D&D BEYOND

Minwyn d'Sivis	Wizard 9 [Order of Scribes]
CHARACTER NAME	CLASS & LEVEL
	PLAYER NAME
	Mark of Scribing Gnome
	RACE
	Sage
	BACKGROUND
	EXPERIENCE POINTS

STRENGTH	-1 (9)
DEXTERITY	+2 (14)
CONSTITUTION	+3 (16)
INTELLIGENCE	+4 (18)
WISDOM	+0 (10)
CHARISMA	+0 (10)

○	-1	Strength
○	+2	Dexterity
⊙	+7	Constitution
⊙	+8	Intelligence
⊙	+4	Wisdom
○	+0	Charisma

Saving Throw Modifiers

Advantage on INT Against Magic
Advantage on WIS Against Magic
Advantage on CHA Against Magic

SAVING THROWS

○	+2	Acrobatics	DEX
○	+0	Animal Handling	WIS
Ⓟ	+8	Arcana	INT
○	-1	Athletics	STR
○	+0	Deception	CHA
Ⓟ	+8	History	INT
○	+0	Insight	WIS
○	+0	Intimidation	CHA
Ⓟ	+8	Investigation	INT
○	+0	Medicine	WIS
○	+4	Nature	INT
○	+0	Perception	WIS
○	+0	Performance	CHA
○	+0	Persuasion	CHA
Ⓟ	+8	Religion	INT
○	+2	Sleight of Hand	DEX
○	+2	Stealth	DEX
○	+0	Survival	WIS
○	___	_____	
○	___	_____	
○	___	_____	

SKILLS

+2
INITIATIVE

ARMOR
14
CLASS

DEFENSES

INSPIRATION

+4
PROFICIENCY BONUS

ABILITY SAVE DC

25 ft. (Walking)
SPEED

Max HP	Current HP	Temp HP
65		--

HIT POINTS

Total 9d6
HIT DICE

SUCCESSES ○○○
FAILURES ○○○
DEATH SAVES

=== WEAPONS ===
Crossbow, Light, Dagger, Dart, Quarterstaff, Sling

=== LANGUAGES ===
Common, Elvish, Gnomish, Sylvan

PROFICIENCIES & LANGUAGES

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

=== BONUS ACTIONS ===
Manifest Mind: Move
WHILE YOUR MANIFEST MIND IS SUMMONED: As a bonus action, you can cause the spectral mind to hover up to 30 feet to an unoccupied space that you or it can see. It can pass through creatures but not objects.

Manifest Mind: Summon • 1 / Long Rest
You can conjure forth the mind of your Awakened Spellbook, causing it to manifest as a Tiny spectral object, hovering in an unoccupied space of your choice within 60 ft. of you. The spectral mind is intangible and doesn't occupy its space, and it sheds dim light within 10-ft.
While manifested, the spectral mind can hear and see, and it has darkvision with a range of 60 ft. The mind can telepathically share with you what it sees and hears (no action required).

Wizardly Quill
As a bonus action, you can magically create a Tiny quill in your free hand. The magic quill has the following properties:
- The quill doesn't require ink. When you write with it, it

ACTIONS

10	PASSIVE WISDOM (PERCEPTION)
10	PASSIVE WISDOM (INSIGHT)
18	PASSIVE INTELLIGENCE (INVESTIGATION)

Darkvision 60 ft.

SENSES

NAME	HIT	DAMAGE/TYPE	NOTES
Crossbow, Light	+6	1d8+2 Piercing	Simple, Ammunition, Loading, Range, Two-Handed, Range (80/320)
Dagger, +1	+7	1d4+3 Piercing	Simple, Finesse, Light, Thrown, Range (20/60)
Fire Bolt	+9	2d10 Fire	V/S
Unarmed Strike	+3	0 Bludgeoning	

WEAPON ATTACKS & CANTRIPS

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	RACE	BACKGROUND	EXPERIENCE POINTS

=== WIZARD FEATURES ===

* Additional Wizard Spells • TCoE 75
Your Wizard has additional spells available to them, as designated in Tasha's Cauldron of Everything.

* Hit Points • PHB 113

* Proficiencies • PHB 113

* Spellcasting • PHB 114
You can cast prepared wizard spells using INT as your spellcasting modifier (Spell DC 16, Spell Attack +8) and wizard spells in your spellbook as rituals if they have the ritual tag. You can use an arcane focus as a spellcasting focus.

