



# Moxy Blastypants

Level 3 - Wizard- Rock Gnome - They/Them

Strength

-1

8

Dexterity

+2

14

Constitution

+3

16

Intelligence

+3

16

Wisdom

+1

12

Charisma

-1

8

+2

Initiative

12

Armor Class

23

Max HP

## Personality Traits

I question everything and everyone, following my own compass when a decision must be made.

## Bonds

My fellow revolutionaries, in particular those who share the vision of ever more radical change.

- +2** Acrobatics DEX
- +1** Animal Handling WIS
- +5** Arcana INT (P)
- 1** Athletics STR
- +1** Deception CHA (P)
- +3** History INT
- +1** Insight WIS
- 1** Intimidation CHA
- +5** Investigation INT (P)
- +1** Medicine WIS
- +3** Nature INT
- +1** Perception WIS
- 1** Performance CHA
- 1** Persuasion CHA
- +3** Religion INT
- +2** Sleight of Hand DEX
- +4** Stealth DEX (P)
- +1** Survival WIS

## Ideals

Permanent Revolution. Oppression of all kind must be constantly challenged, and authority always.

## Flaws

"Doesn't get along well with others." "Not a team player." That kind of nonsense.

## ---ACTIONS---

### Standard Actions

Attack, Cast a Spell, Dash, Disengage, Dodge, Help, Hide, Ready, Search, Use an Object, Opportunity Attack, Grapple, Shove, Improve, Two-Weapon Fighting, Interact with an Object

## --- SPECIAL ---

### Arcane Recovery • 1 / Long Rest

Once per day when you finish a short rest, you can choose expended spell slots to recover - up to a combined level of 2, and none of the slots can be 6th level or higher.

### Sculpt Spells

When you cast an evocation spell that affects other creatures that you can see, you can choose a number of them equal to 1 + the spell's level. The chosen creatures automatically succeed on their saving throws against the spell, and they take no damage if they would normally take half damage on a successful save.

### Tool Proficiencies:

Forgery Kit, Thieves' Tools, Tinker's Tools

### Languages:

Common, Gnomish

Full character information in FVTT

To call you a gifted child would be an incredible understatement. Your bright mind let you progress through your studies at a phenomenal pace, as facilitated by the culture of your inventive people. Your emotional maturity, however, didn't quite keep pace. Boredom and impatience soon became a strong rebellious streak against most any authority and conventions, though this did not impede your brilliant academic career.

Your interest in the revolution came relatively late, but now you have thrown yourself fully into it, keen on blowing up the system both metaphorically and quite literally.

