

Myuren Jyesnora

CHARACTER NAME

Wizard [School of Sage]

CLASS & LEVEL

Sage

BACKGROUND

PLAYER NAME

Dragonborn/

RACE

Neutral Good

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

0

11

DEXTERITY

+3

16

CONSTITUTION

+2

14

INTELLIGENCE

+4

18

WISDOM

+1

12

CHARISMA

+1

12

INSPIRATION

+3

PROFICIENCY BONUS

- ☐ 0 Strength
- ☐ +3 Dexterity
- ☐ +2 Constitution
- ☒ +7 Intelligence
- ☒ +4 Wisdom
- ☐ +1 Charisma

SAVING THROWS

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

SKILLS

16

ARMOR CLASS

+3

INITIATIVE

30

SPEED

Hit Point Maximum 36

CURRENT HIT POINTS

TEMPORARY HIT POINTS

6x(1d6+2)

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Quarterstaff

+3

1d6+0 bludgeoning

Number of Attacks: 1

- Breath Weapon. Acid, 5 x 30 ft. line, 3d6 acid damage, DC13 dex save.

ATTACKS & SPELLCASTING

11

PASSIVE WISDOM (PERCEPTION)

Weapon Proficiencies: Crossbow, light; Dagger; Dart; Quarterstaff; Sling

Language Proficiencies: Common; Draconic; Elvish; Sylvan

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP

PP

10

TREASURE

EQUIPMENT

Bottle, glass
Breastplate
Clothes, common
Ink
Ink pen
Knife, Small
Pouch
Spellbook
Staff



Myuren Jyesnoraë

CHARACTER NAME

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME

SYMBOL

TREASURE

CHARACTER BACKSTORY



Wizard

SPELLCASTING CLASS

Intelligence

15

+7

SPELLCASTING ABILITY

SPELL SAVE DC

SPELL ATTACK BONUS

0

CANTRIPS

- Acid Splash
- Mage Hand
- Mending
- Prestidigitation

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

4

- PREPARED
- SPELL NAME
- Alarm
 - Chromatic Orb
 - Comprehend Languages
 - Detect Magic
 - Feather Fall
 - Grease
 - Identify
 - Magic Missile
 - Shield
 - Tasha's Caustic Brew

2

3

- Acid Arrow
- Hold Person
- Invisibility
- Knock
- Locate Object
- Misty Step
- See Invisibility
- Web

3

3

- Clairvoyance
- Counterspell
- Dispel Magic
- Fly
- Haste
- Sending
- Tiny Hut
- Tongues

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Damage Resistances: acid

-----Other Traits-----

Arcane Recovery. When you finish a short rest, regain spell slots totalling no more than 3, and each must be 5th level or lower. (use once/day).

Divination Savant. Beginning when you select this school at 2nd level, the gold and time you must spend to copy a divination spell into your spellbook is halved.

Dragon Hide. You manifest scales and claws reminiscent of your draconic ancestors. You gain the following benefits:

Your scales harden. While you aren't wearing armor, you can calculate your AC as 13 + your Dexterity modifier. You can use a shield and still gain this benefit.

You grow retractable claws from the tips of your fingers. Extending or retracting the claws requires no action. The claws are natural weapons, which you can use to make unarmed strikes. If you hit with them, you deal slashing damage equal to 1d4 + your Strength modifier, instead of the normal bludgeoning damage for an unarmed strike.

Equipment. You possess a letter from a dead colleague posing a question you have not yet been able to answer. Enter this manually as a custom item.

Expert Divination . Beginning at 6th level, casting divination spells comes so easily to you that it expends only a fraction of your spellcasting efforts. When you cast a divination spell of 2nd level or higher using a spell slot, you regain one expended spell slot. The slot you regain must be of a level lower than the spell you cast and can't be higher than 5th level.

Portent. Starting at 2nd level when you choose this school, glimpses of the future begin to press in on your awareness. When you finish a long rest, roll two d20 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.

