

## Amadeus Ioyokus

Player: J

**Male Deep Gnome (Svirfneblin) Wizard 10 - CR 7**

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

Ability	Score	Modifier	Saving Throw
<b>STR</b> STRENGTH	12	+1	+2
<b>DEX</b> DEXTERITY	14	+2	+3
<b>CON</b> CONSTITUTION	16	+3	+4
<b>INT</b> INTELLIGENCE	20	+5	+10
<b>WIS</b> WISDOM	7	-2	+3
<b>CHA</b> CHARISMA	11	0	+1
<b>SAN</b> SANITY	10	0	+1

<b>AC</b> 15	<b>Initiative</b> +2	<b>Speed</b> 25 ft
<b>Proficiency</b> +4	<b>Inspiration</b>	

<b>HP</b> 76	<b>HD</b> 10d6	<b>Death Saves</b>
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

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### Quarterstaff

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

### Spell Attack

Ranged: **+10, As Spell** Rng: 0 ft.



5<sup>th</sup> Edition SRD



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

**Passive Perception: 8**

### Feats

**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.

**Other Proficiencies:**

**Weapons:** Crossbow, light; Dagger; Dart; Quarterstaff; Sling

## 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 (5 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.

### Morticians tools

Describe the benefit for your custom background.

### 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 to do so

### Stone Camouflage

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

## Experience & Wealth

Experience Points: 9/10

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

### 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 (5 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"/>
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

Dwarvish

Gnomish

Infernal

Undercommon

## Spell Slots

5th level	<input type="checkbox"/> <input type="checkbox"/>
4th level	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
3rd level	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
2nd level	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
1st level	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

## Spells & Powers

**Wizard spells memorized** (CL 10th)

**Spell Save DC** 17 **Spell Attack** +10

**5th**—*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.