

CHARACTER NAME

Scribe

BACKGROUND

Human

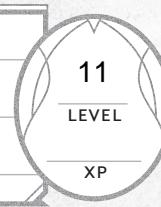
SPECIES

Wizard

CLASS

Diviner

SUBCLASS



ARMOR CLASS

12 or 15

SHIELD

CURRENT	TEMP	MAX
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HIT POINTS

68

MAX

HIT DICE

D6

SPENT

10

MAX

DEATH SAVES



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			

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

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	2D8 Necrotic	2d12 if target injured

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

CHARISMA	0	10	SCORE
MODIFIER			
O 0 Saving Throw			

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			

CONSTITUTION	2	14	SCORE
MODIFIER			
O 2 Saving Throw			

CHARISMA	0	10	SCORE
MODIFIER			
O 0 Saving Throw			

HEROIC INSPIRATION	
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CHARISMA	0	10	SCORE
MODIFIER			
O 0 Deception			
O 0 Intimidation			
O 0 Performance			
O 4 Persuasion			

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	

EQUIPMENT TRAINING & PROFICIENCIES				
ARMOR TRAINING	Light	Medium	Heavy	Shields

WEAPONS

Simple

TOOLS

Calligrapher's Supplies

SPELLCASTING ABILITY

4	SPELLCASTING MODIFIER
16	SPELL SAVE DC
8	SPELL ATTACK BONUS

**D&D®**

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

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 6ft	◆ 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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