D&D BEYOND

Kodi Silverscar
CHARACTER NAME

Wizard 15 [School of Divination]
CLASS & LEVEL

PLAYER NAME

Vedalken
RACE

Sage
BACKGROUND

EXPERIENCE POINTS

STRENGTH	-1 (9)
DEXTERITY	+2 (14)
CONSTITUTION	+3 (16)
INTELLIGENCE	+5 (20)
WISDOM	+0 (10)
CHARISMA	+0 (10)

○	-1	Strength
○	+2	Dexterity
⊙	+8	Constitution
⊙	+10	Intelligence
⊙	+5	Wisdom
○	+0	Charisma

Saving Throw Modifiers

Advantage on INT
Advantage on WIS
Advantage on CHA

SAVING THROWS

○	+2	Acrobatics	DEX
○	+0	Animal Handling	WIS
Ⓟ	+10	Arcana	INT
○	-1	Athletics	STR
○	+0	Deception	CHA
Ⓟ	+10	History	INT
○	+0	Insight	WIS
○	+0	Intimidation	CHA
Ⓟ	+10	Investigation	INT
Ⓟ	+5	Medicine	WIS
○	+5	Nature	INT
○	+0	Perception	WIS
○	+0	Performance	CHA
○	+0	Persuasion	CHA
Ⓟ	+10	Religion	INT
○	+2	Sleight of Hand	DEX
○	+2	Stealth	DEX
○	+0	Survival	WIS
○	___	_____	
○	___	_____	
○	___	_____	

SKILLS

+2
INITIATIVE

ARMOR
17
CLASS

DEFENSES

INSPIRATION

+5
PROFICIENCY BONUS

ABILITY SAVE DC

30 ft. (Walking), 50 ft. (Flying), 60 ft. (Swimming)
SPEED

Max HP	Current HP	Temp HP
107		--

HIT POINTS

Total 15d6
HIT DICE

SUCCESSES ○○○
FAILURES ○○○
DEATH SAVES

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

=== TOOLS ===
Herbalism Kit

=== LANGUAGES ===
Common, Draconic, Elvish, Gnomish, Vedalken

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

=== 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 8, and none of the slots can be 6th level or higher.

Cantrip Formulas
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.

Expert Divination
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 • 3 / Long Rest
When you finish a long rest, roll two d20s and record the numbers rolled. You can replace any attack

ACTIONS

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

Darkvision 60 ft.

SENSES

NAME	HIT	DAMAGE/TYPE	NOTES
Crossbow, Light, +1	+8	1d8+3 Piercing	Simple, Ammunition, Loading, Range, Two-Handed, Range (80/320)
Dagger, +1	+8	1d4+3 Piercing	Simple, Finesse, Light, Thrown, Range (20/60)
Fire Bolt	+12	3d10 Fire	V/S
Unarmed Strike	+4	0 Bludgeoning	

WEAPON ATTACKS & CANTRIPS

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	Vedalken	Sage
	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 18, Spell Attack +10) 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 8, and none of the slots can be 6th level or higher.

| 1 / Long Rest • Special

* Arcane Tradition • PHB 115

| School of Divination

* Divination Savant • PHB 116
The gold and time you must spend to copy a divination spell into your spellbook is halved.

* Portent • PHB 116
When you finish a long rest, roll two d20s 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 roll can only be used once.

| 3 / 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

* Expert Divination • PHB 116
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.

| Special

* The Third Eye • PHB 116
Once per short rest, you can use your action to choose one of the following benefits, which lasts until you are incapacitated or you take a short or long rest.

You gain darkvision out to a range of 60 ft., you can see into the Ethereal Plane within 60 ft. of you, you can read any language, or you can see invisible creatures and objects within 10 ft. of you that are within line of sight.

| 1 Action

* Greater Portent • PHB 117
You roll three d20s for your Portent feature, rather than two.

=== VEDALKEN RACIAL TRAITS ===

* Vedalken Dispassion • GGtR
You have advantage on all Intelligence, Wisdom, and Charisma saving throws.

