

Michi (Pathway)

Forest gnome Wizard 5 - CR 2

Chaotic Good; Small Humanoid; Deity: **SAN**; Background: **Sage**; Age: **26**; Height: **3' 2"**; Weight: **45lb**.

Ability	Score	Modifier	Saving Throw
STR STRENGTH	8	-1	-1
DEX DEXTERITY	14	+2	+2
CON CONSTITUTION	14	+2	+2
INT INTELLIGENCE	19	+4	+7
WIS WISDOM	12	+1	+4
CHA CHARISMA	10	0	+0

AC	12	Initiative	+2	Speed	25 ft
Proficiency	+3	Inspiration			
HP	40	HD	5d6	Death Saves	
Damage / Current HP		HD Used		Success/Fail	
Number of Attacks	1				

+1 Crossbow, Light

Ranged, both hands: **+6, 1d8+3** Rng: 80 ft./320 ft.
piercing Ammunition,
Loading, Two-
Handed

+1 Quarterstaff

Main hand: **+3, 1d6 bludgeoning** Versatile
Both hands: **+3, 1d8 bludgeoning**

Unarmed strike

Main hand: **+2, 1 bludgeoning**



5th Edition SRD



Skill Name	Total	Ability	Prof	Temp
Acrobatics	+2	DEX (2)	-	
Animal Handling	+1	WIS (1)	-	
Arcana	+4	INT (4)	-	
Athletics	-1	STR (-1)	-	
Deception	+0	CHA (0)	-	
History	+4	INT (4)	-	
Insight	+1	WIS (1)	-	
Intimidation	+0	CHA (0)	-	
Investigation	+4	INT (4)	-	
Medicine	+1	WIS (1)	-	
Nature	+4	INT (4)	-	
Perception	+1	WIS (1)	-	
Performance	+0	CHA (0)	-	
Persuasion	+0	CHA (0)	-	
Religion	+4	INT (4)	-	
Sleight of Hand	+2	DEX (2)	-	
Stealth	+2	DEX (2)	-	
Survival	+1	WIS (1)	-	

Passive Perception: 11

Other Proficiencies:

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

Gear

**Total Weight Carried: 24 lbs,
(Maximum: 120 lbs)**

+1 Crossbow, Light	5 lbs
+1 Quarterstaff	4 lbs
Backpack (empty)	5 lbs
Book (Lycanthropy)	5 lbs
Component pouch	2 lbs
Ink (1 ounce bottle)	-
Ink pen	-
Little bag of sand	-
Parchment x10	-
Small knife	-
Spellbook	3 lbs

Special Abilities

Arcane Recovery (3 levels, 1/day)

You have learned to regain some of your magical energy by studying your spellbook. Once per day when you finish a short rest, you can choose expended spell slots to recover. The spell slots can have a combined level that is equal to or

Darkvision (60 feet)

Many creatures in fantasy gaming worlds, especially those that dwell underground, have darkvision. Within a specified range, a creature with darkvision can see in darkness as if the darkness were dim light, so areas of darkness are only lightly

Divination Savant

The gold and time you must spend to copy a divination spell into your spellbook is halved.

Gnome Cunning

You have advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

Portent (2/day)

When you finish a long rest, roll two d20s and record the numbers rolled. You can replace any attack roll, saving throw, or ability check made by you or a creature that you can see with one of these foretelling rolls. You must choose to do so before the

Researcher

Whenever you attempt to learn or recall information or lore, if it's something unknown, you can usually find out where that information can be obtained. Usually from a library, scriptorium, university, a sage or another educated person or

Speak with Small Beasts

Through sounds and gestures, you can communicate simple ideas with Small or smaller beasts. Forest gnomes love animals and often keep squirrels, badgers, rabbits, moles, woodpeckers, and other creatures as pets.

Racial Spells & Spell-Like Abilities

Minor Illusion (At will)

Tracked Resources

Arcane Recovery (3 levels, 1/day)	<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"/>

Languages

Common
Dwarvish

Elvish
Gnomish

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"/>

Experience & Wealth

Experience Points: 4/5

Current Cash: **You have no money!**

Role Playing

Personality Trait: Libraries - I have visited the greatest libraries in the land and read every book upon their shelves... at least that's what i boast.