Researcher. When you attempt to learn or recall a piece of lore, if you do not know that information, you often know where and from whom you can obtain it. Usually, this information comes from a library, scriptorium, university, or a sage or other learned person or creature. Your DM might rule that the knowledge you seek is secreted away in an almost inaccessible place. or that it simply cannot be found. Unearthing the deepest secrets of the multiverse can require an adventure or even a whole campaign. .

<div><div><div>Acid Splash</div><div>Wizard Cantrip Conjuration DC 15 Spell Mod +7</div><div><div>1 Act.</div><div>60 ft</div><div>V,S</div><div>Inst</div></div></div><div><p>You hurl a bubble of acid. Choose one creature within range, or choose two creatures within range that are within 5 feet of each other. A target must succeed on a Dexterity saving throw or take 1d6 acid damage. This spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).</p></div></div>	<div><div><div>Mage Hand</div><div>Wizard Cantrip Conjuration DC 15 Spell Mod +7</div><div><div>1 Act.</div><div>30 ft</div><div>V,S</div><div>1 min</div></div></div><div><p>A spectral, floating hand appears at a point you choose within range. The hand lasts for the duration or until you dismiss it as an action. The hand vanishes if it is ever more than 30 feet away from you or if you cast this spell again. You can use your action to control the hand. You can use the hand to manipulate an object, open an unlocked door or container, stow or retrieve an item from an open container, or pour the contents out of a vial. You can move the hand up to 30 feet each time you use it. The hand can't attack, activate magic items, or carry more than 10 pounds.</p></div></div>	<div><div><div>Mending</div><div>Wizard Cantrip Transmutation DC 15 Spell Mod +7</div><div><div>1 min</div><div>Touch</div><div>V,S,M</div><div>Inst</div></div></div><div><p>Two lodestones</p><p>This spell repairs a single break or tear in an object you touch, such as a broken chain link, two halves of a broken key, a torn cloak, or a leaking wineskin. As long as the break or tear is no larger than 1 foot in any dimension, you mend it, leaving no trace of the former damage. This spell can physically repair a magic item or construct, but the spell can't restore magic to such an object.</p></div></div>
<div><div><div>Prestidigitation</div><div>Wizard Cantrip Transmutation DC 15 Spell Mod +7</div><div><div>1 Act.</div><div>10 ft</div><div>V,S</div><div>Up to 1 hr</div></div></div><div><p>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</p></div></div>	<div><div><div>Alarm (ritual)</div><div>Wizard Level 1 Abjuration DC 15 Spell Mod +7</div><div><div>1 min</div><div>30 ft</div><div>V,S,M</div><div>8 hrs</div></div></div><div><p>A tiny bell and a piece of fine silver wire</p><p>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.</p></div></div>	<div><div><div>Chromatic Orb</div><div>Wizard Level 1 Evocation DC 15 Spell Mod +7</div><div><div>1 Act.</div><div>90 ft</div><div>V,S,M</div><div>Inst</div></div></div><div><p>A diamond worth at least 50gp</p><p>You hurl a 4-inch-diameter sphere of energy at a creature that you can see within range. You choose acid, cold, fire, lightning, poison, or thunder for the type of orb you create, and then make a ranged spell attack against the target. If the attack hits, the creature takes 3d8 damage of the type you chose. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8 for each slot level above 1st.</p></div></div>
<div><div><div>Comprehend Languages (ritual)</div><div>Wizard Level 1 Divination DC 15 Spell Mod +7</div><div><div>1 Act.</div><div>Self</div><div>V,S,M</div><div>1 hr</div></div></div><div><p>A pinch of soot and salt</p><p>For the duration, you understand the literal meaning of any spoken language that you hear. You also understand any written language that you see, but you must be touching the surface on which the words are written. It takes about 1 minute to read one page of text. This spell doesn't decode secret messages in a text or a glyph, such as an arcane sigil, that isn't part of a written language.</p></div></div>	<div><div><div>Detect Magic (ritual)</div><div>Wizard Level 1 Divination DC 15 Spell Mod +7</div><div><div>1 Act.</div><div>Self</div><div>V,S</div><div>Conc, 10 mins</div></div></div><div><p>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.</p></div></div>	<div><div><div>Feather Fall</div><div>Wizard Level 1 Transmutation DC 15 Spell Mod +7</div><div><div>1 reAct.</div><div>60 ft</div><div>V,M</div><div>1 min</div></div></div><div><p>A small feather or piece of down</p><p>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.</p></div></div>

