

Se24 Test

CHARACTER NAME

Mage of High Sorcery

BACKGROUND

Special

SPECIES

Artificer

CLASS

Superb

SUBCLASS

1

LEVEL

0

XP

AC

13

SHIELD

★

HIT POINTS

8

CURRENT

8

TEMP

MAX

HIT DICE

0d8

SPENT

1d8

MAX

DEATH SAVED

☆☆☆

SUCCESS

☆☆☆

FAILURE

DUNGEONS & DRAGONS®

PROFICIENCY BONUS

+2

INTELLIGENCE

+0

10

MODIFIER

SCORE

☐ 0 Saving Throw

☐ 0 Arcana

☐ 0 History

☐ 0 Investigation

☐ 0 Nature

☐ 0 Religion

INITIATIVE

0

SPEED

30

SIZE

Medium

PASSIVE PERCEPTION

10

STRENGTH

+0

10

MODIFIER

SCORE

☐ 0 Saving Throw

☐ 0 Athletics

DEXTERITY

+0

10

MODIFIER

SCORE

☐ 0 Saving Throw

☐ 0 Acrobatics

☐ 0 Sleight of Hand

☐ 0 Stealth

WISDOM

+0

10

MODIFIER

SCORE

☐ 0 Saving Throw

☐ 0 Animal Handling

☐ 0 Insight

☐ 0 Medicine

☐ 0 Perception

☐ 0 Survival

CONSTITUTION

+0

10

MODIFIER

SCORE

☐ 0 Saving Throw

CHARISMA

+0

10

MODIFIER

SCORE

☐ 0 Saving Throw

☐ 0 Deception

☐ 0 Intimidation

☐ 0 Performance

☐ 0 Persuasion

EQUIPMENT TRAINING & PROFICIENCIES

ARMOR

TRAINING



Light



Medium



Heavy



Shields

WEAPONS

Clubs, Daggers, Darts, Javelins, Maces, Quarterstaves, Scimitars, Sickles, Slings, Spears

TOOLS

Alchemist's Supplies, Carpenter's Tools, Mason's Tools, Smith's Tools, Thieves' Tools, Tinker's Tools, Bagpipes

WEAPONS & DAMAGE CANTRIPS

NAME	ATK BONUS/DC	DAMAGE/TYPE	NOTES
Quarterstaff	+2	1d6 b	versatile (1d8)
Handaxe	+2	1d6 s	thrown, light
Light Crossbow	+2	1d8 p	
Magic Weapon	+2	divers	any Weapon can be the Magic Weapon
Unarmed Strike	+2	1 b	
Spell	10	2d8	Force and push 10 feet, CON save

CLASS FEATURES

● Action ▲ Bonus Action ◆ Reaction ■ Limited Uses

• **Class Feature II**
this and that

SPECIES TRAITS

• **Species Feature I**
this and that

FEATS

• **Feat I**
this and that



Se24 Test

CHARACTER NAME

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR



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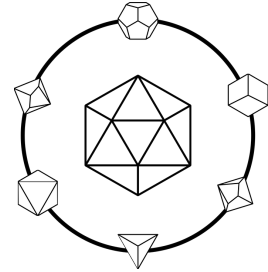
CHARACTER APPEARANCE

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ALLIES & ORGANIZATIONS

NAME

DnD Organization



SYMBOL

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ADDITIONAL FEATURES & TRAITS

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CHARACTER BACKGROUND

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TREASURE










SPELLCASTING ABILITY

SPELLCASTING MODIFIER

SPELL SAVE DC

SPELL ATTACK BONUS

CANTRIPS & PREPARED SPELLS

	Total	Expended		Total	Expended		Total	Expended
LEVEL 1	4		LEVEL 4	3		LEVEL 7	2	
LEVEL 2	3		LEVEL 5	3		LEVEL 8	1	
LEVEL 3	3		LEVEL 6	2		LEVEL 9	1	

CANTRIPS & PREPARED SPELLS

▲ Bonus Action ◆ Reaction

[illegible]

PERSONALITY TRAITS

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Alignment *True Neutral*

IDEALS

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BONDS

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FLAWS

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LANGUAGES

Common, Elvish, Draconic, Deep Speech,
Undercommon, Thieves' Cant

EQUIPMENT

Alchemist's Tools, Mason's Tools,
Carpenter's Tools, Thieves' Tools, Tinker's
Tools

Magic Item Attunement

✦ Magic Item 1

✦ Magic Item 11

✦ Magic Item III

COINS

CP	SP	EP	GP	PP
10000	9	1	9000	100



Blank

SPELLCASTING
CLASS

INT

SPELLCASTING
ABILITY

10

SPELL SAVE DC

+2

SPELL ATTACK
BONUS

0

CANTRIPS

Conjure Minor Elemental (V, S, M)

3

3

6

2

SLOTS TOTAL

SLOTS EXPENDED

1

4

- *Random Spell 1 (V, S)*
- *Random Unprepared Spell (V, S, M)*

4

3

7

2

8

1

2

3

- *Random Spell 2 (S, M)*
- *Random Unprepared Spell (V, S)*

5

3

9

1

SPELLS KNOWN

FEATURES, MAGIC ITEMS AND SPELLS

SECTION 1

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SUBSECTION 1.1

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Paragraph 1.1.1. Dictumst quisque sagittis purus sit. Mattis nunc sed blandit libero volutpat sed cras ornare.