* Tireless Precision • GGtR
You are proficient in one of the following skills: Arcana, History, Investigation, Medicine, Performance, or Sleight of Hand one tool of your choice. Whenever you make an ability check with the chosen skill or tool, roll a d4, and add the number rolled to the check's total.

* Partially Amphibious • GGtR
You can breathe underwater for up to 1 hour.

=== 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	5
PP	1
WEIGHT CARRIED	76.62 lb.
ENCUMBERED	135 lb.
PUSH/DRAG/LIFT	270 lb.

NAME	QTY	WEIGHT
Crossbow, Light, +1	1	5 lb.
Dagger, +1	1	1 lb.
Broom of Flying	1	3 lb.
Cloak of the Manta Ray	1	--
Goggles of Night	1	--
Arcane Grimoire, +2	1	--
Barrier Tattoo (Rare)	1	--
Crossbow Bolts	20	1.5 lb.
Backpack	1	5 lb.
Case, Crossbow Bolt	1	1 lb.
Bedroll	1	7 lb.
Mess Kit	1	1 lb.
Pouch	1	1 lb.
Rations (1 day)	10	20 lb.
Rope, Hempen (50 feet)	1	10 lb.

NAME	QTY	WEIGHT
Spellbook	1	3 lb.
Tinderbox	1	1 lb.
Waterskin	1	5 lb.
Clothes, Traveler's	1	4 lb.
Lantern, Bullseye	1	2 lb.
Oil (flask)	6	6 lb.
Pearl	1	--
Charcoal, Incense, and Herbs (10 gp)	3	--
Glass Eye (100 gp)	1	--
Jeweled Horn (100 gp)	1	--
Mushroom Powder, Saffron, and Fat Ointment (25	1	--

ATTUNED MAGIC ITEMS	QTY	WEIGHT
Arcane Grimoire, +2	1	--
Barrier Tattoo (Rare)	1	--

EQUIPMENT

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CLASS & LEVEL

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Vedalken

RACE

Sage

BACKGROUND

EXPERIENCE POINTS

ADDITIONAL FEATURES & TRAITS

NAME	QTY	WEIGHT	NAME	QTY	WEIGHT
Ruby Dust (1,500 gp)	1	--			
Silver Mirror (1,000 gp)	1	--			

ADDITIONAL EQUIPMENT

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Kodi Silverscar

CHARACTER NAME

Female	43	Medium	7' 0"	270
GENDER	AGE	SIZE	HEIGHT	WEIGHT
Neutral Good	Ephara	Blue	White	None
ALIGNMENT	FAITH	SKIN	EYES	HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

I use polysyllabic words that convey the impression of great erudition. I … speak … slowly … when talking … to idiots, … which … almost …

PERSONALITY TRAITS

Knowledge. The path to power and self-improvement is through knowledge. (Neutral)

IDEALS

I work to preserve a library, university, scriptorium, or monastery.

BONDS

I can't keep a secret to save my life, or anyone else's.

