

CHARACTER NAME: GALLANTINE BIRCHENBOUGH



NICKNAME

PLAYER NAME:

ARMOR CLASS: 12

(No Armor)

RACE: ELF

CLASS: WIZARD

HIT POINTS: 9

(Add or subtract your hit points here)

ATTACKS

Name	Modifier	Damage
Fire Bolt	+5 to hit	7, Ranged
Quarterstaff	+3 to hit	1d6, Melee

SKILLS

Arcana	+5
History	+5
Nature	+5
Perception	+3

DRAW YOUR CHARACTER

OTHER EQUIPMENT

Blank Book
Ink and Pen
Mirror
Rations (1 day)

DESCRIPTION

(Check one per line, or write your own)

- Very Young or Very Old
- Absent-Minded or Focused
- Silver-Haired or Golden-Haired
- Soft-Spoken or Loud

SPECIAL ABILITY

Twice during this adventure, instead of using one of your regular attacks, you can cast a spell called *magic missile*. When you cast this spell, three missiles of magical force automatically hit any creatures you can see, without needing d20 rolls. You can hit the same creature with all three missiles, or you can hit different creatures with fewer missiles, as long as you use three missiles total. Each missile automatically deals 3 damage.

NOTES
