

CHARACTER NAME

Scribe

BACKGROUND

Human

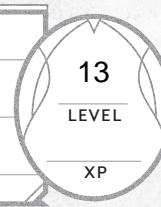
SPECIES

Wizard

CLASS

Diviner

SUBCLASS



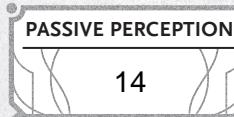
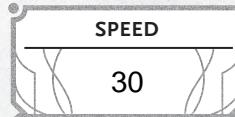
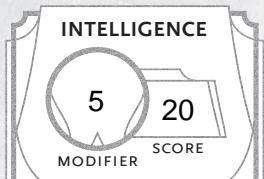
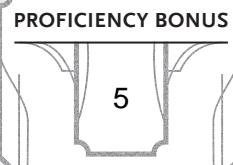
ARMOR CLASS

12 or 15

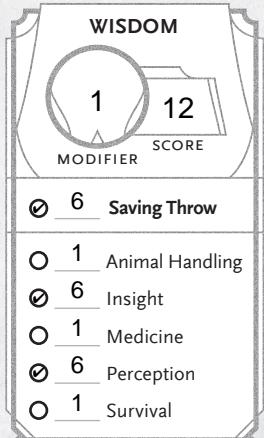
SHIELD

HIT POINTS	HIT DICE	DEATH SAVES
CURRENT	TEMP	SUCCESSES
MAX	MAX	FAILURES
80	D6	3

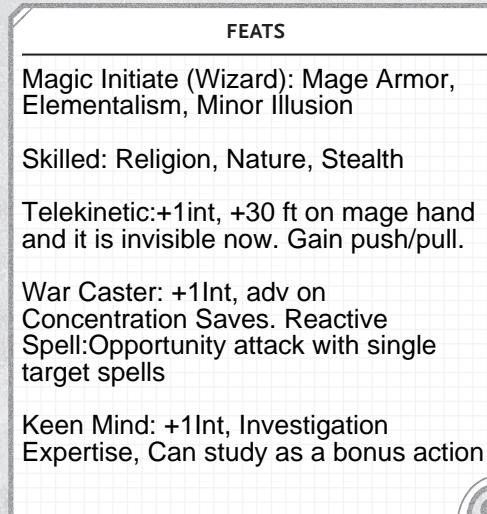
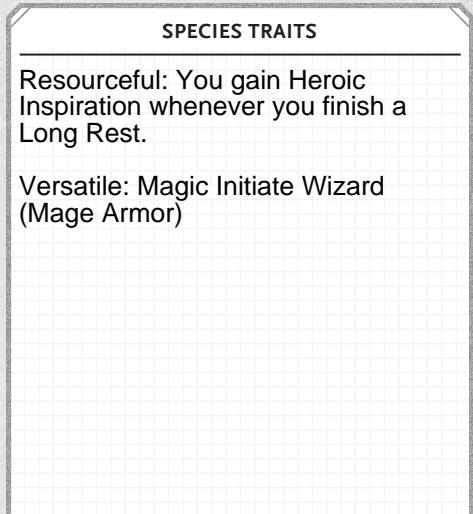
DUNGEONS & DRAGONS



WEAPONS & DAMAGE CANTRIPS			
Name	Atk Bonus / DC	Damage & Type	Notes
Fire Bolt	10	3d10 Fire	Burns flammable items
Mind Sliver	DC 18 Int	3d6 Psychic	-1d4 to targets next save
Witch Bolt (Level 1)	9	2d12 Lightning	Hit or miss, Bonus on later 1
Telekinetic(Bonus Action)	DC 18 Str	Push or Pull 5ft	Push or pull 5ft on fail save
Toll the Dead	DC 18 Wis	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			



SPELLCASTING ABILITY

5	SPELLCASTING MODIFIER
18	SPELL SAVE DC
10	SPELL ATTACK BONUS



SPELL SLOTS

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

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 6	◆ 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 fo
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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