

Roentgen Elbatan



5th Edition SRD

Human wizard 1 - CR 0

Lawful Good; Deity: **Ilmater**; Background: **Prisoner of War**;
Height: **5' 7"**; Weight: **115lb**.

Ability	Score	Modifier	Saving Throw
STR STRENGTH	8	-1	-1
DEX DEXTERITY	10	0	+0
CON CONSTITUTION	15	+2	+2
INT INTELLIGENCE	16	+3	+5
WIS WISDOM	12	+1	+3
CHA CHARISMA	13	+1	+1

AC 13 **Initiative** +0 **Speed** 30 ft

Proficiency +2 **Inspiration**

HP 8 **HD** 1d6 **Death Saves**

Damage / Current HP	HD Used	Success/Fail

Number of Attacks 1

Dagger

Main hand: **+2, 1d4 piercing**

Ranged: **+2, 1d4 piercing**

Rng: 20 ft./60 ft.
Piercing, Finesse,
Light, Thrown

Quarterstaff

Main hand: **+1, 1d6-1**

bludgeoning

Both hands: **+1, 1d8-1**

bludgeoning

Bludgeoning,
Versatile

Glamoured Studded Leather

+3

Skill Name	Total	Ability	Prof	Temp
Acrobatics	+0	DEX (0)	-	
Animal Handling	+1	WIS (1)	-	
Arcana	+5	INT (3)	+2	
Athletics	-1	STR (-1)	-	
Deception	+1	CHA (1)	-	
History	+3	INT (3)	-	
Insight	+3	WIS (1)	+2	
Intimidation	+1	CHA (1)	-	
Investigation	+5	INT (3)	+2	
Medicine	+1	WIS (1)	-	
Nature	+3	INT (3)	-	
Perception	+1	WIS (1)	-	
Performance	+1	CHA (1)	-	
Persuasion	+1	CHA (1)	-	
Religion	+5	INT (3)	+2	
Sleight of Hand	+0	DEX (0)	-	
Stealth	+0	DEX (0)	-	
Survival	+3	WIS (1)	+2	

Passive Perception: 11

Feats

Spell Sniper

Other Proficiencies:

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

Special Abilities

Arcane Recovery (1 level, 1/day)

Unbreakable

Variant Humans

Gear

**Total Weight Carried: 21/120 lbs.,
(Maximum: 120 lbs)**

Dagger	1 lb
Glamoured Studded Leather	13 lbs
Money	2.9 lbs
Quarterstaff	4 lbs

Tracked Resources

Arcane Recovery (1 level, 1/day)	<input type="checkbox"/>
Dagger	<input type="checkbox"/>
Inspiration	<input type="checkbox"/>

Languages

Common	Halfling
Giant	Orc

Spell Slots

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

Wizard spells memorized (CL 1st)

Spell Save DC 13 Spell Attack +5

1st—*burning hands, mage armor, thunderwave, unseen servant*^R

Cantrips—*chill touch, mage hand, ray of frost*

Experience & Wealth

Experience Points: **2700/300**

Current Cash: **137 gp, 8 sp**

Role Playing

Personality Trait: - Custom Personality Trait - - A custom personality trait - you can pick what it does.

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Ideal: - Custom Ideal - - A custom ideal - you can pick what it does.

Bond: - Custom Bond - - A custom bond - you can pick what it does.

Flaw: - Custom Flaw - - A custom flaw - you can pick what it does.