		Prestidigitation <i>(reverse)</i> such an effect as an action.

<div><div><div><div><div><div></div><div>Grease</div><div>Wizard Level 1 Conjuraton DC 15 Spell Mod +7</div><div><div><div><div><div></div><div>1 Act.</div></div><div><div><div></div><div>60 ft</div></div></div><div><div><div></div><div>V,S,M</div></div><div><div><div></div><div>1 min</div></div></div></div></div><div>A bit of pork rind or butter</div></div></div><div><p>Slick grease covers the ground in a 10-foot square centered on a point within range and turns it into difficult terrain for the duration. When the grease appears, each creature standing in its area must succeed on a Dexterity saving throw or fall prone. A creature that enters the area or ends its turn there must also succeed on a Dexterity saving throw or fall prone.</p></div></div></div></div></div></div>	<div><div><div><div><div><div></div><div>Identify (ritual)</div><div>Wizard Level 1 Divination DC 15 Spell Mod +7</div><div><div><div><div><div></div><div>1 min</div></div><div><div><div></div><div>Touch</div></div></div><div><div><div></div><div>V,S,M</div></div><div><div><div></div><div>Inst</div></div></div></div></div><div>A pearl worth at least 100 gp and an owl feather</div></div></div><div><p>You choose one object that you must touch throughout the casting of the spell. If it is a magic item or some other magic-imbued object, you learn its properties and how to use them, whether it requires attunement to use, and how many charges it has, if any. You learn whether any spells are affecting the item and what they are. If the item was created by a spell, you learn which spell created it. If you instead touch a creature throughout the casting, you learn what spells, if any, are currently affecting it.</p></div></div></div></div></div></div>	<div><div><div><div><div><div></div><div>Magic Missile</div><div>Wizard Level 1 Evocation DC 15 Spell Mod +7</div><div><div><div><div><div></div><div>1 Act.</div></div><div><div><div></div><div>120 ft</div></div></div><div><div><div></div><div>V,S</div></div><div><div><div></div><div>Inst</div></div></div></div></div><div></div></div></div><div><p>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.</p></div></div></div></div></div></div>
<div><div><div><div><div><div></div><div>Shield</div><div>Wizard Level 1 Abjuration DC 15 Spell Mod +7</div><div><div><div><div><div></div><div>1 reAct.</div></div><div><div><div></div><div>Self</div></div></div><div><div><div></div><div>V,S</div></div><div><div><div></div><div>1 Rnd</div></div></div></div></div><div></div></div></div><div><p>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.</p></div></div></div></div></div></div>	<div><div><div><div><div><div></div><div>Tasha's Caustic Brew</div><div>Wizard Level 1 Evocation DC 15 Spell Mod +7</div><div><div><div><div><div></div><div>1 Action</div></div><div><div><div></div><div>Self</div></div></div><div><div><div></div><div>V,S,M</div></div><div><div><div></div><div>1 Minute</div></div></div></div></div><div>A bit of rotten food</div></div></div><div><p>A stream of acid emanates from you in a line 30 feet long and 5 feet wide in a direction you choose. Each creature in the line must succeed on a Dexterity saving throw or be covered in acid for the spell's duration or until a creature uses its action to scrape or wash the acid off itself or another creature. A creature covered in the acid takes 2d4 acid damage at start of each of its turns. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 2d4 for each slot level above 1st.