

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
STR STRENGTH	12	+1	+1
DEX DEXTERITY	14	+2	+2
CON CONSTITUTION	16	+3	+3
INT INTELLIGENCE	18	+4	+6
WIS WISDOM	7	-2	+0
CHA CHARISMA	11	0	+0
SAN 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

Dagger

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Dagger

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

Quarterstaff

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

Spell Attack

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



5th Edition SRD



Skill Name	Total	Ability	Prof	Temp
Acrobatics	+2	DEX (2)	-	
Animal Handling	-2	WIS (-2)	-	
Arcana	+4	INT (4)	-	
Athletics	+1	STR (1)	-	
Deception	+0	CHA (0)	-	
History	+4	INT (4)	-	
Insight	-2	WIS (-2)	-	
Intimidation	+0	CHA (0)	-	
Investigation	+4	INT (4)	-	
Medicine	-2	WIS (-2)	-	
Nature	+4	INT (4)	-	
Perception	-2	WIS (-2)	-	
Performance	+0	CHA (0)	-	
Persuasion	+0	CHA (0)	-	
Religion	+4	INT (4)	-	
Sleight of Hand	+2	DEX (2)	-	
Stealth	+2	DEX (2)	-	
Survival	-2	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"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <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"/>

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

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.

Mozart



5th Edition SRD

Raven - CR 0

Unaligned; Tiny Fiend

Ability	Score	Modifier	Saving Throw
STR STRENGTH	2	-4	-4
DEX DEXTERITY	14	+2	+2
CON CONSTITUTION	8	-1	-1
INT INTELLIGENCE	2	-4	-4
WIS WISDOM	12	+1	+1
CHA CHARISMA	6	-2	-2
SAN SANITY	10	0	+0

AC	12	Initiative	+2	Speed	10 ft
Proficiency	+2	Inspiration			
HP	1	HD	1d4	Death Saves	
Damage / Current HP		HD Used		Success/Fail	
Number of Attacks	1				

Beak (Raven)

Main hand: +4, 1 piercing

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