Personality Trait: Mystery - I love a good mystery.

Ideal: Knowledge - Self knowledge is the path to power and self-improvement. (Neutral)

Bond: Ancient text - I hide a terrible secret, scribed on an ancient text, it must not fall into the wrong hands.

Flaw: Distracted - The promise of information easily distracts me.

: Scribe - Scribe

Spells & Powers

Wizard spells memorized (CL 5th)

Spell Save DC 15 Spell Attack +7

3rd—*fireball, haste*

2nd—*cloud of daggers, flaming sphere, spider climb*

1st—*burning hands, magic missile, shield, witch bolt*

Cantrips—*acid splash, fire bolt, prestidigitation, true strike*

Other Spells & Powers

Feats, Bonus Spells:

Proficiencies Spells:

Michi (Pathway) – Abilities & Gear

Darkvision (60 feet)

Racial Ability, Senses (Gnome)

Many creatures in fantasy gaming worlds, especially those that dwell underground, have darkvision. Within a specified range, a creature with darkvision can see in darkness as if the darkness were dim light, so areas of darkness are only lightly obscured as far as that creature is concerned. However, the creature can't discern color in darkness, only shades of gray.

Gnome Cunning

Racial Ability (Gnome)

You have advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

Researcher

Unknown

Whenever you attempt to learn or recall information or lore, if it's something unknown, you can usually find out where that information can be obtained. Usually from a library, scriptorium, university, a sage or another educated person or creature. Your Dungeon Master might rule that the knowledge is too difficult to get to, or it's such a guarded secret, or is just unattainable. The DM might even require its own adventure or campaign to gain access.

Speak with Small Beasts

Racial Ability (Forest Gnome)

Through sounds and gestures, you can communicate simple ideas with Small or smaller beasts. Forest gnomes love animals and often keep squirrels, badgers, rabbits, moles, woodpeckers, and other creatures as pets.

Appears In: 5e Players Handbook

Arcane Recovery (3 levels, 1/day) Class Ability (Wizard)

You have learned to regain some of your magical energy by studying your spellbook. Once per day when you finish a short rest, you can choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than half your wizard level (rounded up), and none of the slots can be 6th level or higher. For example, if you're a 4th-level wizard, you can recover up to two levels worth of spell slots. You can recover either a 2nd-level spell slot or two 1st-level spell slots.

Divination Savant

Class Ability (Wizard)

The gold and time you must spend to copy a divination spell into your spellbook is halved.

Portent (2/day)

Class Ability (Wizard)

When you finish a long rest, roll two d20s and record the numbers rolled. You can replace any attack roll, saving throw, or ability check made by you or a creature that you can see with one of these foretelling rolls. You must choose to do so before the roll, and you can replace a roll in this way only once per turn.

Each foretelling roll can be used only once. When you finish a long rest, you lose any unused foretelling rolls.

Minor Illusion (At will)

Gnome 0th

Illusion cantrip

Casting Time: 1 action

Range: 30 feet

Components: S, M (a bit of fleece)

Duration: 1 minute

You create a sound or an image of an object within range that lasts for the duration. The illusion also ends if you dismiss it as an action or cast this spell again.

If you create a sound, its volume can range from a whisper to a scream. It can be your voice, someone else's voice, a lion's roar, a beating of drums, or any other sound you choose. The sound continues unabated throughout the duration, or you can make discrete sounds at different times before the spell ends.

If you create an image of an object—such as a chair, muddy footprints, or a small chest—it must be no larger than a 5 foot cube. The image can't create sound, light, smell, or any other sensory effect. Physical interaction with the image reveals it to be an illusion, because things can pass through it.

If a creature uses its action to examine the sound or image, the creature can determine that it is an illusion with a successful Intelligence (Investigation) check against your spell save DC. If a creature discerns the illusion for what it is, the illusion becomes faint to the creature.

