D&D BEYOND

# Human Wizard

CHARACTER NAME

| | | |
|---|---|---|
| Wizard 3 | | |
| CLASS & LEVEL | | PLAYER NAME |
| Human | Sage | (Milestone) |
| RACE | BACKGROUND | EXPERIENCE POINTS |

| | |
|---|---|
| STRENGTH | -1 (9) |
| DEXTERITY | +1 (13) |
| CONSTITUTION | +2 (15) |
| INTELLIGENCE | +3 (16) |
| WISDOM | +2 (14) |
| CHARISMA | +0 (11) |

| | | |
|---|---|---|
| ○ | -1 | Strength |
| ○ | +1 | Dexterity |
| ○ | +2 | Constitution |
| ⊙ | +5 | Intelligence |
| ⊙ | +4 | Wisdom |
| ○ | +0 | Charisma |

Saving Throw Modifiers

SAVING THROWS

| | | | |
|---|---|---|---|
| ○ | +1 | Acrobatics | DEX |
| ○ | +2 | Animal Handling | WIS |
| Ⓟ | +5 | Arcana | INT |
| ○ | -1 | Athletics | STR |
| ○ | +0 | Deception | CHA |
| Ⓟ | +5 | History | INT |
| ○ | +2 | Insight | WIS |
| ○ | +0 | Intimidation | CHA |
| Ⓟ | +5 | Investigation | INT |
| ○ | +2 | Medicine | WIS |
| ○ | +3 | Nature | INT |
| ○ | +2 | Perception | WIS |
| ○ | +0 | Performance | CHA |
| ○ | +0 | Persuasion | CHA |
| Ⓟ | +5 | Religion | INT |
| ○ | +1 | Sleight of Hand | DEX |
| ○ | +1 | Stealth | DEX |
| ○ | +2 | Survival | WIS |
| ○ | ___ | _____ | |
| ○ | ___ | _____ | |
| ○ | ___ | _____ | |

SKILLS

+1 INITIATIVE

ARMOR 11 CLASS

DEFENSES

INSPIRATION

+2 PROFICIENCY BONUS

ABILITY SAVE DC

30 ft. (Walking)

SPEED

| Max HP | Current HP | Temp HP |
|---|---|---|
| 20 | | -- |

HIT POINTS

Total 3d6

HIT DICE

SUCCESSES ○○○

FAILURES ○○○

DEATH SAVES

=== WEAPONS ===
Crossbow, Light, Dagger, Dart, Quarterstaff, Sling

=== LANGUAGES ===
Common, Deep Speech, Elvish, Sylvan

PROFICIENCIES & LANGUAGES

=== ACTIONS ===
Standard Actions
Attack, Cast a Spell, Dash, Disengage, Dodge, Help, Hide, Ready, Search, Use an Object, Opportunity Attack, Grapple, Shove, Improvise, Two-Weapon Fighting, Interact with an Object

=== SPECIAL ===
Arcane Recovery • 1 / Long Rest
Once per day when you finish a short rest, you can choose expended spell slots to recover - up to a combined level of 2, and none of the slots can be 6th level or higher.

Arcane Ward • 1 / Long Rest
Once per long rest, when you cast an abjuration spell of 1st level or higher, you can create a magical ward on yourself that lasts until you finish a long rest. The ward has 9 max HP, and takes damage instead of you until it reaches 0 HP. Whenever you cast an abjuration spell of 1st level or higher, the ward regains HP equal to twice the level of the spell.

Arcane Ward - Hit Points • 9 / Other
The ward has 9 max HP, and takes damage instead of you until it reaches 0 HP

ACTIONS

| | |
|---|---|
| 12 | PASSIVE WISDOM (PERCEPTION) |
| 12 | PASSIVE WISDOM (INSIGHT) |
| 15 | PASSIVE INTELLIGENCE (INVESTIGATION) |

SENSES

| NAME | HIT | DAMAGE/TYPE | NOTES |
|---|---|---|---|
| Quarterstaff | +1 | 1d6-1 Bludgeoning | Simple, Versatile |
| Ray of Frost | +5 | 1d8 Cold | V/S |
| Unarmed Strike | +1 | 0 Bludgeoning | |
| | | | |
| | | | |
| | | | |

WEAPON ATTACKS & CANTRIPS

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=== WIZARD FEATURES ===

* Hit Points • PHB 113

* Proficiencies • PHB 113

* Spellcasting • PHB 114
You can cast prepared wizard spells using INT as your spellcasting modifier (Spell DC 13, Spell Attack +5) and wizard spells in your spellbook as rituals if they have the ritual tag. You can use an arcane focus as a spellcasting focus.

* Arcane Recovery • PHB 115
Once per day when you finish a short rest, you can choose expended spell slots to recover - up to a combined level of 2, and none of the slots can be 6th level or higher.

| 1 / Long Rest • Special

* Arcane Tradition • PHB 115

| School of Abjuration

* Abjuration Savant • PHB 115
The gold and time you must spend to copy an abjuration spell into your spellbook is halved.