</p></div></div></div></div></div></div>	<div><div><div><div><div><div></div><div>Acid Arrow</div><div>Wizard Level 2 Evocation DC 15 Spell Mod +7</div><div><div><div><div><div></div><div>1 Act.</div></div><div><div><div></div><div>90 ft</div></div></div><div><div><div></div><div>V,S,M</div></div><div><div><div></div><div>Inst</div></div></div></div></div><div>Powdered rhubarb leaf and an adder's stomach</div></div></div><div><p>A shimmering green arrow streaks toward a target within range and bursts in a spray of acid. Make a ranged spell attack against the target. On a hit, the target takes 4d4 acid damage immediately and 2d4 acid damage at the end of its next turn. On a miss, the arrow splashes the target with acid for half as much of the initial damage and no damage at the end of its next turn. At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage (both initial and later) increases by 1d4 for each slot level above 2nd.</p></div></div></div></div></div></div>
<div><div><div><div><div><div></div><div>Hold Person</div><div>Wizard Level 2 Enchantment DC 15 Spell Mod +7</div><div><div><div><div><div></div><div>1 Act.</div></div><div><div><div></div><div>60 ft</div></div></div><div><div><div></div><div>V,S,M</div></div><div><div><div></div><div>Conc, 1 min</div></div></div></div></div><div>A small, straight piece of iron</div></div></div><div><p>Choose a humanoid that you can see within range. The target must succeed on a Wisdom saving throw or be paralyzed for the duration. At the end of each of its turns, the target can make another Wisdom saving throw. On a success, the spell ends on the target. At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can target one additional humanoid for each slot level above 2nd. The humanoids must be within 30 feet of each other when you target them.</p></div></div></div></div></div></div>	<div><div><div><div><div><div></div><div>Invisibility</div><div>Wizard Level 2 Illusion DC 15 Spell Mod +7</div><div><div><div><div><div></div><div>1 Act.</div></div><div><div><div></div><div>Touch</div></div></div><div><div><div></div><div>V,S,M</div></div><div><div><div></div><div>Conc, 1 hr</div></div></div></div></div><div>An eyelash encased in gum arabic</div></div></div><div><p>A creature you touch becomes invisible until the spell ends. Anything the target is wearing or carrying is invisible as long as it is on the target's person. The spell ends for a target that attacks or casts a spell. At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can target one additional creature for each slot level above 2nd.</p></div></div></div></div></div></div>	<div><div><div><div><div><div></div><div>Knock</div><div>Wizard Level 2 Transmutation DC 15 Spell Mod +7</div><div><div><div><div><div></div><div>1 Act.</div></div><div><div><div></div><div>60 ft</div></div></div><div><div><div></div><div>V</div></div><div><div><div></div><div>Inst</div></div></div></div></div><div></div></div></div><div><p>Choose an object that you can see within range. The object can be a door, a box, a chest, a set of manacles, a padlock, or another object that contains a mundane or magical means that prevents access. A target that is held shut by a mundane lock or that is stuck or barred becomes unlocked, unstuck, or unbarred. If the object has multiple locks, only one of them is unlocked. If you choose a target that is held shut with arcane lock, that spell is suppressed for 10 minutes, during which time the target can be opened and shut normally. When you cast the spell, a loud knock, audible from as far away as 300 feet, emanates from the target object.</p></div></div></div></div></div></div>