* Arcane Recovery • PHB 115
Once per day when you finish a short rest, you can choose expended spell slots to recover - up to a combined level of 5, and none of the slots can be 6th level or higher.

| 1 / Long Rest • Special

* Arcane Tradition • PHB 115

| Order of Scribes

* Wizardly Quill • TCoE 77
As a bonus action, you can magically create a Tiny quill in your free hand. The magic quill has the following properties:
- The quill doesn't require ink. When you write with it, it produces ink in a color of your choice on the writing surface.
- The time you must spend to copy a spell into your spellbook equals 2 minutes per spell level if you use the quill for the transcription.
- You can erase anything you write with the quill if you wave the feather over the text as a bonus action, provided the text is within 5 feet of you.
This quill disappears if you create another one or if you die.

| 1 Bonus Action

* Awakened Spellbook • TCoE 77
While you are holding your Awakened Spellbook, it grants you the following benefits:
- You can use the book as a spellcasting focus for your wizard spells.
- When you cast a wizard spell with a spell slot, you can temporarily replace its damage type with a type that appears in another spell in your spellbook.
- When you cast a wizard spell as a ritual, you can use the spell's normal casting time. You regain use of this feature when you finish a long rest.

| Awakened Spellbook: Replace Damage: Special

| Awakened Spellbook: Ritual Spells: 1 / Long Rest • Special

* Cantrip Formulas • TCoE 76
You have scribed a set of arcane formulas in your spellbook that you can use to formulate a cantrip in your mind. Whenever you finish a long rest and consult those formulas in your spellbook, you can replace one wizard cantrip you know with another cantrip from the wizard spell list.

| Special

* Ability Score Improvement • PHB 115

* Manifest Mind • TCoE 78
You can conjure forth the mind of your Awakened Spellbook.

| Manifest Mind: Summon: 1 / Long Rest • 1 Bonus Action

| Manifest Mind: Cast Spell: 4 / Long Rest • Special

| Manifest Mind: Move: 1 Bonus Action

=== MARK OF SCRIBING GNOME RACIAL TRAITS ===

* Darkvision • BR 37
You can see in darkness (shades of gray) up to 60 ft.

* Gnome Cunning • BR 37
You have advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

* Gifted Scribe • ERftLW
When you make an Intelligence (History) check or an ability check using calligrapher's supplies, you can roll a d4 and add the number rolled to the ability check.

* Scribe's Insight • ERftLW
You know the message cantrip. You can cast comprehend languages once per short rest and, from 3rd level, Magic Mouth once per short rest. INT is your spellcasting ability for it.

* Spells of the Mark • ERftLW 47
If you have the Spellcasting or the Pact Magic class feature, the spells on the Mark of Scribing Spells table are added to the spell list of your spellcasting class.

=== FEATS ===

* Resilient (Constitution) • PHB
Increase your CON score by 1 and you gain proficiency in CON saving throws.

FEATURES & TRAITS

CP	0
SP	0
EP	0
GP	0
PP	3
WEIGHT CARRIED	64.06 lb.
ENCUMBERED	135 lb.
PUSH/DRAG/LIFT	270 lb.

NAME	QTY	WEIGHT
Dagger, +1	1	1 lb.
Crossbow, Light	1	5 lb.
Arcane Grimoire, +1	1	--
Barrier Tattoo (Uncommon)	1	--
Crossbow Bolts	40	3 lb.
Backpack	1	5 lb.
Case, Crossbow Bolt	1	1 lb.
Case, Crossbow Bolt	1	1 lb.
Clothes, Traveler's	1	4 lb.
Lantern, Bullseye	1	2 lb.
Mess Kit	1	1 lb.
Oil (flask)	6	6 lb.
Pouch	1	1 lb.
Rations (1 day)	10	20 lb.
Rope, Silk (50 feet)	1	5 lb.

NAME	QTY	WEIGHT
Spellbook	1	3 lb.
Tinderbox	1	1 lb.
Waterskin	1	5 lb.
Charcoal, Incense, and Herbs (10 gp)	3	--
Diamond (50 gp)	1	--

ATTUNED MAGIC ITEMS	QTY	WEIGHT
Arcane Grimoire, +1	1	--
Barrier Tattoo (Uncommon)	1	--

EQUIPMENT

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Minwyn d'Sivis

CHARACTER NAME

Female	128	Small	3' 7"	43
GENDER	AGE	SIZE	HEIGHT	WEIGHT
Lawful Neutral	Aureon	Fair	Blue	White
ALIGNMENT	FAITH	SKIN	EYES	HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

There's nothing I like more than a good mystery.
I am horribly, horribly awkward in social situations.

PERSONALITY TRAITS

Logic. Emotions must not cloud our logical thinking. (Lawful)

IDEALS

It is my duty to protect my students.

BONDS

I overlook obvious solutions in favor of complicated ones.

