

## Amadeus Ioyokus

Player: J

**Male Deep Gnome (Svirfneblin) Wizard 2 - CR 1/4**

Neutral Evil 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	+1
<b>DEX</b> DEXTERITY	14	+2	+2
<b>CON</b> CONSTITUTION	16	+3	+3
<b>INT</b> INTELLIGENCE	18	+4	+6
<b>WIS</b> WISDOM	7	-2	+0
<b>CHA</b> CHARISMA	11	0	+0
<b>SAN</b> SANITY	10	0	+0

**AC** 12    **Initiative** +2    **Speed** 25 ft

**Proficiency** +2    **Inspiration**

**HP** 16    **HD** 2d6    **Death Saves**

Damage / Current HP	HD Used	Success/Fail

**Number of Attacks** 1

### Dagger

Main hand: **+4, 1d4+2 piercing**    Rng: 20 ft./60 ft.  
Ranged: **+4, 1d4+2 piercing**    Finesse, Light, Thrown

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### Quarterstaff

Main hand: **+3, 1d6+1 bludgeoning**    Versatile  
Both hands: **+3, 1d8+1 bludgeoning**

### Spell Attack

Ranged: **+6, As Spell**    Rng: 0 ft.



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>+4</b>	INT (4)	-	
<b>Athletics</b>	<b>+1</b>	STR (1)	-	
<b>Deception</b>	<b>+0</b>	CHA (0)	-	
<b>History</b>	<b>+4</b>	INT (4)	-	
<b>Insight</b>	<b>-2</b>	WIS (-2)	-	
<b>Intimidation</b>	<b>+0</b>	CHA (0)	-	
<b>Investigation</b>	<b>+4</b>	INT (4)	-	
<b>Medicine</b>	<b>-2</b>	WIS (-2)	-	
<b>Nature</b>	<b>+4</b>	INT (4)	-	
<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>+4</b>	INT (4)	-	
<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

**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
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
Robes	4 lbs
Rope, silk (50 feet)	5 lbs
Spellbook	3 lbs
Vial	-

## Special Abilities

### Arcane Recovery (1 level, 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.

### Gnome Cunning

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

### 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.

## Tracked Resources

Arcane Recovery (1 level, 1/day)	<input type="checkbox"/>
Caltrops (bag of 20)	<input type="checkbox"/>
Dagger	<input type="checkbox"/>
Dagger	<input type="checkbox"/>
Dagger	<input type="checkbox"/>

## Experience & Wealth

Experience Points: 1/2

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.

## Tracked Resources

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"/>

## Languages

Common	Infernal
Dwarvish	Undercommon
Gnomish	

## Spell Slots

1st level	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
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## Spells & Powers

**Wizard spells memorized (CL 2nd)**

**Spell Save DC 14 Spell Attack +6**

**1st**—*charm person, fog cloud, grease, hideous laughter, sleep, thunderwave*

**Cantrips**—*fire bolt, message, minor illusion*

## Other Spells & Powers

Feats, Bonus Spells:

Proficiencies Spells:

## Companions

### Mozart

*Raven*

*Tiny fiend, unaligned*

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**Armor Class** 12

**Hit Points** 1 (1d4-1)

**Speed** 10 ft., fly 50 ft.

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

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**Senses** passive Perception 11

**Languages** —

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*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

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

*Hit:* 1 piercing damage.

## Mozart



## 5<sup>th</sup> Edition SRD

### Raven - CR 0

Unaligned; Tiny Fiend

Ability	Score	Modifier	Saving Throw
<b>STR</b> <small>STRENGTH</small>	<input type="text" value="2"/>	<input type="text" value="-4"/>	<input type="text" value="-4"/>
<b>DEX</b> <small>DEXTERITY</small>	<input type="text" value="14"/>	<input type="text" value="+2"/>	<input type="text" value="+2"/>
<b>CON</b> <small>CONSTITUTION</small>	<input type="text" value="8"/>	<input type="text" value="-1"/>	<input type="text" value="-1"/>
<b>INT</b> <small>INTELLIGENCE</small>	<input type="text" value="2"/>	<input type="text" value="-4"/>	<input type="text" value="-4"/>
<b>WIS</b> <small>WISDOM</small>	<input type="text" value="12"/>	<input type="text" value="+1"/>	<input type="text" value="+1"/>
<b>CHA</b> <small>CHARISMA</small>	<input type="text" value="6"/>	<input type="text" value="-2"/>	<input type="text" value="-2"/>
<b>SAN</b> <small>SANITY</small>	<input type="text" value="10"/>	<input type="text" value="0"/>	<input type="text" value="+0"/>

<b>AC</b>	<input type="text" value="12"/>	<b>Initiative</b>	<input type="text" value="+2"/>	<b>Speed</b>	<input type="text" value="10 ft"/>
<b>Proficiency</b>	<input type="text" value="+2"/>	<b>Inspiration</b>	<input type="text"/>		
<b>HP</b>	<input type="text" value="1"/>	<b>HD</b>	<input type="text" value="1d4"/>	<b>Death Saves</b>	
Damage / Current HP	<input type="text"/>	HD Used	<input type="text"/>	Success/Fail	<input type="text"/>
<b>Number of Attacks</b>	<input type="text" value="1"/>				

### Beak (Raven)

Main hand: **+4, 1 piercing**

Skill Name	Total	Ability	Prof	Temp
<b>Acrobatics</b>	<b>+2</b>	DEX (2)	-	
<b>Animal Handling</b>	<b>+1</b>	WIS (1)	-	
<b>Arcana</b>	<b>-4</b>	INT (-4)	-	
<b>Athletics</b>	<b>-4</b>	STR (-4)	-	
<b>Deception</b>	<b>-2</b>	CHA (-2)	-	
<b>History</b>	<b>-4</b>	INT (-4)	-	
<b>Insight</b>	<b>+1</b>	WIS (1)	-	
<b>Intimidation</b>	<b>-2</b>	CHA (-2)	-	
<b>Investigation</b>	<b>-4</b>	INT (-4)	-	
<b>Medicine</b>	<b>+1</b>	WIS (1)	-	
<b>Nature</b>	<b>-4</b>	INT (-4)	-	
<b>Perception</b>	<b>+1</b>	WIS (1)	-	
<b>Performance</b>	<b>-2</b>	CHA (-2)	-	
<b>Persuasion</b>	<b>-2</b>	CHA (-2)	-	
<b>Religion</b>	<b>-4</b>	INT (-4)	-	
<b>Sleight of Hand</b>	<b>+2</b>	DEX (2)	-	
<b>Stealth</b>	<b>+2</b>	DEX (2)	-	
<b>Survival</b>	<b>+1</b>	WIS (1)	-	

**Passive Perception: 11**

**Other Proficiencies:**

### Special Abilities

#### Fiend

Fiends are creatures of wickedness that are native to the Lower Planes. A few are the servants of deities, but many more labor under the leadership of archdevils and demon princes. Evil priests and mages sometimes summon

#### Flight (50 ft.)

A monster that has a flying speed can use all or part of its movement to fly. Some monsters have the ability to **hover**, which makes them hard to knock out of the air (as explained in the rules on flying in the *Player's Handbook*).

#### Mimicry (DC 8)

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)

### **Gear**

**Total Weight Carried: 0 lbs,  
(Maximum: 15 lbs)**  
Money -

### **Experience & Wealth**

Current Cash: **You have no money!**

### **Role Playing**

### **Other Spells & Powers**

Feats, Bonus Spells:

Proficiencies Spells: