Basilforth Bitterbank, Wizard 6 (Enchantment)
Medium humanoid (half-elf), neutral

ARMOR CLASS 12   **HIT POINTS** 36   Remaining _____

	STR	DEX	CON	INT	WIS	CHA
ABILITY SCORES	8 **-1**	14 **+2**	12 **+1**	18 **+4**	14 **+2**	12 **+1**
SAVING THROWS	-1	+2	+1	**+7**	**+5**	+1

SKILLS

○ Acrobatics	+2	● **Insight**	**+5**	○ Performance	+1
○ Animal Handling	+2	○ Intimidation	+1	○ Persuasion	+1
● **Arcana**	**+7**	● **Investigation**	**+7**	○ Religion	+4
○ Athletics	-1	○ Medicine	+2	○ Sleight of Hand	+2
● **Deception**	**+4**	○ Nature	+4	○ Stealth	+2
● **History**	**+7**	● **Perception**	**+5**	○ Survival	+2

Resistances
Senses   passive Perception 15, Darkvision 60ft
Languages   Common, Halfling, Elvish, Celestial
Carrying   27 lb   Max. Carry Weight   120 lb   Push, Drag, Lift³   240 lb

ACTIONS
Attacks **1**   Initiative **+2**   Speed **30 ft**

Dagger
Simple Melee: +5 to hit, range 20/60. Hit: 1d4+2 piercing
Properties: proficient, finesse, light, thrown, underwater

Light crossbow
Simple Ranged: +5 to hit, range 80/320. Hit: 1d8+2 piercing
Properties: proficient, ammunition, loading, two-handed, underwater

Attack Spell (Int)
Spell: +7 to hit, range see spell. Hit: see spell
Properties: proficient

RACE. Half-Elf
• Fey Ancestry. advantage on saving throws against being charmed, magic cannot put you to sleep

CLASS. Wizard
• Spellcasting
Spell slots: finishing a long rest restores any expended spell slots.
Spellbook: at 1st level you have a spellbook containing six 1st level wizard spells of your choice.
You can cast a wizard spell as a ritual if that spell has the ritual tag and you have the spell in your spellbook. You don't need to have the spell prepared.
Spellcasting focus: arcane focus
• Arcane Recovery
During a short rest recover up to 3 levels of expended spell slots (5th level or lower).
You can use this feature again after finishing a long rest.
• Arcane Tradition (Enchantment)
• Arcane Tradition Feature (Enchantment Savant)
The gold and time you must spend to copy an enchantment spell into your spellbook is halved
• Arcane Tradition Feature (Hypnotic Gaze)
As an action, choose one creature you can see within 5ft. If it can see or hear you, it must succeed on a Wisdom saving throw (DC15) or be charmed until the end of your next turn. It speed drops to 0, and it is incapacitated and visibly dazed. On subsequent turns, you can use your action to maintain this effect, extending its duration until the end of your next turn. The effect ends if you move more than 5ft away from it, if it can neither see nor hear you, or if it takes damage. Once the effect ends, or if it succeeds on its initial saving throw, you can't use this feature on it again until you finish a long rest
• Ability Score Improvement / Feat: Level 4
• Arcane Tradition Feature (Instinctive Charm)
When a creature you can see within 30ft makes an attack roll against you, use your reaction to divert the attack, provided that another creature is within the attack's range. The attacker must make a Wisdom saving throw (DC15), on a fail the attacker must target the creature that is closest to you. If multiple creatures are closest, the attacker chooses which one to target. On a success, you can't use this feature on the attacker again until you finish a long rest. You must choose to use this feature before knowing whether the attack hits or misses.
Creatures that can't be charmed are immune to this effect

SPELLCASTING

DC 15

		1st	2nd	3rd	4th	5th	6th	7th	8th	9th
	SPELL SLOTS	**4**	**3**	**3**	-	-	-	-	-	-
	SLOTS USED	☐	☐	☐	☐	☐	☐	☐	☐	☐

L	NAME PREPARED/KNOWN	CAST	RANGE	DURATION	COMPONENT	TYPE
c	**Minor Illusion**	1 act	30 ft	1 min	SM	illus
	create sound or image of object (5ft cube), investigation check ᵛˢ spell DC to determine illusion					
c	**Mage Hand**	1 act	30 ft	1 min	VS	conjur
	spectral hand, action to control (move 30ft), carry 10lb; ends if > 30ft, re-cast or dismissed (action)					
c	**Friends**	1 act	self	1 min ᶜᴼᴺ	SM	ench
	adv on cha checks against 1 non-hostile creature, on spell end creature is aware, becomes hostile					
c	**Shocking Grasp**	1 act	touch	instant	VS	evoc
	melee (adv if target wearing metal armor), 2d8 lightning and no reaction until start of its next turn					
1	**Dissonant Whispers** ᴴ	1 act	60 ft	instant	V	ench
	1 creature, 3d6 psychic, wis save ½, on fail uses its reaction to move its speed away from you ᴴ +1d6					
1	**Charm Person** ᴴ	1 act	30 ft	1 hr	VS	ench
	charm a humanoid, wis save (adv if you or companions are attacking it) ᴴ +1 humanoid					
1	**Tasha's Hideous Laughter**	1 act	30 ft	1 min ᶜᴼᴺ	VSM	ench
	1 creature (Intelligence >4), wis save or prone, incapacitated, can't stand; save end of every turn / dmg					
1	**Command** ᴴ	1 act	60 ft	1 rnd	V	ench
	1 creature (not undead), wis save or follow one-word command (drop, flee etc.) ᴴ +1 creature					
2	**Hold Person** ᴴ	1 act	60 ft	1 min ᶜᴼᴺ	VSM	ench
	1 humanoid, wis save or paralyzed, save end of every turn ᴴ +1 humanoid within 30ft of target					

2	**Crown of Madness**	1 act	120 ft	1 min	CON	VS	ench

2 **Crown of Madness** — 1 act — 120 ft — 1 min CON — VS — ench
1 humanoid, wis save or charmed, melee attack chosen target before move, save end of every turn

2 **Silence** — 1 act R — 120 ft — 10 min CON — VS — illus
20ft rad sphere no sound, while in area deafened, immune to thunder dmg, spells no V component

2 **Suggestion** — 1 act — 30 ft — 8 hr CON — VM — ench
1 creature, wis save or follow suggested course of action, spell ends if you or companions dmg it

3 **Fear** — 1 act — self — 1 min CON — VSM — illus
30ft cone, wis save or drop items held and frightened (Dash); save again if ends turn not in line of sight

3 **Hypnotic Pattern** — 1 act — 120 ft — 1 min CON — SM — illus
30ft cube, wis save or charmed, incapacitated, speed 0ft; ends if creature takes dmg or shaken