FLAWS

CHARACTER BACKSTORY

ADDITIONAL NOTES

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Wizard

SPELLCASTING CLASS

INT	17	+9
SPELLCASTING ABILITY	SPELL SAVE DC	SPELL ATTACK BONUS

PREP	SPELL NAME	SOURCE	SAVE/ATK	TIME	RANGE	COMP	DURATION	PAGE REF	NOTES
	=== CANTRIPS ===	(At Will)							
O	Minor Illusion	Wizard	--	1A	30 ft./5 ft. Cube	S,M	1 minute	PHB 260	D: 1m, 5 ft. Cube, S/M
O	Prestidigitation	Wizard	--	1A	10 ft.	V,S	1 hour	PHB 267	D: 1h, V/S
O	Fire Bolt	Wizard	+9	1A	120 ft.	V,S	Instantaneous	PHB 242	V/S
O	Mage Hand	Wizard	--	1A	30 ft.	V,S	1 minute	PHB 256	D: 1m, V/S
O	Message	Scribe's Insight	--	1A	120 ft.	V,S,M	1 round	PHB 259	D: 1Rnd, V/S/M
	=== 1st LEVEL ===	4 Slots OOOO							
O	Find Familiar [R]	Wizard	--	1h + 10m	10 ft.	V,S,M	Instantaneous	PHB 240	V/S/M
O	Shield	Wizard	--	1R	Self	V,S	1 round	PHB 275	D: 1Rnd, V/S
O	Magic Missile	Wizard	--	1A	120 ft.	V,S	Instantaneous	PHB 257	V/S
O	Mage Armor	Wizard	--	1A	Touch	V,S,M	8 hours	PHB 256	D: 8h, V/S/M
O	Absorb Elements	Wizard	--	1R	Self	S	1 round	EE 150	D: 1Rnd, S
O	Detect Magic [R]<C>	Wizard	--	1A + 10m	Self/30 ft. Sphere	V,S	Concentration, up to 10 minutes	PHB 231	D: 10m, 30 ft. Sphere, V/S
O	Feather Fall	Wizard	--	1R	60 ft.	V,M	1 minute	PHB 239	D: 1m, V/M
O	Sleep	Wizard	--	1A	90 ft./20 ft. Sphere	V,S,M	1 minute	PHB 276	D: 1m, 20 ft. Sphere, V/S/M
O	Comprehend Languages	Scribe's Insight	--	1A	Self	V,S,M	1 hour	PHB 224	1/SR, D: 1h, V/S/M
	=== 2nd LEVEL ===	3 Slots OOO							
O	Maximilian's Earthen Grasp <C>	Wizard	STR 17	1A	30 ft./5 ft. Square	V,S,M	Concentration, up to 1 minute	EE 161	D: 1m, 5 ft. Square, V/S/M
O	Misty Step	Wizard	--	1BA	Self	V	Instantaneous	PHB 260	V
O	Earthbind <C>	Wizard	STR 17	1A	300 ft.	V	Concentration, up to 1 minute	EE 154	D: 1m, V
O	Knock	Wizard	--	1A	60 ft.	V	Instantaneous	PHB 254	V
O	Magic Mouth	Scribe's Insight	--	1m	30 ft.	V,S,M	Until dispelled	PHB 257	1/LR, D: Until Dispelled, V/S/M
	=== 3rd LEVEL ===	3 Slots OOO							
O	Counterspell	Wizard	--	1R	60 ft.	S	Instantaneous	PHB 228	Special: (See Description)*, S
O	Tongues	Wizard	--	1A	Touch	V,M	1 hour	PHB 283	D: 1h, V/M
O	Hypnotic Pattern <C>	Wizard	WIS 17	1A	120 ft./30 ft. Cube	S,M	Concentration, up to 1 minute	PHB 252	D: 1m, 30 ft. Cube, S/M
O	Leomund's Tiny Hut [R]	Wizard	--	11m	Self/10 ft. Sphere	V,S,M	8 hours	PHB 255	D: 8h, 10 ft. Sphere, V/S/M
	=== 4th LEVEL ===	3 Slots OOO							
O	Arcane Eye <C>	Wizard	--	1A	30 ft.	V,S,M	Concentration, up to 1 hour	PHB 214	D: 1h, V/S/M
O	Stone Shape	Wizard	--	1A	Touch	V,S,M	Instantaneous	PHB 278	V/S/M
O	Greater Invisibility <C>	Wizard	--	1A	Touch	V,S	Concentration, up to 1 minute	PHB 246	D: 1m, V/S
O	Otiluke's Resilient Sphere <C>	Wizard	DEX 17	1A	30 ft.	V,S,M	Concentration, up to 1 minute	PHB 264	D: 1m, V/S/M
	=== 5th LEVEL ===	1 Slots O							
O	Hold Monster <C>	Wizard	WIS 17	1A	90 ft.	V,S,M	Concentration, up to 1 minute	PHB 251	D: 1m, V/S/M
O	Rary's Telepathic Bond [R]	Wizard	--	1A + 10m	30 ft.	V,S,M	1 hour	PHB 270	D: 1h, V/S/M

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