

Kin Realmwright

Player: Will

Male Human Wizard 5 - CR 2

Neutral Good Humanoid; Deity: **Mystra**; Background: **Sage**;
Age: **25**; Height: **5' 10"**; Weight: **115lb.**; Eyes: **Blue**; Hair:
Light Brown; Skin: **Fair**

| Ability | Score | Modifier | Saving Throw |
|----------------------------|-----------|-----------|--------------|
| STR STRENGTH | 10 | 0 | +0 |
| DEX DEXTERITY | 12 | +1 | +1 |
| CON CONSTITUTION | 14 | +2 | +2 |
| INT INTELLIGENCE | 16 | +3 | +6 |
| WIS WISDOM | 8 | -1 | +2 |
| CHA CHARISMA | 14 | +2 | +2 |

| | | |
|------------------------------|-----------------------------|---------------------------|
| AC 11 | Initiative +1 | Speed 30 ft |
| Proficiency +3 | Inspiration | |
| HP 40 | HD 5d6 | Death Saves |
| Damage / Current HP | HD Used | Success/Fail |
| | | |

Number of Attacks **1**

Dagger

Main hand: **+4, 1d4+1 piercing** Rng: 20 ft./60 ft.
Finesse, Light,
Ranged: **+4, 1d4+1 piercing** Thrown

Spell Attack

Ranged: **+6, As Spell** Rng: 0 ft.

HERO LAB 5th Edition SRD



| Skill Name | Total | Ability | Prof | Temp |
|------------------------|-----------|----------|------|------|
| Acrobatics | +1 | DEX (1) | - | |
| Animal Handling | -1 | WIS (-1) | - | |
| Arcana | +6 | INT (3) | +3 | |
| Athletics | +0 | STR (0) | - | |
| Deception | +2 | CHA (2) | - | |
| History | +6 | INT (3) | +3 | |
| Insight | -1 | WIS (-1) | - | |
| Intimidation | +2 | CHA (2) | - | |
| Investigation | +6 | INT (3) | +3 | |
| Medicine | +2 | WIS (-1) | +3 | |
| Nature | +3 | INT (3) | - | |
| Perception | -1 | WIS (-1) | - | |
| Performance | +2 | CHA (2) | - | |
| Persuasion | +2 | CHA (2) | - | |
| Religion | +6 | INT (3) | +3 | |
| Sleight of Hand | +1 | DEX (1) | - | |
| Stealth | +1 | DEX (1) | - | |
| Survival | -1 | WIS (-1) | - | |

Passive Perception: 9

Feats

Magic Initiate (Bard)
Spell Sniper (Wizard)

Other Proficiencies:

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

Special Abilities

Arcane Recovery (3 levels, 1/day)
Divination Savant
Portent (2/day)
Researcher
Variant Humans

Racial Spells & Spell-Like Abilites

Healing Word (1/long rest)

Gear

**Total Weight Carried: 78.2 lbs,
(Maximum: 150 lbs)**

| | |
|------------------------|--------------------|
| Arcane focus (staff) | 4 lbs |
| Backpack (empty) | 5 lbs |
| Bedroll | 7 lbs |
| Clothes, traveler's | 4 lbs |
| Component pouch | 2 lbs |
| Dagger | 1 lb |
| Fishing tackle | 4 lbs |
| Healer's kit (10 uses) | 3 lbs |
| Ink (1 ounce bottle) | - |
| Ink pen | - |
| Little bag of sand | 1 lb |
| Mess kit | 1 lb |
| Money | 0.2 lbs |
| Parchment x10 | - |
| Rations x10 | 20 lbs (10 @2 lbs) |
| Rope, hempen (50 feet) | 10 lbs |
| Tinderbox | 1 lb |
| Torch x10 | 10 lbs (10 @1 lb) |
| Waterskin | 5 lbs |

Tracked Resources

| | |
|-----------------------------------|---|
| Arcane Recovery (3 levels, 1/day) | <input type="checkbox"/> |
| Dagger | <input type="checkbox"/> |
| Healer's kit (10 uses) | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |
| Parchment | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |
| Portent (2/day) | <input type="checkbox"/> <input type="checkbox"/> |
| Rations | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |
| Torch | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |

Languages

| | |
|-----------|--------|
| Abyssal | Common |
| Celestial | Elvish |

Spell Slots

| | |
|-----------|---|
| 3rd level | <input type="checkbox"/> <input type="checkbox"/> |
| 2nd level | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |
| 1st level | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |

Spells & Powers

Wizard spells memorized (CL 5th)

Spell Save DC 14 Spell Attack +6

3rd—*tongues*

2nd—*flaming sphere, mind spike, misty step*

1st—*detect magic^R, protection from evil and good, shield, unseen servant^R*

Cantrips—*blade ward, chill touch, fire bolt, gust, mold earth, prestidigitation*

Other Spells & Powers

Feats, Bonus Spells:

Experience & Wealth

Experience Points: **6500**/14000

Current Cash: **10 gp**

Role Playing

Personality Trait: Foolhardy - I'm a genius. I know exactly what I'm doing, even when I don't. Screw the rules, I have magic!

Personality Trait: Sympathy - I've been blessed with greater intellect than just about anyone. I should use it to help those less fortunate.

Ideal: Knowledge - Possessions come and go, but knowledge stays with you forever. The best path to a better future is to learn more about the world.

Bond: I want to prove to the wizard college that I can surpass them.

Flaw: Obvious - Obvious solutions are less appealing or visible to me than complex solutions.

: Discredited academic - Kicked out of wizard school for divining answers to tests.

Other Spells & Powers

Magic Initiate Spells:

1st—Healing Word

Cantrips—Mending, Message

Proficiencies Spells:

Spell Sniper Spells:

Cantrips—Chill Touch

Background

Kin is the only child of the Realmwright family, once traveling merchants who settled as general goods and pawn shop merchants in Small Castle when Kin was a small child. He showed his brilliance at a young age and began to take shifts at the shop at the age of 6. He first became mesmerized by the idea of becoming a wizard when a traveler stopped at his shop and taught him the mending cantrip in exchange for supplies at the age of 10. When he was old enough, he applied and entered the wizard's college, which he attended and excelled at for three years before they caught him divining answers to tests. He considered it a practical application of his studies, but his professors disagreed. Kin spent the past two years after his expulsion traveling from town to town, reminiscent of his inspiration, using his magic and knowledge to help the town residents in exchange for their hospitality. He now finally returns to Small Castle to reminisce with old friends and check in on his parents and their shop.