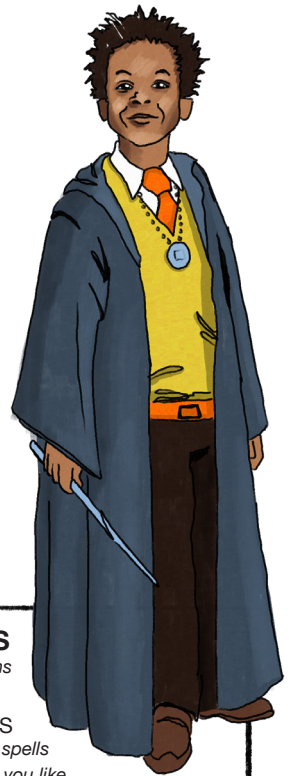


NATHAN

HUMAN WIZARD OF DEEP KNOWLEDGE 2nd Level



12 STR	15 DEX	12 CON
+1	+3	+1
19 INT	13 WIS	12 CHA
+4	+1	+1
+2 Proficiency		30' Speed
+6 INT saving throw		+5 CON saving throw

ABILITIES

Perfect memory

Nathan has a photographic memory of everything he has ever seen or heard. 3 times per day he can chose to reroll any Arcana or History check. He must go with the new roll.

SKILLS

Arcana +8
Insight +6
History +6
Perception +3

Deep Knowledge

Nathan has incredible understanding of the magical world. He has expertise in Arcana, giving him his +8 score.

SPELLS

Descriptions on back

CANTRIPS

Cast these spells as often as you like

**Mage Hand, Message, Mending
Minor Illusion, Prestidigitation**

1ST LEVEL

Cast a spell from this list 3 times/day
**Detect Magic, False Life, Mage
Armor, Magic Missile, Sleep,
Unseen Servant**

DAGGER

+5
to hit

1d4+3
to damage



EQUIPMENT

Large, mostly empty spell book, ink, 3 quills, 12 sheets of fine vellum, small notebooks, cloak, official medalion of the magic guild, bed roll, magnifying glass, large haversack with many pockets for spell components (including: a small pouch of powdered gemstone, 7 owl feathers, 13 clumps of a rare moss, a strange sticky liquid, 4 types of blue lichen, a spool of thin silver wire, a tiny box of hard sugar candy, rat whiskers, a pinch of hummingbird feathers... etc.)

TREASURE

47 Gold

NATHAN

HUMAN WIZARD OF DEEP KNOWLEDGE 2nd Level

Nathan is named for one of the most nefarious mages of all time, and he constantly strives to live up to the mantle. He was born with a photographic memory and can remember anything he's ever read, seen, or even smelled. While this has been an incredible boon to his studies, it has also made him a little awkward in social settings. He speaks three languages: Common, Elvish and Dwarven.

PERSONALITY TRAIT: "There's got to be a way to puzzle our way through this."

IDEAL: "There is always a smarter path than fighting."

BOND: "I don't trust many people, but once you are my friend, we are partners for life!"

FLAW: "A dungeon? Really? I'd rather stay up here and read."

SPELLS & CANTRIPS

MAGE HAND Evoke a small invisible floating hand that can move 10 feet away and lift 10 pounds.

MESSAGE Send a short, silent telepathic message to one person up to 120 feet away. They can respond.

MENDING Make minor repairs to wood and cloth on a small area.

MINOR ILLUSION Create either a sound or a human-sized or smaller illusionary object. The illusion lasts one minute.

PRESTIDIGITATION Create minor magical effects like card tricks or producing a small flame.

1st Level Spells

DETECT MAGIC For 10 minutes, Nathan sees all magic nearby glowing faintly.

MAGE ARMOR Nathan's armor class increases to 15 for the next 8 hours.

MAGIC MISSILE Nathan flings three magical darts at an opponent that automatically hit. Each dart does 1d4+1 damage.

FALSE LIFE For the next hour, Nathan Gains 1d4+4 temporary hit points.

SLEEP Nathan can cause creatures to fall asleep. Roll 5d8 and the total is how many hit points of creatures you can affect. The creatures don't take any damage but fall asleep for the next minute. Sleeping creatures are easily woken. Undead are immune to sleep.

UNSEEN SERVANT For one hour, Nathan creates a temporary ghostly friend that is capable of simple tasks like fetching objects, opening doors, folding clothes, and serving food. The friend is not capable of attacking. It can never be further than 60 feet away from Nathan.

NATHAN

HUMAN WIZARD OF DEEP KNOWLEDGE 2nd Level



STR	DEX	CON
INT	WIS	CHA
Proficiency		Speed
Saving throw		Saving throw

ABILITIES

SKILLS

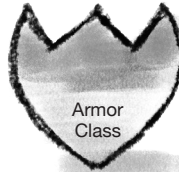
SPELLS

to hit

to damage

to hit

to damage



EQUIPMENT

TREASURE

Cut around the character and name, then fold in the middle for a flat miniature character to use in your game!

