

CHARACTER NAME

Scribe

BACKGROUND

Human

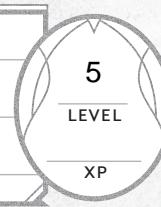
SPECIES

Wizard

CLASS

Diviner

SUBCLASS



ARMOR CLASS

12 or 15

SHIELD

HIT POINTS	
TEMP	32
CURRENT	MAX

HIT DICE	D6
SPENT	5

DEATH SAVES	SUCCESES
	FAILURES

DUNGEONS & DRAGONS®

PROFICIENCY BONUS	3
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INTELLIGENCE	4	18
MODIFIER		

INITIATIVE	2
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SPEED	30
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SIZE	Medium
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PASSIVE PERCEPTION	13
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STRENGTH	-1	8
MODIFIER		
O -1 Saving Throw		
O -1 Athletics		

Ø 7 Saving Throw	7
Ø 10 Arcana	10
O 4 History	4
Ø 7 Investigation	7
⊗ 7 Nature	7
Ø 7 Religion	7

WEAPONS & DAMAGE CANTRIPS			
Name	Atk Bonus / DC	Damage & Type	Notes
Fire Bolt	7	2d10 Fire	Burns flammable items
Mind Sliver	DC 15 Int	2d6 Psychic	-1d4 to targets next save
Witch Bolt (Level 1)	7	2d12 Lightning	Hit or miss, Bonus on later 1
Telekinetic(Bonus Action)	DC 15 Str	Push or Pull 5ft	Push or pull 5ft on fail save

DEXTERITY	2	14
MODIFIER		
O 2 Saving Throw		
O 2 Acrobatics		
O 2 Sleight of Hand		
Ø 5 Stealth		

WISDOM	1	12
MODIFIER		
Ø 4 Saving Throw	4	
O 1 Animal Handling	1	
Ø 4 Insight	4	
O 1 Medicine	1	
Ø 4 Perception	4	
O 1 Survival	1	

CONSTITUTION	2	14
MODIFIER		
O 2 Saving Throw		

CHARISMA	0	10
MODIFIER		
O 0 Saving Throw	0	
O 0 Deception	0	
O 0 Intimidation	0	
O 0 Performance	0	
Ø 3 Persuasion	3	

HEROIC INSPIRATION	
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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	

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

WEAPONS

Simple

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.	

TOOLS

Calligrapher's Supplies

SPELLCASTING ABILITY	
4	SPELLCASTING MODIFIER
15	SPELL SAVE DC
7	SPELL ATTACK BONUS



SPELL SLOTS			
	Total	Expended	
LEVEL 1	4	   	
LEVEL 2	3	  	
LEVEL 3	2	 	
LEVEL 4		   	
LEVEL 5		   	
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, Detect Thoughts
PhantomSteed(100ft spd)
)

Magic Item Attunement



COINS

CP	SP	EP	GP	PP
X	X	X	28	X