

CHARACTER NAME

Scribe

BACKGROUND

Human

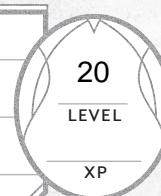
SPECIES

Wizard

CLASS

Diviner

SUBCLASS



ARMOR CLASS

13 or 16

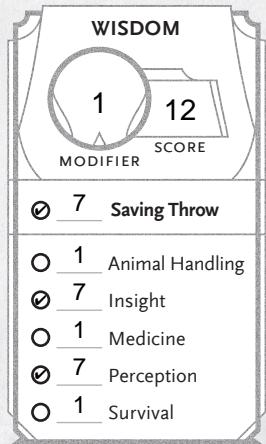
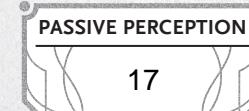
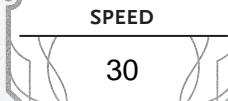
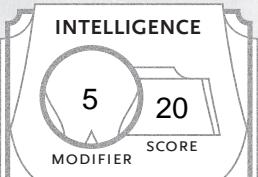
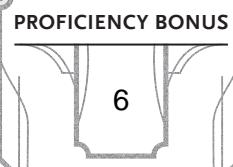
SHIELD

HIT POINTS	TEMP	122
CURRENT	MAX	MAX

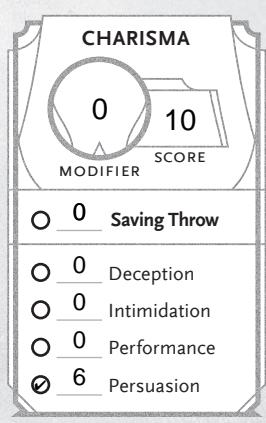
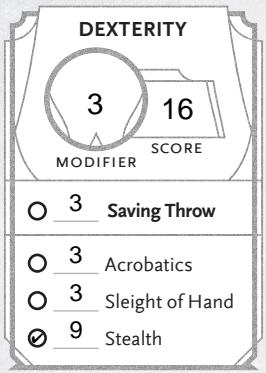
HIT DICE	D6
SPENT	20

DEATH SAVES	SUCCESES
FAILURES	FAILURES

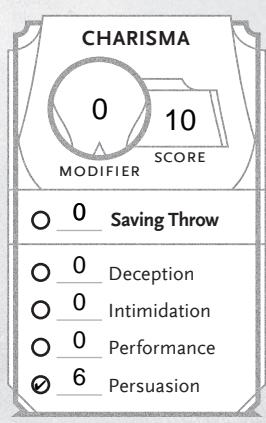
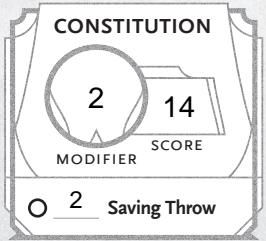
# DUNGEONS & DRAGONS



WEAPONS & DAMAGE CANTRIPS			
Name	Atk Bonus / DC	Damage & Type	Notes
Fire Bolt	11	4d10 Fire	Burns flammable items
Mind Sliver	DC 19Int	4d6 Psychic	-1d4 to targets next save
Witch Bolt (Level 1)	11	2d12 Lightning	Hit or miss, Bonus on later 1
Telekinetic(Bonus Action)	DC 19Str	Push or Pull 5ft	Push or pull 5ft on fail save
Toll the Dead	DC19Wis	4D8 Necrotic	4d12 if target injured



CLASS FEATURES			
Ritual Adept: Ritual spells in your spellbook do not require prep to be cast	Memorize Spell: On short rest, swap one level 1+ Wizard spell from the spellbook.		
Arcane Recovery: At end of short rest, recover spell slots = 1/2 wiz lvl round up	Expert Divination: Casting a level 2+ div spell using a spellslot, you regain one smaller expended spell slot.		
Scholar: Expertise* in Arcana	The Third Eye: Bonus, choose1: Darkvision 120ft, Read any lang, See invisibility. Recharge on any rest.		
Divination Savant: +2 Div. Spells @ level 3 and +1 on every new spell level (3,5,7,9 etc)	Spell Mastery:Unlimited & Free: Sleep, Mirror Image		
Greater Portent: Every long rest roll 3d20 and replace other dice that day with those D20s	Mage Slayer: +1Dex, enemies disadv on concentration, autopass wis/int/cha 1/per rest		
Boon: Dimensional Travel: +1Dex When you use the magic action,teleport 30ft			



SPECIES TRAITS	
Resourceful: You gain Heroic Inspiration whenever you finish a Long Rest.	
Versatile: Magic Initiate Wizard (Mage Armor)	
Feats Extended	
Mage Slayer: +1 Dex, enemies disadv. on concentration, and autopass saves for wis/int/cha, 1/per rest.	
Signature Spells: Counterspell & Slow (Free 1 per day)	

FEATS	
Magic Initiate (Wizard): Mage Armor, Elementalism, Minor Illusion	
Skilled: Religion, Nature, Stealth	
Telekinetic:+1int, +30 ft on mage hand and it is invisible now. Gain push/pull.	
War Caster: +1Int, adv on Concentration Saves. Reactive Spell:Opportunity attack with single target spells	
Keen Mind: +1Int, Investigation Expertise, Can study as a bonus action	

