



Diana Snoredough

CHARACTER NAME

Wizard 3 [1]
CLASS(ES) & LEVEL(S)

Variant Human
RACE

PLAYER NAME

954 [2]
EXPERIENCE

2,700
NEXT LEVEL

LEVEL

3

[3] [4]
STR
-1
8

DEX
+1
12

CON
+2
14

INT
+4
18

WIS
+0
10

CHA
+1
12



INSPIRATION

+2

PROFICIENCY BONUS

☐ -1 Strength

☐ +1 Dexterity

☐ +2 Constitution

☒ +6 Intelligence

☒ +2 Wisdom

☐ +1 Charisma

SAVING THROWS

☐ +1 Acrobatics (Dex)

☐ +0 Animal Handling (Wis)

☒ +6 Arcana (Int)

☐ -1 Athletics (Str)

☐ +1 Deception (Cha)

☒ +6 History (Int)

☐ +0 Insight (Wis)

☐ +1 Intimidation (Cha)

☒ +6 Investigation (Int)

☒ +2 Medicine (Wis)

☐ +4 Nature (Int)

☐ +0 Perception (Wis)

☐ +1 Performance (Cha)

☐ +1 Persuasion (Cha)

☒ +6 Religion (Int)

☐ +1 Sleight of Hand (Dex)

☐ +1 Stealth (Dex)

☐ +0 Survival (Wis)

SKILLS [9]

11
AC

+1
INIT

30 ft
SPEED

Hit Point Max 20

0
CURRENT HIT POINTS

Condition

TEMPORARY HIT POINTS

3d6
HIT DICE

SUC. ☐ ☐ ☐
FAIL. ☐ ☐ ☐
DEATH SAVES

BACKGROUND: Sage [6]

I'm convinced that people are always trying

PERSONALITY TRAITS

Power. Knowledge is the path to power and

IDEALS

I've been searching my whole life for the ans

BONDS

I overlook obvious solutions in favor of com

FLAWS

ALIGNMENT:

NAME	ATK BONUS	DAMAGE/TYPE
Dagger	+3	1d4+1[piercing]***Simple Melee or Ranged Weapon Attack.*** Finesse, Light, Thrown (range 20/60)
	-	-
	-	-
	-	-
	-	-
Spell +6		

ATTACKS & NOTES

10

PASSIVE WISDOM (PERCEPTION)

Armor Proficiencies: None

Weapon Proficiencies: Dagger, Dart, Sling, Quarts

Vehicle Proficiencies: [10]

Tool Proficiencies: [11]

Other Proficiencies: [12]

Other Speeds: -

PROFICIENCIES

Common

Dwarvish

Celestial

Elvish

LANGUAGES [13]

Arcane Focus

Fine Clothes

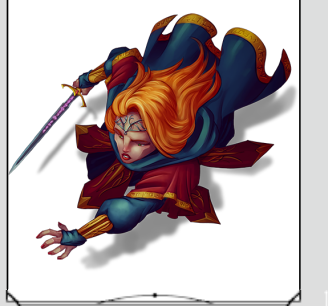
EQUIPPED ITEMS

32	5 ft.	100 lb.	m
AGE	HEIGHT	WEIGHT	SIZE
Female	Black	Red	Yes
GENDER	EYES	HAIR	SKIN

CHARACTER APPEARANCE

[21]	Red
HEADER	COLOR SCHEME
APPEARANCE URL	SYMBOL URL

CUSTOMIZATION

NAME

SYMBOL

ALLIES & ORGANIZATIONS

CHARACTER BACKSTORY

[1] Enter your first chosen class first. If you have a subclass, enter it anywhere before another class, e.g. "Champion Fighter 4 Berserker Barbarian 3"

The first class entered will be used to determine your 1st level hit die and saving throw proficiencies.

Important: Do not neglect to set your Subclass. Under various circumstances, not intentionally setting a subclass can end up with the sheet giving you a subclass you don't have.

[2] When you update your experience total, most other fields will automatically update as you level up. Also adjust the CLASS cell accordingly, the level or sum of levels from there needs to match your total level.

[3] Enter your base ability score, before any modifiers, in the cell in this column UNDER each Ability Score block. The cells with 00 in them.

[4] Enter Ability Score Improvements and racial Ability CHOICES in the cell in this column UNDER each Ability Score block.

When this cell turns blue, it means you have racial Ability Scores Increases to choose below.

[5] IF you roll for HP, input your maximum HP according to hit die from 1st level here without con mod, then each line after is for the amount rolled on hit dice for each level. If you enter nothing in this column, it assumes average.

