



THE SMALLEST OF STEPS OFTEN LEADS TO THE GREATEST ADVENTURES

The Doctor
CHARACTER NAME

Wizard Lvl 5
CLASS & LEVEL

Its complicated
BACKGROUND

PLAYER NAME

Time Lord
RACE

Is that relevant?
ALIGNMENT

All of them
EXPERIENCE POINTS

CHARACTER NAME

STRENGTH
9
-1

DEXTERITY
9
-1

CONSTITUTION
9
-1

INTELLIGENCE
18
+4

WISDOM
16
+3

CHARISMA
16
+3

+3 PROFICIENCY BONUS

- 1 Strength
 - 1 Dexterity
 - 1 Constitution
 - 7 Intelligence
 - 6 Wisdom
 - 3 Charisma
- SAVING THROWS**

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

13 PASSIVE WISDOM (PERCEPTION)

10 ARMOR CLASS
-1 INITIATIVE
30 SPEED

Hit Point Maximum **25**
CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total **5d6**
HIT DICE
SUCCESSSES
FAILURES
DEATH SAVES

"When you're a kid, they tell you it's all... Grow up, get a job, get married, get a house, have a kid, and that's it. But the truth is, the world is so much stranger than that. It's so much darker. And so much madder. And so much better."
PERSONALITY TRAITS

"Everybody knows that everybody dies. But not every day. Not today. Some days are special. Some days are so, so blessed. Some days, nobody dies at all. Now and then, every once in a very long while, every day in a million days, when the wind stands fair and the Doctor comes to call, everybody lives."
IDEALS

"Rose, before I go, I just want to tell you: you were fantastic. Absolutely fantastic. And you know what? So was I."
...
The Doctor usually travels with his traveling companion Rose. In fact, you're fairly sure Rose was just here. Hold on...where's Rose?
BONDS

"Never ignore coincidence. Unless, of course, you're busy. In which case, always ignore coincidence."
...
Often you spout what sounds like divine wisdom. Other times it sounds like complete nonsense. Sometimes in the same sentence.
FLAWS

NAME	ATK BONUS	DAMAGE/TYPE
Spells!	+7	varies
Punch	+2	1d3-1/b

ATTACKS

SPELL SLOTS **PREPARED SPELLS**

1st	4	"Miracles" - Using your knowledge of time and space, along with a little help from your sonic screwdriver, you can create effects that lesser beings would call "magic" (but you know better).
2nd	3	Spell save DC = 15 Spell attack modifier = +7
3rd	2	1st Level: Shield* Tenser's Floating Disk Identify Comprehend Languages
4th		
5th		2nd Level: Misty Step Arcane Lock* Mirror Image See Invisibility Hold Person
6th		
7th		3rd Level: Major Image Glyph of Warding* Magic Circle*
8th		
9th		

*Denotes an Abjuration Spell (for the purposes of using Arcane Ward.)

Cantrips Known

- Fire Bolt
- Mage Hand
- Prestidigitation
- Blade Ward

SPELLCASTING

"Books! The best weapons in the world!" - You've learned to regain some of your magical energy by studying esoteric technical manuals. Once per day when finishing a short rest, you can choose to recover up to two levels worth of spell slots (this could be two 1st-level or one 2nd-level spell slot).

"Arcane Ward" - Using your sonic screwdriver, you can weave cosmic energies around yourself for protection. When you cast an abjuration spell of 1st level or higher, you can use a strand of the energy to create a ward on yourself that lasts until you finish a long rest. The ward can absorb 14 hit points before dissipating.

OTHER PROFICIENCIES & LANGUAGES

EQUIPMENT

- CF Smart British attire, including a classic brown pinstripe suit with a slim-lappelled four-button jacket, and tan overcoat. (AC 11)
- SF Sonic Screwdriver
- EP TARDIS? (its around here somewhere...)
- GF
- PF