## EQUIPMENT TRAINING & PROFICIENCIES

ARMOR TRAINING  Light  Medium  Heavy  Shields

WEAPONS

Simple

TOOLS

Calligrapher's Supplies

## SPELLCASTING ABILITY

5	SPELLCASTING MODIFIER
19	SPELL SAVE DC
11	SPELL ATTACK BONUS



## SPELL SLOTS

LEVEL 1	Total 4	Expended 0	LEVEL 4	Total 3	Expended 0	LEVEL 7	Total 2	Expended 0
LEVEL 2	3	0	LEVEL 5	3	0	LEVEL 8	1	0
LEVEL 3	3	0	LEVEL 6	2	0	LEVEL 9	1	0

## PERSONALITY


## CHARACTER PORTRAIT / SYMBOL

## CANTRIPS &amp; PREPARED SPELLS

Level	Name	Casting Time	Range	Concentration, Ritual & Required Material	Notes
C	Fire Bolt	Action	120ft	◆ C ◆ R ◆ M	Burns flammable it
C	Mind Sliver	Action	60ft	◆ C ◆ R ◆ M	Int Save & -1d4 to i
C	Mage Hand	Action	30ft	◆ C ◆ R ◆ M	Up to 10 lbs
C	Minor Illusion	Action	30ft	◆ C ◆ R ◆ M	5ft sq object or sou
C	Elementalism	Action	30ft	◆ C ◆ R ◆ M	5ft sq harmlessly c
1	Shield	React	Self	◆ C ◆ R ◆ M	+5AC until next tur
1	Sleep	Action	5ft sq in 6 ft	◆ C ◆ R ◆ M	Wis save or uncon:
1	Mage Armor (1Free per da)	Action	Touch	◆ C ◆ R ◆ M	AC = 13 + Dex
1	Witch Bolt	Action	60ft	◆ C ◆ R ◆ M	On hit 2d12, BA for
1	Tasha's Hideous Laughter	Action	30ft	◆ C ◆ R ◆ M	Wis save or incapa
1	Tenser's Floating Disk (1H)	Ritual	30ft (500	◆ C ◆ R ◆ M	Wheelbarrow follow
1	Detect Magic (10 mins)	Ritual	Self 30ft	◆ C ◆ R ◆ M	See the colors of m
1	Absorb Elements	React	Self	◆ C ◆ R ◆ M	Resistance to 1 ele
1	Comprehend Languages	Ritual	Self 1hou	◆ C ◆ R ◆ M	Know lang.,read/h
1	Identify	Ritual	Self 1hou	◆ C ◆ R ◆ M	Learn Magic Item
2	Augury	Ritual	Self	◆ C ◆ R ◆ M	Ask God 1 Y/N que
2	Web	Action	60ft 20ft	◆ C ◆ R ◆ M	Dex Save or restrai
2	Misty Step	Bonus	30 ft	◆ C ◆ R ◆ M	Teleport 30ft
C	Message	Action	120ft	◆ C ◆ R ◆ M	Magic whisper
2	Mirror Image (3d6)	Action	Self	◆ C ◆ R ◆ M	If hit roll&3+img hit
2	Suggestion(25Words or <)	Action	30ft	◆ C ◆ R ◆ M	WisSave ORforced
2	Detect Thoughts	Action	Self	◆ C ◆ R ◆ M	SurfaceOrWisSave
3	PhantomSteed(1Hour)	Ritual	30ft	◆ C ◆ R ◆ M	Riding Horse 1hp
3	Slow/6ppl,-2ac,1atk,3/4sp)	Action	120/40c	◆ C ◆ R ◆ M	WisSv&ActnOrBon
3	Counterspell	React	60ft	◆ C ◆ R ◆ M	Con Save Interupt
3	Fireball	Action	150/20r	◆ C ◆ R ◆ M	Dex Save 8d6 fire
4	Divination	Ritual	Self	◆ C ◆ R ◆ M	Ask god abt nxt wk
4	Wall of Fire(20ft High)	Action	120/60	◆ C ◆ R ◆ M	Circle Or Wall 60ft
4	Dimension Door(CnTk+1)	Action	500ft	◆ C ◆ R ◆ M	Teleprt(W1AllyN5)
4	Tiny Hut (Safe and Comfy)	Ritual	Self/10ft	◆ C ◆ R ◆ M	8HrBlock Spells<L3

## LANGUAGES

Common, Draconic, Giant

## EQUIPMENT

Scholar's Pack  
 Robe  
 Arcane Focus(Quarterstaff)  
 Daggers x2  
 Spellbook:  
 Witch Bolt,  
 Tenser's Floating Disk,  
 Detect Magic, Tiny Hut,  
 ComprehendLanguages,  
 Identify, Augury, Divination  
 Suggestion, Detect Thoughts,  
 Fireball  
 PhantomSteed(1Hour)(100ft spd)

## Magic Item Attunement



## COINS

CP	SP	EP	GP	PP
Y	Y	Y	Y	Y

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