

CHARACTER NAME

Scribe

BACKGROUND

Human

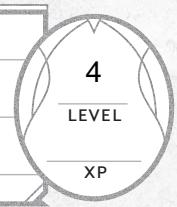
SPECIES

Wizard

CLASS

Diviner

SUBCLASS



ARMOR CLASS

12 or 15

SHIELD

| | |
|------------|-----|
| HIT POINTS | |
| TEMP | 26 |
| CURRENT | MAX |

HIT DICE

D6

SPENT

4

MAX

DEATH SAVES



SUCCESSES



FAILURES

DUNGEONS & DRAGONS®

PROFICIENCY BONUS

2

STRENGTH

-1

8

MODIFIER SCORE

 -1 Saving Throw -1 Athletics

DEXTERITY

2

14

MODIFIER SCORE

 2 Saving Throw 2 Acrobatics 2 Sleight of Hand 4 Stealth

CONSTITUTION

2

14

MODIFIER SCORE

 2 Saving Throw

HEROIC INSPIRATION



INTELLIGENCE

4

17

MODIFIER SCORE

 6 Saving Throw 8 Arcana 4 History 6 Investigation 6 Nature 6 Religion

WISDOM

1

12

MODIFIER SCORE

 3 Saving Throw 1 Animal Handling 3 Insight 1 Medicine 3 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

13

WEAPONS & DAMAGE CANTRIPS

| Name | Atk Bonus / DC | Damage & Type | Notes |
|---------------------------|----------------|------------------|-------------------------------|
| Fire Bolt | 6 | 2d10 Fire | Burns flammable items |
| Mind Sliver | DC14 Int | 2d6 Psychic | -1d4 to targets next save |
| Witch Bolt (Level 1) | 6 | 2d12 Lightning | Hit or miss, Bonus on later 1 |
| Telekinetic(Bonus Action) | DC14 Str | 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

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 |
| 14 | SPELL SAVE DC |
| 6 | SPELL ATTACK BONUS |



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

CANTRIPS & PREPARED SPELLS

PERSONALITY

PERSONALITY

CHARACTER PORTRAIT / SYMBOL

CHARACTER PORTRAIT / SYMBOL

LANGUAGES

Common, Draconic, Giant

EQUIPMENT

Scholar's Pack
Robe
Arcane Focus(Quarterstaff)
Daggers x2
Spellbook
(
Tenser's Floating Disk,
Detect Magic,
Comprehend Languages,
Identify, Augury,
Suggestion
)

Magic Item Attunement



COINS

The diagram consists of five rectangular boxes arranged horizontally. Above each box is a small label: 'CP' on the far left, followed by 'SP', 'EP', 'GP', and 'PP'. Each label has a thin black arrow pointing upwards towards its respective box. The central box contains the large black number '28'. The other four boxes are empty.