FLAWS

CHARACTER BACKSTORY

ADDITIONAL NOTES

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D&D BEYOND

Wizard

SPELLCASTING CLASS

INT	20	+12
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	Fire Bolt	Wizard	+12	1A	120 ft.	V,S	Instantaneous	PHB 242	V/S
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	Shape Water	Wizard	--	1A	30 ft./5 ft. Cube	S	Instantaneous	EE 164	5 ft. Cube, S
O	Mage Hand	Wizard	--	1A	30 ft.	V,S	1 minute	PHB 256	D: 1m, V/S
	=== 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	Detect Magic [R]<C>	Wizard	--	1A	Self/30 ft. Sphere	V,S	Concentration, up to 10 minutes	PHB 231	D: 10m, 30 ft. Sphere, V/S
O	Comprehend Languages [R]	Wizard	--	1A + 10m	Self	V,S,M	1 hour	PHB 224	D: 1h, V/S/M
O	Absorb Elements	Wizard	--	1R	Self	S	1 round	EE 150	D: 1Rnd, S
O	Identify [R]	Wizard	--	11m	Touch	V,S,M	Instantaneous	PHB 252	V/S/M
	=== 2nd LEVEL ===	3 Slots OOO							
O	Detect Thoughts <C>	Wizard	WIS 20	1A	Self	V,S,M	Concentration, up to 1 minute	PHB 231	D: 1m, V/S/M
O	Mirror Image	Wizard	--	1A	Self	V,S	1 minute	PHB 260	D: 1m, V/S
O	Misty Step	Wizard	--	1BA	Self	V	Instantaneous	PHB 260	V
O	See Invisibility	Wizard	--	1A	Self	V,S,M	1 hour	PHB 274	D: 1h, V/S/M
	=== 3rd LEVEL ===	3 Slots OOO							
O	Clairvoyance <C>	Wizard	--	10m	1 mile	V,S,M	Concentration, up to 10 minutes	PHB 222	D: 10m, V/S/M
O	Counterspell	Wizard	--	1R	60 ft.	S	Instantaneous	PHB 228	Special: (See Description)*, S
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
O	Tongues	Wizard	--	1A	Touch	V,M	1 hour	PHB 283	D: 1h, V/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	Phantasmal Killer <C>	Wizard	WIS 20	1A	120 ft.	V,S	Concentration, up to 1 minute	PHB 265	D: 1m, V/S
O	Greater Invisibility <C>	Wizard	--	1A	Touch	V,S	Concentration, up to 1 minute	PHB 246	D: 1m, V/S
O	Polymorph <C>	Wizard	WIS 20	1A	60 ft.	V,S,M	Concentration, up to 1 hour	PHB 266	D: 1h, V/S/M
	=== 5th LEVEL ===	2 Slots OO							
O	Animate Objects <C>	Wizard	--	1A	120 ft.	V,S	Concentration, up to 1 minute	PHB 213	D: 1m, V/S
O	Contact Other Plane [R]	Wizard	--	11m	Self	V	1 minute	PHB 226	D: 1m, V
O	Rary's Telepathic Bond [R]	Wizard	--	1A + 10m	30 ft.	V,S,M	1 hour	PHB 270	D: 1h, V/S/M
O	Scrying <C>	Wizard	WIS 20	10m	Self	V,S,M	Concentration, up to 10 minutes	PHB 273	D: 10m, V/S/M
	=== 6th LEVEL ===	1 Slots O							
O	Disintegrate	Wizard	DEX 20	1A	60 ft.	V,S,M	Instantaneous	PHB 233	V/S/M
O	True Seeing	Wizard	--	1A	Touch	V,S,M	1 hour	PHB 284	D: 1h, V/S/M
O	Eyebite <C>	Wizard	WIS 20	1A	Self	V,S	Concentration, up to 1 minute	PHB 238	D: 1m, V/S
O	Globe of Invulnerability <C>	Wizard	--	1A	Self/10 ft. Sphere	V,S,M	Concentration, up to 1 minute	PHB 245	Special: (See Description)*, D: 1m, 10 ft. Sphere, V/S/M
	=== 7th LEVEL ===	1 Slots O							
O	Forcecage	Wizard	CHA 20	1A	100 ft.	V,S,M	1 hour	PHB 243	D: 1h, V/S/M
O	Teleport	Wizard	--	1A	10 ft.	V	Instantaneous	PHB 281	V

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Wizard

SPELLCASTING CLASS

INT	20	+12
SPELLCASTING ABILITY	SPELL SAVE DC	SPELL ATTACK BONUS

PREP	SPELL NAME	SOURCE	SAVE/ATK	TIME	RANGE	COMP	DURATION	PAGE REF	NOTES
O	Etherealness	Wizard	--	1A	Self	V,S	8 hours	PHB 238	D: 8h, V/S
O	Reverse Gravity <C>	Wizard	DEX 20	1A	100 ft./50 ft. Cylinder	V,S,M	Concentration, up to 1 minute	PHB 272	D: 1m, 50 ft. Cylinder, V/S/M
	=== 8th LEVEL ===	1 Slots O							
O	Dominate Monster <C>	Wizard	WIS 20	1A	60 ft.	V,S	Concentration, up to 1 hour	PHB 235	Ext. D: (See Description)*, D: 1h, V/S
O	Illusory Dragon <C>	Wizard	WIS 20	1A	120 ft.	S	Concentration, up to 1 minute	XGtE 157	D: 1m, S

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