Locate Object

Wizard Level 2 Divination DC 15 Spell Mod +7

1 Act. **Self** **V,S,M** **Conc, 10 mins***A forked twig*

Describe or name an object that is familiar to you. You sense the direction to the object's location, as long as that object is within 1,000 feet of you. If the object is in motion, you know the direction of its movement. The spell can locate a specific object known to you, as long as you have seen it up close—within 30 feet—at least once. Alternatively, the spell can locate the nearest object of a particular kind, such as a certain kind of apparel, jewelry, furniture, tool, or weapon. This spell can't locate an object if any thickness of lead, even a thin sheet, blocks a direct path between you and the object.

Misty Step

Wizard Level 2 Conjuration DC 15 Spell Mod +7

1 B.A. **Self** **V** **Inst**

Briefly surrounded by silvery mist, you teleport up to 30 feet to an unoccupied space that you can see.

See Invisibility

Wizard Level 2 Divination DC 15 Spell Mod +7

1 Act. **Self** **V,S,M** **1 hr***A pinch of talc and a small sprinkling of powdered silver*

For the duration, you see invisible creatures and objects as if they were visible, and you can see into the Ethereal Plane. Ethereal creatures and objects appear ghostly and translucent.

Web

Wizard Level 2 Conjuration DC 15 Spell Mod +7

1 Act. **60 ft** **V,S,M** **Conc, 1 hr***A bit of spiderweb*

You conjure a mass of thick, sticky webbing at a point of your choice within range. The webs fill a 20-foot cube from that point for the duration. The webs are difficult terrain and lightly obscure their area. If the webs aren't anchored between two solid masses (such as walls or trees) or layered across a floor, wall, or ceiling, the conjured web collapses on itself, and the spell ends at the start of your next turn. Webs layered over a flat surface have a depth of 5 feet. Each creature that starts its turn in the webs or that enters them during its turn must make a Dexterity saving throw. On a failed save, the creature is restrained as long as it remains in the webs or until it breaks free. A creature restrained by the webs can use its action to make a Strength check against your spell save DC. If it succeeds, it is no longer restrained. The webs are flammable. Any

Clairvoyance

Wizard Level 3 Divination DC 15 Spell Mod +7

10 mins **1 mile** **V,S,M** **Conc, 10 mins***A focus worth at least 100 gp, either a jeweled horn for hearing or a glass eye for seeing*

You create an invisible sensor within range in a location familiar to you (a place you have visited or seen before) or in an obvious location that is unfamiliar to you (such as behind a door, around a corner, or in a grove of trees). The sensor remains in place for the duration, and it can't be attacked or otherwise interacted with. When you cast the spell, you choose seeing or hearing. You can use the chosen sense through the sensor as if you were in its space. As your action, you can switch between seeing and hearing. A creature that can see the sensor (such as a creature benefiting from see invisibility or truesight) sees a luminous, intangible orb about the size of your fist.

Counterspell

Wizard Level 3 Abjuration DC 15 Spell Mod +7

1 reAct. **60 ft** **S** **Inst**

You attempt to interrupt a creature in the process of casting a spell. If the creature is casting a spell of 3rd level or lower, its spell fails and has no effect. If it is casting a spell of 4th level or higher, make an ability check using your spellcasting ability. The DC equals 10 + the spell's level. On a success, the creature's spell fails and has no effect. At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, the interrupted spell has no effect if its level is less than or equal to the level of the spell slot you used.

Dispel Magic

Wizard Level 3 Abjuration DC 15 Spell Mod +7

1 Act. **120 ft** **V,S** **Inst**

Choose one creature, object, or magical effect within range. Any spell of 3rd level or lower on the target ends. For each spell of 4th level or higher on the target, make an ability check using your spellcasting ability. The DC equals 10 + the spell's level. On a successful check, the spell ends. At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you automatically end the effects of a spell on the target if the spell's level is equal to or less than the level of the spell slot you used.

Fly

Wizard Level 3 Transmutation DC 15 Spell Mod +7

1 Act. **Touch** **V,S,M** **Conc, 10 mins***A wing feather from any bird*

You touch a willing creature. The target gains a flying speed of 60 feet for the duration. When the spell ends, the target falls if it is still aloft, unless it can stop the fall. At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you can target one additional creature for each slot level above 3rd.

Haste

Wizard Level 3 Transmutation DC 15 Spell Mod +7

1 Act. **30 ft** **V,S,M** **Conc, 1 min***A shaving of licorice root*

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.

		<p>Web (reverse) 5-foot cube of webs exposed to fire burns away in 1 round, dealing 2d4 fire damage to any creature that starts its turn in the fire.</p>