Subparagraph 1.1.1.1. Blandit cursus risus at ultrices mi tempus imperdiet. Et netus et malesuada fames ac turpis egestas maecenas.

SPELLS

CANTRIP

SPELL NAME

Spell Type

Casting Time: Bonus Action

Range: Target

Components: V, S, M

Duration: Duration

Varius vel pharetra vel turpis nunc eget lorem dolor. Tellus orci ac auctor augue.

Cantrip Upgrade. Nulla aliquet enim tortor at auctor urna nunc id cursus. A condimentum vitae sapien pellentesque habitant morbi tristique.

LEVEL X

SPELL NAME

Spell Type

Casting Time: Bonus Action

Range: Target

Components: V, S, M

Duration: Duration

Varius vel pharetra vel turpis nunc eget lorem dolor. Tellus orci ac auctor augue.

Using a Higher-Level Spell Slot. Nulla aliquet enim tortor at auctor urna nunc id cursus. A condimentum vitae sapien pellentesque habitant morbi tristique.

MISCELLANEOUS

ATTACK AND DAMAGE ROLLS

MELEE WEAPONS

Attack Roll.

Mace:

1d20 + STR-Modifier + Proficiency Modifier

Current Max: 22

Rapier (Finesse):

1d20 + DEX-Modifier + Proficiency Modifier

Current Max: 22

Handaxe (Throwable):

1d20 + STR-Modifier + Proficiency Modifier

Current Max (melee): 22

Current Max (thrown): 22

Quarterstaff (Versatile):

1d20 + STR-Modifier + Proficiency Modifier

Current Max: 22

Damage Roll.

Mace:

1d6 + STR-Modifier

Current Max: 6

Rapier (Finesse):

1d8 + DEX-Modifier

Current Max: 8

Handaxe (Throwable):

1d6 + STR-Modifier

Current Max (melee): 6

Current Max (thrown): 6

Quarterstaff (Versatile):

1d6 (1d8) + STR-Modifier

Current Max (one-handed): 6

Current Max (two-handed): 8

RANGED WEAPONS

Attack Roll.

Shortbow:

1d20 + DEX-Modifier + Proficiency Modifier

Current Max: 22

Damage Roll.

Shortbow:

1d6 + DEX-Modifier

Current Max: 6

SPECIAL ATTACKS

Attack Roll.

Unarmed Strike:

1d20 + STR-Modifier + Proficiency Modifier

Current Max: 22

Damage Roll.

Unarmed Strike:

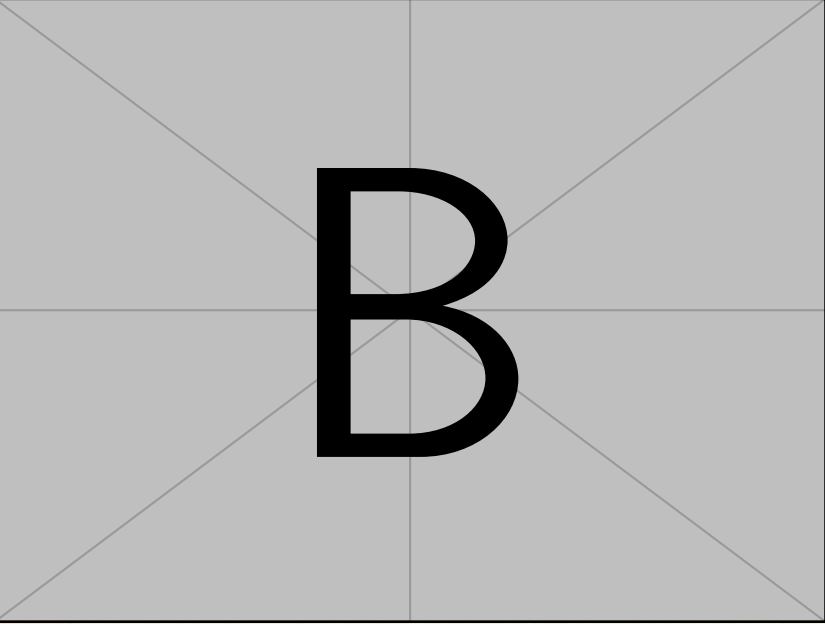
1 + STR-Modifier

Current Max: 1

MAGIC ITEMS

BLANK MAGIC ITEM

Wondrous item, rare (requires attunement)



B

APPEARANCE
HISTORY
MAGIC