

CHARACTER NAME

Scribe

BACKGROUND

Human

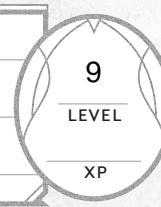
SPECIES

Wizard

CLASS

Diviner

SUBCLASS



ARMOR CLASS

12 or 15

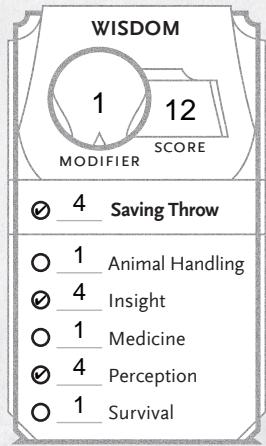
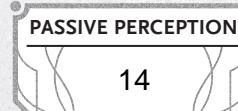
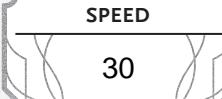
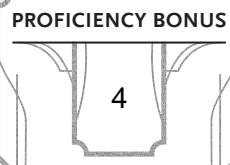
SHIELD

HIT POINTS	
TEMP	56
CURRENT	MAX

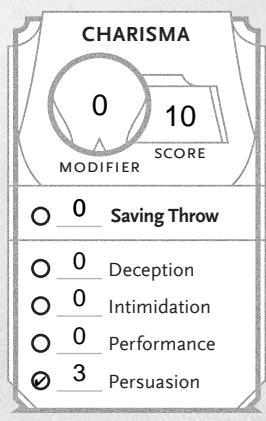
HIT DICE	D6
SPENT	9

DEATH SAVES	SUCCESES
	FAILURES

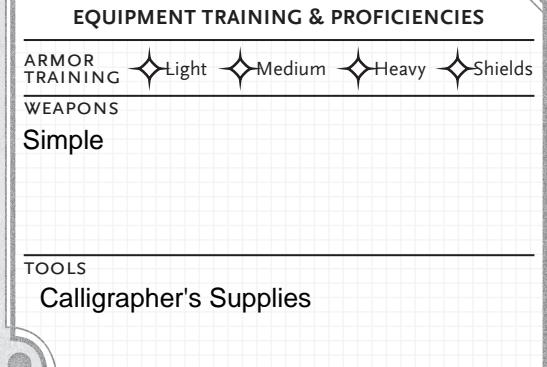
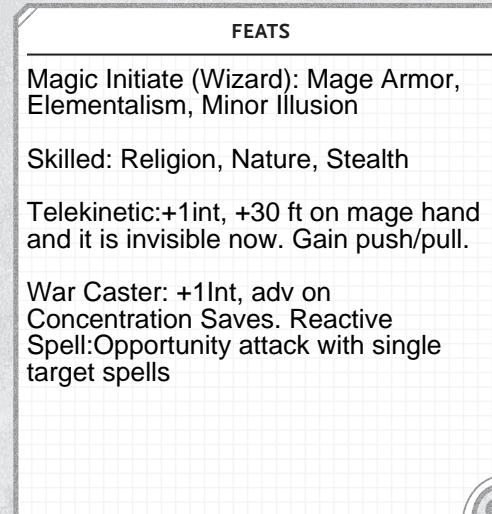
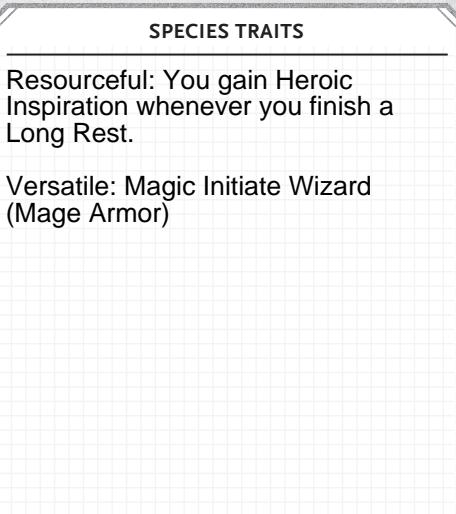
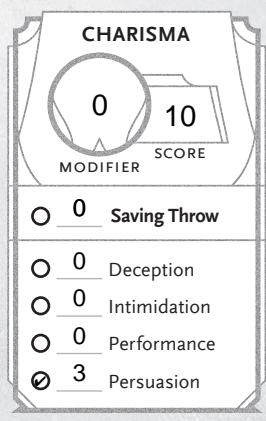
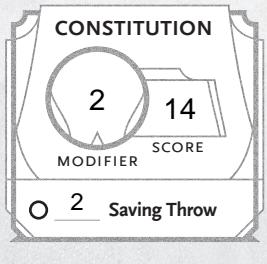
DUNGEONS & DRAGONS®



WEAPONS & DAMAGE CANTRIPS			
Name	Atk Bonus / DC	Damage & Type	Notes
Fire Bolt	8	2d10 Fire	Burns flammable items
Mind Sliver	DC 16Int	2d6 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



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	



SPELLCASTING ABILITY

4	SPELLCASTING MODIFIER
16	SPELL SAVE DC
8	SPELL ATTACK BONUS

**D&D®**

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

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	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,3/4sp)	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)
4	Tiny Hut (Safe and Comfy)	Ritual	Self/10ft	◆ C ◆ R ◆ M	8Hr Block Spells < L3

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:
 Witch Bolt,
 Tenser's Floating Disk,
 Detect Magic, Tiny Hut,
 Comprehend Languages,
 Identify, Augury, Divination
 Suggestion, Detect Thoughts,
 Fireball
 Phantom Steed(1 Hour)(100ft spd)

Magic Item Attunement



COINS				
CP	SP	EP	GP	PP

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