

Mei Avantes

CHARACTER NAME

Wizard 5
CLASS & LEVEL

Human
RACE

Sage
BACKGROUND

Neutral Good
ALIGNMENT

PLAYER NAME

0
EXPERIENCE POINTS

STRENGTH
8
-1

DEXTERITY
14
+2

CONSTITUTION
16
+3

INTELLIGENCE
18
+4

WISDOM
10
+0

CHARISMA
8
-1

X INSPIRATION

+3 PROFICIENCY BONUS

SAVING THROWS

- 1 Strength
- +2 Dexterity
- +3 Constitution
- +7 Intelligence
- +3 Wisdom
- 1 Charisma

SKILLS

- +2 Acrobatics (Dex)
- +0 Animal Handling (Wis)
- +7 Arcana (Int)
- 1 Athletics (Str)
- 1 Deception (Cha)
- +7 History (Int)
- +3 Insight (Wis)
- 1 Intimidation (Cha)
- +10 Investigation (Int)
- +0 Medicine (Wis)
- +7 Nature (Int)
- +0 Perception (Wis)
- 1 Performance (Cha)
- 1 Persuasion (Cha)
- +4 Religion (Int)
- +2 Sleight of Hand (Dex)
- +2 Stealth (Dex)
- +0 Survival (Wis)

12 ARMOR CLASS
+5 INITIATIVE
30 SPEED

Hit Point Maximum **37**
37
CURRENT HIT POINTS

0
TEMPORARY HIT POINTS

Total **5**
5 HIT DICE
SUCCESSSES ○○○○
FAILURES ○○○○
DEATH SAVES

NAME	ATK BONUS	DAMAGE/TYPE

ATTACKS & SPELLCASTING

- **Soft and Unimposing:** Mei treats everyone she meets as if they were an old friend, speaking with warmth and familiarity. Her gentle nature makes her approachable, even to those who are wary of ...
PERSONALITY TRAITS

- **Fate and Free Will:** Mei believes that while the future may be seen, it is not immutable. She values guiding others to make the best choices, even when ...
IDEALS

- **The Northern Garrison:** Though she comes from a prestigious background, Mei feels a strong bond with the soldiers she serves beside. Their camaraderie and ...
BONDS

- **Detached from the Present:** Mei's constant awareness of possible futures can make her seem disengaged or overly cautious, frustrating those who ...
FLAWS

10 PASSIVE WISDOM (PERCEPTION)

Weapons: Simple;
Tools: Calligrapher's Supplies;
Languages: Common, Draconic, Elvish

OTHER PROFICIENCIES & LANGUAGES

+1 Wand of the War Mage, 2 Dagger, Periapt of Wound Closure, Quarterstaff, Unarmed Strike

CP **0**
SP **0**
EP **0**
GP **13**
PP **0**

EQUIPMENT

Features: Alert, Arcane Recovery, Divination Savant, Divination Savant: Detect Magic, Divination Savant: Identify, Fey-Touched: Tasha's Hideous Laughter, Magic Initiate (Wizard), Memorize Spell, Portent, Resourceful, Ritual Adept, Scholar: Investigation, Skillful: Nature, Spellcasting, Versatile

FEATURES & TRAITS



Mei Avantes

CHARACTER NAME

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR



CHARACTER APPEARANCE

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	<p>SYMBOL</p> <hr/>
<p>ALLIES & ORGANIZATIONS</p>	

***Backstory** Born into a family of esteemed scholars, Mei grew up surrounded by books, magical relics, and conversations about destiny and fate. Her affinity for divination manifested early; as a child, she would predict the outcomes of games or warn her siblings of minor misfortunes with uncanny accuracy. Recognizing her potential, her parents enrolled her in the prestigious Academy of Arcane Arts. Mei excelled in her studies. Her instructors often remarked of the unusual calm and composure she demonstrated even in the most challenging of trials, ones that left most of her peers shaken and exasperated. It is not that Mei never failed at her tasks, she just always faced both failure and success with the same knowing and measured attitude. Despite her stellar performance, Mei shocked everyone by dropping out of the academy mere days before graduation. Without explanation, she enlisted in the imperial army, choosing a humble post as a low-ranking soldier in a remote northern garrison. While her choice bewildered those who knew her, Mei seemed content, quietly serving her duties while offering cryptic advice to her comrades when needed. Known for: during the siege of Frostpeak Outpost, Mei's divination proved pivotal. With her uncanny foresight, she identified a hidden enemy ambush and coordinated a counterstrike that turned the tide of the battle. Her calm orders and precise guidance not only saved countless lives but also shattered the enemy's morale. Despite the ensuing acclaim, Mei quietly returned to her duties, as though ...

CHARACTER BACKSTORY

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<p>ADDITIONAL FEATURES & TRAITS</p>	

<p>Backpack, Book, Ink, Ink Pen, Lamp, 10 Oil, 8 Parchment, Potion of Greater Healing, Robe, Tinderbox</p>	<p>Blank lined area for notes.</p>
<p>TREASURE</p>	

Wizard

SPELLCASTING CLASS

int

SPELLCASTING ABILITY

15

SPELL SAVE DC

+7

SPELL ATTACK BONUS

0

CANTRIPS

Fire Bolt (VS)

Mage Hand (VS)

Message (SM)

Prestidigitation (VS)

Thunderclap (S)

True Strike (SM)

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

4

0

Charm Person (VS) SPELL NAME

Chromatic Orb (VSM)

Comprehend Languages (VSMR)

Detect Magic (VSRC)

Disguise Self (VS)

Feather Fall (VM)

Feather Fall (VM)

Identify (VSMR)

Longstrider (VSM)

Mage Armor (VSM)

Shield (VS)

Tasha's Hideous Laughter (VSMC)

Tasha's Hideous Laughter (VSMC)

2

3

0

Locate Object (VSMC)

Misty Step (V)

Misty Step (V)

Rope Trick (VSM)

3

2

0

Fireball (VSM)

Fly (VSMC)

Haste (VSMC)

Hypnotic Pattern (SMC)

4

5

6

7

8

9

SPELLS KNOWN