

## Geniever Chalotra

CHARACTER NAME

Wizard (Illusion)

CLASS & LEVEL

Noble

BACKGROUND

PLAYER NAME

High Elf

RACE

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

-1

8

DEXTERITY

+2

15

CONSTITUTION

0

10

INTELLIGENCE

+3

16

WISDOM

+2

14

CHARISMA

+1

12

INSPIRATION

+2

PROFICIENCY BONUS

- ☐ -1 Strength
- ☐ +2 Dexterity
- ☐ 0 Constitution
- ☒ +5 Intelligence
- ☒ +4 Wisdom
- ☐ +1 Charisma

SAVING THROWS

- ☐ +2 Acrobatics (Dex)
- ☐ +2 Animal Handling (Wis)
- ☒ +5 Arcana (Int)
- ☐ -1 Athletics (Str)
- ☐ +1 Deception (Cha)
- ☐ +3 History (Int)
- ☒ +4 Insight (Wis)
- ☐ +1 Intimidation (Cha)
- ☒ +5 Investigation (Int)
- ☐ +2 Medicine (Wis)
- ☐ +3 Nature (Int)
- ☒ +4 Perception (Wis)
- ☐ +1 Performance (Cha)
- ☐ +1 Persuasion (Cha)
- ☐ +3 Religion (Int)
- ☒ +4 Sleight of Hand (Dex)
- ☐ +2 Stealth (Dex)
- ☐ +2 Survival (Wis)

SKILLS

12

ARMOR CLASS

+2

INITIATIVE

30

SPEED

Hit Point Maximum 10 14

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 2 3

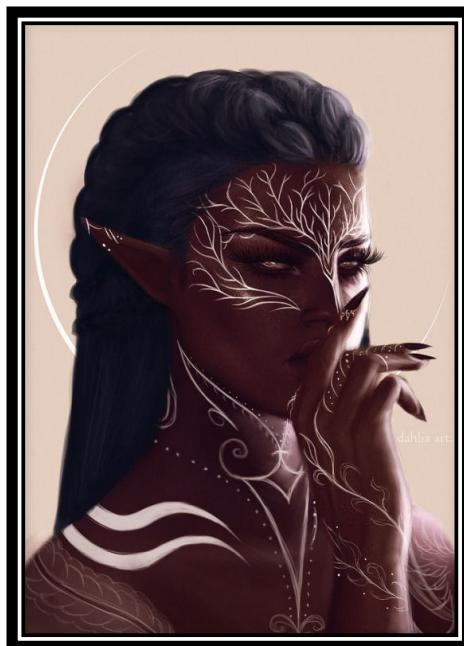
d6

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES



NAME ATK BONUS DAMAGE/TYPE

Shortsword

+4

d6+2

Chill Touch: 120ft, ranged spell attack (+5). On a hit, the target takes 1d8 necrotic damage and can't regain hit points until the start of your next turn.

Sword Burst: Each creature within 5 feet of you must succeed on a DC13 Dex saving throw or take 1d6 force damage.

ATTACKS & SPELLCASTING

14

PASSIVE WISDOM (PERCEPTION)

Languages:

- Common
- Elvish
- Draconic

OTHER PROFICIENCIES & LANGUAGES

CP

Shortsword

SP

Spellbook

CP

Scholar's Pack:

CP

-- Backpack

CP

-- Filigree: A Treatise on

CP

Fine Illusion

CP

-- Bottle of ink

-- Ink pen

-- 10 sheets of parchment

-- Little bag of sand

-- Letter opener

EQUIPMENT

Darkvision - 60 feet

Fey Ancestry: You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Arcane Recovery: Once per day when you finish a short rest, you can regain one 1st level spell slot.

Cantrips:

-- Mage Hand: As an action, you create a spectral, floating hand within 30ft of you. You can use the hand to manipulate objects, but it cannot attack or carry more than 10lbs.

-- Message: You whisper a message to a target within 120ft that only you and the target can hear.

-- Minor Illusion: You use your action to create an illusory sound and/or the image of an object in a 5ft cube within 30ft of you. The effect lasts for a minute.

FEATURES & TRAITS



# Wizard

Int (+3)

SPELLCASTING  
ABILITY

13

SPELL SAVE DC

+5

SPELL ATTACK  
BONUS

0

## CANTRIPS

Chill Touch  
Mage Hand  
Message  
Minor Illusion  
Sword Burst

SPELL  
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

3

4

PREPARED

SPELL NAME

☐ Color Spray  
☐ Disguise Self  
☐ Ice Knife  
☐ Shield  
☐ Silent Image

2

2

☐ Invisibility  
☐ Phantasmal Force

### COLOR SPRAY

**Casting Time:** 1 action

**Range:** 15ft cone

Roll 6d10. The total is how many hit points of creatures within the cone are blinded by the spell until the end of your next turn.

### DISGUISE SELF

**Casting Time:** 1 action

**Duration:** 1 hour

You make your physical appearance (including your belongings) look different. You can appear up to 1 foot shorter or taller, and must maintain the same basic arrangement of limbs. The changes are illusory. A creature can attempt an Investigation check (DC13) to discern that you are disguised.

### ICE KNIFE

**Casting Time:** 1 action

**Range:** 60ft

Make a ranged spell attack against one target within range. On a hit, the target takes 1d10 piercing damage. Hit or miss, the shard then explodes. The target and each creature within 5 feet of it must succeed on a DC13 Dex saving throw or take 2d6 cold damage.

### SHIELD

**Casting Time:** 1 reaction, which you take in response to being hit by an attack or being targeted by the Magic Missile spell

**Duration:** 1 round.

Until the start of your next turn, you have a +5 bonus to AC, including against the triggering attack, and you take no damage from Magic Missile.

### SILENT IMAGE

**Casting Time:** 1 action

**Range:** 60ft

**Duration:** Concentration, 10 minutes

You create the image of an object, a creature, or some other visible phenomenon that is no larger than a 15ft cube. You can use your action to move the image to any spot within range, changing its appearance so that its movements appear natural.

### INVISIBILITY

**Casting Time:** 1 action

**Range:** Touch

**Duration:** Concentration, 1 hour

A creature you touch becomes invisible until the spell ends or until it attacks or casts a spell.

### PHANTASMAL FORCE

**Casting Time:** 1 action

**Range:** 30ft

**Duration:** Concentration 1 minute

On a failed Int saving throw (DC13), you create a phantasmal object, creature, or other visible phenomenon that is no larger than a 10ft cube and perceivable only to the target. The target treats the illusion as if it were real, rationalizing any illogical outcomes from interacting with the phantasm. It is so convinced of the phantasm's reality that it can take damage from the illusion. Each round on your turn, the phantasm can deal 1d6 psychic damage to the target, provided it is a creature of illusion that could logically do damage. The target perceives the damage type as appropriate to the illusion.