

## Human Wizard (Harbourfolk) 1

<b>Strength</b>	+0 (10)
<b>Dexterity</b>	+2 (14)
<b>Constitution</b>	+2 (14)
<b>Intelligence</b>	+3 (16)
<b>Wisdom</b>	+2 (14)
<b>Charisma</b>	+0 (11)

### Combat Statistics

**Initiative** +2

**Passive Perception** 12

**Speed** 30 ft.

**Saving Throws:** Intelligence +5, Wisdom +4

**Armour Class:** 12

**Hit Points:** 8

**Hit Dice:** 1d6

### Attacks

Quarterstaff: +2 to hit, 1d8 bludgeoning damage

*Fire bolt:* +5 to hit, 1d10 fire damage, range 120 ft.

*Ray of frost:* +5 to hit, 1d8 cold damage and slows 10 ft., range 60 ft.

### Abilities

**Spellcasting:** (DC 13, attack +5).

**Cantrips (3):** *Fire bolt, prestidigitation, ray of frost.*

**Spells: (3):** *1st-magic missile, sleep, thunderwave.*

**Spell Slots:** 2 first level/day

**Arcane Recovery:** Recover 1 first level slot with first short rest each day.

**Also in Spellbook:** *detect magic, identity, silent image.*

### Skills

Arcana +5, Athletics +2, Investigation +5, Sleight of Hand +4

### Other Proficiencies & Languages

Dice, Water vehicles.

Speaks Common, Halfling

### Equipment

Quarterstaff	Backpack
Component pouch	Bedroll
Spellbook	Mess Kit
Fishing tackle	Tinderbox
Dice set	10 torches
Common clothes	10 days rations
Rowboat	Waterskin
5 gp	50 feet rope

### Alignment

Chaotic Good

### Faction: Harpers

The Harpers are an old organization that has risen, been shattered, and risen again several times. Its longevity and resilience are largely due to its decentralized, grassroots, secretive nature, and the near-autonomy of many of its members. The Harpers have “cells” and lone operatives throughout Faerûn, although they interact and share information with one another from time to time as needs warrant. The Harpers' ideology is noble, and its members pride themselves on their integrity and incorruptibility. Harpers do not seek power or glory, only fair and equal treatment for all.

### Background

You are one of the hundreds of small-time fishermen and women who haul the bounty of Mulmaster's freshwater harbor to the city's markets each morning. You have spent countless days rowing in the waters in and around Mulmaster and know them and the other fisherfolk, dockworkers, and port inhabitants better than anyone. Though you have left that life behind, you still visit once in a while.

### Feature: Harbourfolk

You grew up on the docks and waters of Mulmaster Harbor. The harborfolk remember you and still treat you as one of them. They welcome you and your companions. While they might charge you for it, they'll always offer what food and shelter they have; they'll even hide you if the City Watch is after you (but not if the Hawks are).

### Personality Traits

I resent the rich, and enjoy thwarting their plans or spoiling their fun in small ways. I have a sea story for every occasion.

### Ideal

I go where the wind blows. No man or woman tells me where to go.

### Bond

The Cloaks killed my friend for spell-casting. I'll get them back somehow, someday.

### Flaw

I almost always cheat. I can't help myself.

## Spells

### Fire Bolt

Evocation cantrip

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, S

**Duration:** Instantaneous

You hurl a mote of fire at a creature or object within range. Make a ranged spell attack against the target. On a hit, the target takes 1d10 fire damage. A flammable object hit by this spell ignites if it isn't being worn or carried.

### Magic Missile

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.

### Prestidigitation

Transmutation cantrip

**Casting Time:** 1 action

**Range:** 10 feet

**Components:** V, S

**Duration:** Up to 1 hour

This spell is a minor magical trick that novice spellcasters use for practice. You create one of the following magical effects within range:

- You create an instantaneous, harmless sensory effect, such as a shower of sparks, a puff of wind, faint musical notes, or an odd odor.
- You instantaneously light or snuff out a candle, a torch, or a small campfire.
- You instantaneously clean or soil an object no larger than 1 cubic foot.
- You chill, warm, or flavor up to 1 cubic foot of nonliving material for 1 hour.
- You make a color, a small mark, or a symbol appear on an object or a surface for 1 hour.
- You create a nonmagical trinket or an illusory image that can fit in your hand and that lasts until the end of your next turn.

If you cast this spell multiple times, you can have up to three of its non-instantaneous effects active at a time, and you can dismiss such an effect as an action.

### Ray of Frost

Evocation cantrip

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

**Duration:** Instantaneous

A frigid beam of blue-white light streaks toward a creature within range. Make a ranged spell attack against the target. On a hit, it takes 1d8 cold damage, and its speed is reduced by 10 feet until the start of your next turn.

### Sleep

1st-level enchantment

**Casting Time:** 1 action

**Range:** 90 feet

**Components:** V, S, M (a pinch of fine sand, rose petals, or a cricket)

**Duration:** 1 minute

This spell sends creatures into a magical slumber. Roll 5d8; the total is how many hit points of creatures this spell can affect. Creatures within 20 feet of a point you choose within range are affected in ascending order of their current hit points (ignoring unconscious creatures).

Starting with the creature that has the lowest current hit points, each creature affected by this spell falls unconscious until the spell ends, the sleeper takes damage, or someone uses an action to shake or slap the sleeper awake. Subtract each creature's hit points from the total before moving on to the creature with the next lowest hit points. A creature's hit points must be equal to or less than the remaining total for that creature to be affected.

Undead and creatures immune to being charmed aren't affected by this spell.

### Thunderwave

1st-level evocation

**Casting Time:** 1 action

**Range:** Self (15-foot cube)

**Components:** V, S

**Duration:** Instantaneous

A wave of thunderous force sweeps out from you. Each creature in a 15-foot cube originating from you must make a Constitution saving throw. On a failed save, a creature takes 2d8 thunder damage and is pushed 10 feet away from you. On a successful save, the creature takes half as much damage and isn't pushed.

In addition, unsecured objects that are completely within the area of effect are automatically pushed 10 feet away from you by the spell's effect, and the spell emits a thunderous boom audible out to 300 feet.