

CHARACTER NAME

Scribe

BACKGROUND

Human

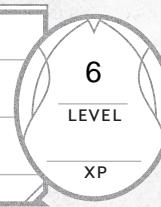
SPECIES

Wizard

CLASS

Diviner

SUBCLASS



ARMOR CLASS

12 or 15

SHIELD

CURRENT	38
TEMP	38

HIT POINTS

MAX

HIT DICE

D6

SPENT

6

MAX

DEATH SAVES



DUNGEONS & DRAGONS

PROFICIENCY BONUS

3

STRENGTH

-1
MODIFIER

8
SCORE

-1 Saving Throw

-1 Athletics

DEXTERITY

2
MODIFIER

14
SCORE

2 Saving Throw

2 Acrobatics

2 Sleight of Hand

5 Stealth

CONSTITUTION

2
MODIFIER

14
SCORE

2 Saving Throw

HEROIC INSPIRATION



INTELLIGENCE

4

MODIFIER

17

SCORE

7 Saving Throw

- 10 Arcana
- 4 History
- 7 Investigation
- 7 Nature
- 7 Religion

WISDOM

1

MODIFIER

12

SCORE

4 Saving Throw

- 1 Animal Handling
- 4 Insight
- 1 Medicine
- 4 Perception
- 1 Survival

EQUIPMENT TRAINING & PROFICIENCIES

ARMOR TRAINING Light Medium Heavy Shields

WEAPONS

Simple

TOOLS

Calligrapher's Supplies

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.

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 Int
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 60ft	◆ 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	WisSave OR forced
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,3/4spd	Action	120/40c	◆ C ◆ R ◆ M	WisSv&ActnOrBon
3	Counterspell	React	60ft	◆ C ◆ R ◆ M	Con Save Interrupt
3	Fireball	Action	150/20ft	◆ C ◆ R ◆ M	Dex Save 8d6 fire

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,
 Suggestion, Detect Thoughts
 PhantomSteed(1Hour)(100ft spd))

Magic Item Attunement



CP	SP	EP	GP	PP
28				