

CHARACTER NAME

Scribe

BACKGROUND

Human

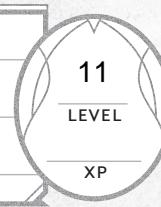
SPECIES

Wizard

CLASS

Diviner

SUBCLASS



ARMOR CLASS

12 or 15

SHIELD

HIT POINTS	
TEMP	68
MAX	

HIT DICE	
D6	
SPENT	10

DEATH SAVES	
SUCCESES	
FAILURES	

DUNGEONS & DRAGONS®

PROFICIENCY BONUS	4
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INTELLIGENCE	4	19	SCORE
MODIFIER			

INITIATIVE	2
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SPEED	30
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SIZE	Medium
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PASSIVE PERCEPTION	14
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STRENGTH	-1	8	SCORE
MODIFIER			
O -1 Saving Throw			
O -1 Athletics			

Ø 8 Saving Throw	8
Ø 12 Arcana	12
O 4 History	4
Ø 8 Investigation	8
Ø 8 Nature	8
Ø 8 Religion	8

DEXTERITY	2	14	SCORE
MODIFIER			
O 2 Saving Throw			
O 2 Acrobatics			
O 2 Sleight of Hand			
Ø 6 Stealth			

WISDOM	1	12	SCORE
MODIFIER			
Ø 5 Saving Throw	5		
O 1 Animal Handling	1		
Ø 5 Insight	5		
O 1 Medicine	1		
Ø 5 Perception	5		
O 1 Survival	1		

CONSTITUTION	2	14	SCORE
MODIFIER			
O 2 Saving Throw			

CHARISMA	0	10	SCORE
MODIFIER			
O 0 Saving Throw	0		
O 0 Deception	0		
O 0 Intimidation	0		
O 0 Performance	0		
Ø 4 Persuasion	4		

HEROIC INSPIRATION	
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EQUIPMENT TRAINING & PROFICIENCIES	
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ARMOR TRAINING ◊ Light ◊ Medium ◊ Heavy ◊ Shields

WEAPONS

Simple

TOOLS

Calligrapher's Supplies

WEAPONS & DAMAGE CANTRIPS

Name	Atk Bonus / DC	Damage & Type	Notes
Fire Bolt	8	3d10 Fire	Burns flammable items
Mind Sliver	DC 16Int	3d6 Psychic	-1d4 to targets next save
Witch Bolt (Level 1)	8	2d12 Lightning	Hit or miss, Bonus on later 1
Telekinetic(Bonus Action)	DC 16Str	Push or Pull 5ft	Push or pull 5ft on fail save
Toll the Dead	DC16Wis	3D8 Necrotic	3d12 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)

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.

War Caster: +1Int, adv on Concentration Saves. Reactive Spell:Opportunity attack with single target spells

SPELLCASTING ABILITY

4	SPELLCASTING MODIFIER
16	SPELL SAVE DC
8	SPELL ATTACK BONUS



SPELL SLOTS

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

PERSONALITY

CHARACTER PORTRAIT / SYMBOL

CANTRIPS & 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 60ft	◆ 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 ft)	◆ 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 1hour	◆ C ◆ R ◆ M	Know lang.,read/h
1	Identify	Ritual	Self 1hour	◆ 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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