* Arcane Ward • PHB 115
Once per long rest, when you cast an abjuration spell of 1st level or higher, you can create a magical ward on yourself that lasts until you finish a long rest. The ward has 9 max HP, and takes damage instead of you until it reaches 0 HP. Whenever you cast an abjuration spell of 1st level or higher, the ward regains HP equal to twice the level of the spell.

| 1 / Long Rest • Special

| Arcane Ward - Hit Points: 9 / Other • Special

=== HUMAN RACIAL TRAITS ===

* Ability Score Increase • BR 31

* Languages • BR 31
You can speak, read, and write Common and one extra language.

**FEATURES & TRAITS**

| | |
|---|---|
| CP | 0 |
| SP | 0 |
| EP | 0 |
| GP | 10 |
| PP | 0 |

WEIGHT CARRIED
21.2 lb.

ENCUMBERED
135 lb.

PUSH/DRAG/LIFT
270 lb.

| NAME | QTY | WEIGHT |
|---|---|---|
| Quarterstaff | 1 | 4 lb. |
| Ink (1 ounce bottle) | 1 | -- |
| Backpack | 1 | 5 lb. |
| Clothes, Common | 1 | 3 lb. |
| Spellbook | 1 | 3 lb. |
| Wand | 1 | 1 lb. |
| Small Knife | 1 | -- |
| Book | 1 | 5 lb. |
| Ink (1 ounce bottle) | 1 | -- |
| Ink Pen | 1 | -- |
| Parchment (one sheet) | 10 | -- |
| Little Bag of Sand | 1 | -- |
| Small Knife | 1 | -- |

| NAME | QTY | WEIGHT |
|---|---|---|

| ATTUNED MAGIC ITEMS | QTY | WEIGHT |
|---|---|---|

**EQUIPMENT**

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Human Wizard

CHARACTER NAME

| | | | | |
|---|---|---|---|---|
| | | Medium | | |
| GENDER | AGE | SIZE | HEIGHT | WEIGHT |
| ALIGNMENT | FAITH | SKIN | EYES | HAIR |

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

You document everything in relentless detail.

PERSONALITY TRAITS

You believe the answers to the biggest questions are in the stars.

IDEALS

BONDS

You are only convinced of things you can observe.

FLAWS

CHARACTER BACKSTORY

ADDITIONAL NOTES

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D&D BEYOND

| Wizard | INT | 13 | +5 |
|---|---|---|---|
| SPELLCASTING CLASS | SPELLCASTING ABILITY | SPELL SAVE DC | SPELL ATTACK BONUS |

| PREP | SPELL NAME | SOURCE | SAVE/ATK | TIME | RANGE | COMP | DURATION | PAGE REF | NOTES |
|---|---|---|---|---|---|---|---|---|---|
| | === CANTRIPS === | (At Will) | | | | | | | |
| O | Mage Hand | Wizard | -- | 1A | 30 ft. | V,S | 1 minute | PHB 256 | D: 1m, V/S |
| O | Ray of Frost | Wizard | +5 | 1A | 60 ft. | V,S | Instantaneous | PHB 271 | V/S |
| O | Light | Wizard | DEX 13 | 1A | Touch/20 ft. Sphere | V,M | 1 hour | PHB 255 | D: 1h, 20 ft. Sphere, V/M |
| | === 1st LEVEL === | 4 Slots OOOO | | | | | | | |
| O | Magic Missile | Wizard | -- | 1A | 120 ft. | V,S | Instantaneous | PHB 257 | V/S |
| O | Sleep | Wizard | -- | 1A | 90 ft./20 ft. Sphere | V,S,M | 1 minute | PHB 276 | D: 1m, 20 ft. Sphere, V/S/M |
| O | Cause Fear <C> | Wizard | WIS 13 | 1A | 60 ft. | V | Concentration, up to 1 minute | XGtE 151 | D: 1m, V |
| O | Tenser's Floating Disk [R] | Wizard | -- | 1A + 10m | 30 ft. | V,S,M | 1 hour | PHB 282 | D: 1h, V/S/M |
| O | Comprehend Languages [R] | Wizard | -- | 1A + 10m | Self | V,S,M | 1 hour | PHB 224 | D: 1h, V/S/M |
| | === 2nd LEVEL === | 2 Slots OO | | | | | | | |
| O | Enlarge/Reduce <C> | Wizard | CON 13 | 1A | 30 ft. | V,S,M | Concentration, up to 1 minute | PHB 237 | D: 1m, V/S/M |
| O | Knock | Wizard | -- | 1A | 60 ft. | V | Instantaneous | PHB 254 | V |
| O | Shatter | Wizard | CON 13 | 1A | 60 ft./10 ft. Sphere | V,S,M | Instantaneous | PHB 275 | 10 ft. Sphere, V/S/M |
| O | Gust of Wind <C> | Wizard | STR 13 | 1A | Self | V,S,M | Concentration, up to 1 minute | PHB 248 | D: 1m, V/S/M |
| O | Darkvision | Wizard | -- | 1A | Touch | V,S,M | 8 hours | PHB 230 | D: 8h, V/S/M |
| O | Blindness/Deafness | Wizard | CON 13 | 1A | 30 ft. | V | 1 minute | PHB 219 | D: 1m, V |
| O | Rope Trick | Wizard | -- | 1A | Touch | V,S,M | 1 hour | PHB 272 | D: 1h, V/S/M |



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