, reach 5 ft., one target.

Hit: 1 piercing damage.