

CHARACTER NAME

Scribe

BACKGROUND

Human

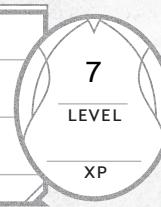
SPECIES

Wizard

CLASS

Diviner

SUBCLASS



ARMOR CLASS

12 or 15

SHIELD

HIT POINTS

TEMP 44

MAX

HIT DICE

D6

SPENT 7

MAX

DEATH SAVES

SUCCESSES

FAILURES

DUNGEONS & DRAGONS®

PROFICIENCY BONUS

3

STRENGTH

-1

8

MODIFIER SCORE

 -1 Saving Throw -1 Athletics

DEXTERITY

2

14

MODIFIER SCORE

 2 Saving Throw 2 Acrobatics 2 Sleight of Hand 5 Stealth

CONSTITUTION

2

14

MODIFIER SCORE

 2 Saving Throw

HEROIC INSPIRATION

INTELLIGENCE

4

17

MODIFIER SCORE

 7 Saving Throw 10 Arcana 4 History 7 Investigation 7 Nature 7 Religion

WISDOM

1

12

MODIFIER SCORE

 4 Saving Throw 1 Animal Handling 4 Insight 1 Medicine 4 Perception 1 Survival

INITIATIVE

2

SPEED

30

SIZE

Medium

PASSIVE PERCEPTION

14

WEAPONS & DAMAGE CANTRIPS

Name	Atk Bonus / DC	Damage & Type	Notes
Fire Bolt	7	2d10 Fire	Burns flammable items
Mind Sliver	DC 15Int	2d6 Psychic	-1d4 to targets next save
Witch Bolt (Level 1)	7	2d12 Lightning	Hit or miss, Bonus on later 1
Telekinetic(Bonus Action)	DC 15Str	Push or Pull 5ft	Push or pull 5ft on fail save

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

Divination Savant: +2 Div. Spells @ level 3 and +1 on every new spell level (3,5,7,9 etc)

Portent: Every long rest roll 2d20 and replace other dice that day with those D20s

SPECIES TRAITS

Resourceful: You gain Heroic Inspiration whenever you finish a Long Rest.

Versatile: Magic Initiate Wizard (Mage Armor)

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.

EQUIPMENT TRAINING & PROFICIENCIES

ARMOR TRAINING Light Medium Heavy Shields

WEAPONS

Simple

TOOLS

Calligrapher's Supplies

SPELLCASTING ABILITY

4	SPELLCASTING MODIFIER
15	SPELL SAVE DC
7	SPELL ATTACK BONUS



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CANTRIPS & PREPARED SPELLS

Level	Name	Casting Time	Range	Concentration, Ritual & Required Material	Notes
C	Fire Bolt	Action	120ft	◆ C ◆ R ◆ M	Burns flammable items
C	Mind Sliver	Action	60ft	◆ C ◆ R ◆ M	Int Save & -1d4 to AC
C	Mage Hand	Action	30ft	◆ C ◆ R ◆ M	Up to 10 lbs
C	Minor Illusion	Action	30ft	◆ C ◆ R ◆ M	5ft sq object or sound
C	Elementalism	Action	30ft	◆ C ◆ R ◆ M	5ft sq harmlessly charged
1	Shield	React	Self	◆ C ◆ R ◆ M	+5AC until next turn
1	Sleep	Action	5ft sq in 6 ft cone	◆ C ◆ R ◆ M	Wis save or unconscious
1	Mage Armor (1Free per day)	Action	Touch	◆ C ◆ R ◆ M	AC = 13 + Dex
1	Witch Bolt	Action	60ft	◆ C ◆ R ◆ M	On hit 2d12, BA for 1d6
1	Tasha's Hideous Laughter	Action	30ft	◆ C ◆ R ◆ M	Wis save or incapacitated
1	Tenser's Floating Disk (1Hour)	Ritual	30ft (500 ft)	◆ C ◆ R ◆ M	Wheelbarrow follows
1	Detect Magic (10 mins)	Ritual	Self 30ft	◆ C ◆ R ◆ M	See the colors of magic
1	Absorb Elements	React	Self	◆ C ◆ R ◆ M	Resistance to 1 element
1	Comprehend Languages	Ritual	Self 1 hour	◆ C ◆ R ◆ M	Know lang., read/handwritten
1	Identify	Ritual	Self 1 hour	◆ C ◆ R ◆ M	Learn Magic Item
2	Augury	Ritual	Self	◆ C ◆ R ◆ M	Ask God 1 Y/N question
2	Web	Action	60ft 20ft	◆ C ◆ R ◆ M	Dex Save or restrained
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 less)	Action	30ft	◆ C ◆ R ◆ M	Wis Save OR forced
2	Detect Thoughts	Action	Self	◆ C ◆ R ◆ M	Surface OR Wis Save
3	Phantom Steed(1Hour)	Ritual	30ft	◆ C ◆ R ◆ M	Riding Horse 1hp
3	Slow/6ppl,-2ac,1atk,3/4spd	Action	120/40c	◆ C ◆ R ◆ M	Wis Sv & Actn Or Bon
3	Counterspell	React	60ft	◆ C ◆ R ◆ M	Con Save Interrupt
3	Fireball	Action	150/20ft	◆ 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	Teleport(W1AllyN5)

PERSONALITY

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CHARACTER PORTRAIT / SYMBOL

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LANGUAGES

Common, Draconic, Giant

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EQUIPMENT

Scholar's Pack
 Robe
 Arcane Focus(Quarterstaff)
 Daggers x2
 Spellbook
 (Tenser's Floating Disk,
 Detect Magic,
 Comprehend Languages,
 Identify, Augury, Divination
 Suggestion, Detect Thoughts
 Phantom Steed(1Hour)(100ft spd))

Magic Item Attunement



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COINS

CP	SP	EP	GP	PP
			28	