Michi (Pathway), Wizard 5 – Spells in Spellbook

Alarm

Wizard 1st

1st-level abjuration (ritual)

Casting Time: 1 minute

Range: 30 feet

Components: V, S, M (a tiny bell and a piece of fine silver wire)

Duration: 8 hours

You set an alarm against unwanted intrusion. Choose a door, a window, or an area within range that is no larger than a 20 foot cube. Until the spell ends, an alarm alerts you whenever a Tiny or larger creature touches or enters the warded area. When you cast the spell, you can designate creatures that won't set off the alarm. You also choose whether the alarm is mental or audible.

A mental alarm alerts you with a ping in your mind if you are within 1 mile of the warded area. This ping awakens you if you are sleeping.

An audible alarm produces the sound of a hand bell for 10 seconds within 60 feet.

Burning Hands

Wizard 1st

1st-level evocation

Casting Time: 1 action

Range: Self (15 foot cone)

Components: V, S

Duration: Instantaneous

As you hold your hands with thumbs touching and fingers spread, a thin sheet of flames shoots forth from your outstretched fingertips. Each creature in a 15 foot cone must make a Dexterity saving throw. A creature takes 3d6 fire damage on a failed save, or half as much damage on a successful one.

The fire ignites any flammable objects in the area that aren't being worn or carried.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.

Detect Magic

Wizard 1st

1st-level divination (ritual)

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

For the duration, you sense the presence of magic within 30 feet of you. If you sense magic in this way, you can use your action to see a faint aura around any visible creature or object in the area that bears magic, and you learn its school of magic, if any.

The spell can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

Feather Fall

Wizard 1st

1st-level transmutation

Casting Time: 1 reaction, which you take when you or a creature within 60 feet of you falls

Range: 60 feet

Components: V, M (a small feather or piece of down)

Duration: 1 minute

Choose up to five falling creatures within range. A falling creature's rate of descent slows to 60 feet per round until the spell ends. If the creature lands before the spell ends, it takes no falling damage and can land on its feet, and the spell ends for that creature.

Find Familiar

Wizard 1st

1st-level conjuration (ritual)

Casting Time: 1 hour

Range: 10 feet

Components: V, S, M (10 gp worth of charcoal, incense, and herbs that must be consumed by fire in a brass brazier.)

Duration: Instantaneous

You gain the service of a familiar, a spirit that takes an animal form you choose: bat, cat, crab, frog (toad), hawk, lizard, octopus, owl, poisonous snake, fish (quipper), rat, raven, sea horse, spider, or weasel. Appearing in an unoccupied space within range, the familiar has the statistics of the chosen form, though it is a celestial, fey, or fiend (your choice) instead of a beast.

Your familiar acts independently of you, but it always obeys your commands. In combat, it rolls its own initiative and acts on its own turn. A familiar can't attack, but it can take other actions as normal. When the familiar drops to 0 hit points, it disappears, leaving behind no physical form. It reappears after you cast this spell again.

While your familiar is within 100 feet of you, you can communicate with it telepathically. Additionally, as an action, you can see through your familiar's eyes and hear what it hears until the start of your next turn, gaining the benefits of any special senses that the familiar has. During this time, you are deaf and blind with regard to your own senses.

As an action, you can temporarily dismiss your familiar. It disappears into a pocket dimension where it awaits your summons. Alternatively, you can dismiss it forever. As an action while it is temporarily dismissed, you can cause it to reappear in any unoccupied space within 30 feet of you.

You can't have more than one familiar at a time. If you cast this spell while you already have a familiar, you instead cause it to adopt a new form. Choose one of the forms from the above list. Your familiar transforms into the chosen creature.

Finally, when you cast a spell with a range of touch, your familiar can deliver the spell as if it had cast the spell. Your familiar must be within 100 feet of you, and it must use its reaction to deliver the spell when you cast it. If the spell requires an attack roll, you use your attack modifier for the roll.

Mage Armor

Wizard 1st

1st-level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S, M (a piece of cured leather)

Duration: 8 hours

You touch a willing creature who isn't wearing armor, and a protective magical force surrounds it until the spell ends. The target's base AC becomes 13 + its Dexterity modifier. The spell ends if the target dons armor or if you dismiss the spell as an action.