[6] Your background gives you skills. If you want to modify which skills a background lets you choose, or you want to add new backgrounds, they're the one piece of customization done on this page. If you unhide the columns to the right (by clicking/tapping the tiny little arrows that show up on the "AP" column header, thanks google /s), you'll find the Backgrounds listed starting in cell AX69, the associated skills starting in AY69, the number of extra languages starting in AZ69, the number of tool proficiencies granted starting in BA69, and the number of vehicle proficiencies granted starting in BB69. You can alter the skills to be any two you desire or add to the list of recognized Backgrounds by adding the Background to the AX column, its associated skills to the AY column, and its number of languages, tools, and vehicles proficiencies to the proper columns, starting at row 82.

[7] Overriding Initiative Advantage and Disadvantage

Enter 'adv' in this cell to override for advantage on initiative.

Enter 'dis' in this cell to override for disadvantage on initiative.

Enter almost anything else in this cell to override to normal initiative.

[8] Overriding Advantage and Disadvantage

Enter 'adv' in this column to override for advantage.

Enter 'dis' in this column to override for disadvantage.

Enter almost anything else in this column to override to normal.

[9] Skill names get colored and underlined until you select what you are granted by your class, race, and background.

Class skills are blue.

Racially granted skills are purple.

When you have a choice of racial skills, they are magenta.

Background skills are dark orange.

[10] The sheet doesn't automatically populate any vehicle proficiencies. It just counts how many you should have. Fill this in yourself.

[11] The sheet doesn't automatically populate any tool proficiencies. It just counts how many you should have. Fill this in yourself.

[12] Add any bonus proficiencies to this cell. Things like Kensei's weapon proficiencies (don't forget to mark it as a Monk Weapon on the Attack Info sheet) or weapon proficiencies from the Weapon Master Feat or the two Martial Weapon proficiencies for Hobgoblins.

[13] This only autofills with languages from your race. If you gain languages from another source, enter them on the lines after the automatically populated ones.

[14] 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 or less than half your wizard level (rounded up), and none of the slots can be 6th level or higher.

[15] Beginning when you select this school at 2nd level, the gold and time you must spend to copy a Conjunction spell into your spellbook is halved.

[16] Starting at 2nd level when you select this school, you can use your action to conjure up an inanimate object in your hand or on the ground in an unoccupied space that you can see within 10 feet of you. This object can be no larger than 3 feet on a side and weigh no more than 10 pounds, and its form must be that of a nonmagical object that you have seen. The object is visibly magical, radiating dim light out to 5 feet.

The object disappears after 1 hour, when you use this feature again, or if it takes any damage.

[17] You have 3 luck points. Whenever you make an attack roll, ability check, or saving throw, you may spend 1 luck point to roll an additional d20. You can use this ability after the original roll, but before the outcome is revealed. You choose which of the d20s is used for the attack roll, ability check, or saving throw.

You can also spend one luck point when an attack roll is made against you. Roll a d20, and choose whether the attacker's roll uses their d20 roll or yours.

If multiple creatures use a luck point on the same roll, they cancel out, resulting in no additional dice.

You regain expended luck points when you finish a long rest.

[18] Formulas check what is written here. Fighting Styles are supported with the exception of Protection, as are most Feats that matter for the sheet. For feats and fighting styles, enter in

"Feat: [feat name]" format:

e.g.

Feat: Mobile

Feat: Dual Wielder

Fighting Style: Dueling

Some abilities let you choose things, like saving throw proficiencies. Include those things in parentheses, e.g. Iron Mind (Wisdom).

If you take the Skilled feat, put your chosen skills in parentheses, e.g. Skilled (Acrobatics, Athletics,

Performance)

[19] Enter your main spellcasting class here. If you have multiple spellcasting classes, the sheet will figure out spellslots properly, but can't handle setting up separate DCs and Spell Attack Bonuses for classes with different Spellcasting Abilities.

If you have the Magic Initiate feat and no other spellcasting classes, enter the class for that feat and make sure you have Magic Initiate listed in your features.

If you have the Magic Initiate feat in conjunction with a spellcasting class, put it in your features and the sheet will add an extra 1st-level slot for you.

[20] Poisonous snake

Tiny beast, unaligned

- Armor Class 13
- Hit Points 2
- Speed 30ft., swim 30ft.

STR 2 (-4) DEX 16 (+3) CON 11 (0) INT 1 (-5) WIS 10 (0) CHA 3 (-4)

- Senses Blindsight 10ft, passive Perception 10
- Challenge 1/8 (25 XP)

Actions

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 1 (1d1) piercing damage plus 4 (2d4) poison damage. The target must make a DC 10 Constitution saving throw, taking the poison damage on a failed save, or half as much damage on a successful one.

[21] If you want to add your own custom header image, unhide the columns on the right and follow the link to one of the "blank" headers, make your own, and then add it to the list.