Michi (Pathway), Wizard 5 – Spells in Spellbook

Magic Missile Wizard 1st

1st-level evocation

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

You create three glowing darts of magical force. Each dart hits a creature of your choice that you can see within range. A dart deals 1d4 + 1 force damage to its target. The darts all strike simultaneously, and you can direct them to hit one creature or several.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the spell creates one more dart for each slot level above 1st.

Shield Wizard 1st

1st-level abjuration

Casting Time: 1 reaction, which you take when you are hit by an attack or targeted by the magic missile spell

Range: Self

Components: V, S

Duration: 1 round

An invisible barrier of magical force appears and protects you. Until the start of your next turn, you have a +5 bonus to AC, including against the triggering attack, and you take no damage from magic missile.

Witch Bolt Wizard 1st

1st-level evocation

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a twig from a tree that has been struck by lightning)

Target: a creature within range

Duration: up to 1 minute

A beam of crackling, blue energy lances out toward a creature within range, forming a sustained arc of lightning between you and the target. Make a ranged spell attack against that creature. On a hit, the target takes 1d12 lightning damage, and on each of your turns for the duration, you can use your action to deal 1d12 lightning damage to the target automatically. The spell ends if you use your action to do anything else. The spell also ends if the target is ever outside the spell's range or if it has total cover from you.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the initial damage increases by 1d12 for each slot level above 1st.

Appears In: 5e Players Handbook

Cloud of Daggers Wizard 2nd

2nd-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a sliver of glass)

Area: a cube 5 feet on each side

Duration: up to 1 minute

You fill the air with spinning daggers in a cube 5 feet on each side, centered on a point you choose within range. A creature takes 4d4 slashing damage when it enters the spell's area for the first time on a turn or starts its turn there.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 2d4 for each slot level above 2nd.

Appears In: 5e Players Handbook

Flaming Sphere Wizard 2nd

2nd-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a bit of tallow, a pinch of brimstone, and a dusting of powdered iron)

Duration: Concentration, up to 1 minute

A 5 foot diameter sphere of fire appears in an unoccupied space of your choice within range and lasts for the duration. Any creature that ends its turn within 5 feet of the sphere must make a Dexterity saving throw. The creature takes 2d6 fire damage on a failed save, or half as much damage on a successful one.

As a bonus action, you can move the sphere up to 30 feet. If you ram the sphere into a creature, that creature must make the saving throw against the sphere's damage, and the sphere stops moving this turn.

When you move the sphere, you can direct it over barriers up to 5 feet tall and jump it across pits up to 10 feet wide. The sphere ignites flammable objects not being worn or carried, and it sheds bright light in a 20 foot radius and dim light for an additional 20 feet.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d6 for each slot level above 2nd.

Spider Climb Wizard 2nd

2nd-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a drop of bitumen and a spider)

Duration: Concentration, up to 1 hour

Until the spell ends, one willing creature you touch gains the ability to move up, down, and across vertical surfaces and upside down along ceilings, while leaving its hands free. The target also gains a climbing speed equal to its walking speed.

Fireball

Wizard 3rd

3rd-level evocation

Casting Time: 1 action

Range: 150 feet

Components: V, S, M (a tiny ball of bat guano and sulfur)

Duration: Instantaneous

A bright streak flashes from your pointing finger to a point you choose within range and then blossoms with a low roar into an explosion of flame. Each creature in a 20 foot radius sphere centered on that point must make a Dexterity saving throw. A target takes 8d6 fire damage on a failed save, or half as much damage on a successful one.

The fire spreads around corners. It ignites flammable objects in the area that aren't being worn or carried.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for each slot level above 3rd.

Haste

Wizard 3rd

3rd-level transmutation

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a shaving of licorice root)

Duration: Concentration, up to 1 minute

Choose a willing creature that you can see within range. Until the spell ends, the target's speed is doubled, it gains a +2 bonus to AC, it has advantage on Dexterity saving throws, and it gains an additional action on each of its turns. That action can be used only to take the Attack (one weapon attack only), Dash, Disengage, Hide, or Use an Object action.

When the spell ends, the target can't move or take actions until after its next turn, as a wave of lethargy sweeps over it.