

WIZARD

The Whispers of the Ouroboros



CHARACTER INFORMATION

Name: _____

Level: _____

Experience: _____/8 Adventures

Armor Class: 7 (+3 with Shield Spell, +2 with Master of Elements)

Hit Points: 4 (+1 per level except Level 4)

Speed: 4 squares

Attack Bonus: +7 (+1 with Mystic Recovery)

COMBAT ABILITIES

Primary Attack: Fireball

Roll: 1d20+7 vs enemy AC

Damage: 1 fire damage (2 on natural 20)

Range: 6 squares

Special Ability: Blastwave

When you successfully attack, roll 1d20. On 10+ (8+ with enhancement), hit all adjacent enemies for 1 damage.

EQUIPMENT

Level 2 Equipment: _____

Level 3 Equipment: _____

Level 4 Equipment: _____

QUICK REFERENCE

Your Combat Turn:

1. **MOVE** up to 4 squares (or teleport with enhancement)
2. **ATTACK** with Fireball/chosen spell (1d20+7 vs AC, Range 6)
3. **SPECIAL** Blastwave on successful attacks (roll 10+ to hit adjacent enemies)
4. **ENHANCEMENT** Use your chosen level ability if applicable

Out of Combat Actions:

- **Arcana:** Identify magic items, understand spells - roll 10+ to succeed with advantage
- **Investigation:** Use magic to reveal hidden things - roll 10+ to succeed
- **History:** Knowledge of ancient lore, magical history - roll 10+ to succeed
- **Utility Magic:** Light, detect magic, mage hand for small tasks
- **Ritual Magic:** Complex spells that take time but don't cost spell slots

LEVEL PROGRESSION

Level 2 Enhancement (Choose One):

- **■Shield Spell**
 - Cast "magic armor" on self: +3 AC for 3 turns, once per adventure
 - Learn one utility spell (light, detect magic, etc.)
- **■Spell Variety**
 - Learn Ice Shard or Lightning Bolt as second attack type
 - Can choose which damage type to use each attack
- **■Mystic Recovery**
 - Once per adventure: Regain 2 HP by meditating for one turn
 - +1 to attack rolls with all spells

Level 3 Enhancement (Choose One):

- **■Spell Mastery**
 - Blastwave now triggers on 8+ instead of 10+
 - Can choose to deal 2 damage to primary target OR trigger blastwave (not both)
- **■Teleport**
 - Can teleport instead of moving normally
 - Range: Up to 6 squares, must see destination
- **■Counterspell**
 - Can attempt to stop enemy special abilities
 - Roll 1d20+7; if higher than enemy's roll, their special ability fails

Level 4 Enhancement (Choose One):

- **■Archmage**
 - Can cast two different spells per turn (move + spell + spell)
 - Learn "Meteor": Once per adventure, 1d20+10 vs all enemies, 2 damage each
- **■Master of Elements**
 - All spells deal +1 damage
 - Can change damage type to bypass resistances
 - +2 AC permanently (magical protection)
- **■Reality Bender**
 - Once per adventure: "Rewrite" one die roll (yours or ally's)
 - Can cast any previous wizard enhancement ability once per adventure

SPELL VARIETY OPTIONS

Choose Your Second Spell (if you took Spell Variety):

- **■Ice Shard**
 - Damage Type:* Cold
 - Special:* Can freeze water, put out fires
- **■Lightning Bolt**
 - Damage Type:* Electric
 - Special:* Can power magical devices, conduct through metal

EQUIPMENT PROGRESSION

Level 2 Equipment (Choose One):

- **■Wand of Arcane Might** (+1 Magic Weapon)
 - Carved from a tree struck by magical lightning.*
 - +1 to attack rolls
- **■Staff of Dual Elements** (Versatile Weapon)
 - Channels either raw power or precise control.*
 - Choose +2 attack OR +1 damage each turn
- **■Orb of Returning Force** (Returning Weapon)
 - Magical energies always return to their source.*
 - Thrown weapons return automatically
- **■Robes of Minor Warding** (Studded Leather)
 - Embroidered with protective runes by academy students.*
 - +1 AC for light armor users
- **■Cloak of the Void Walker** (Magic Cloak)
 - Allows brief passage through dimensional space.*
 - +1 AC, once per adventure become invisible for 1 turn
- **■Potion of Magical Restoration** (Healing Potion)
 - Infused with healing magic by temple clerics.*
 - Restore 3 HP, single use per adventure

Level 3 Equipment (Choose One):

- **■Rod of Endless Flame** (Flaming Weapon)
 - Contains a fragment of elemental fire that never dies.*
 - +1 damage, lights up dark areas
- **■Scepter of Disruption** (Weapon of Smiting)
 - Designed specifically to unravel undead magic.*
 - Deal double damage vs undead/constructs
- **■Wand of Giant's Doom** (Giant Slayer)
 - Channels magic that grows stronger against larger foes.*
 - Deal +2 damage vs Large creatures
- **■Boots of Arcane Swiftness** (Boots of Speed)
 - Enchanted to carry wizards quickly from danger.*
 - +2 Speed
- **■Ring of Magical Defense** (Ring of Protection)
 - Strengthens both magical and physical defenses.*
 - +1 AC, +1 to saving rolls
- **■Familiar's Pouch** (Bag of Tricks)
 - Contains treats that summon magical creatures to help.*
 - Once per adventure, summon helpful animal for 3 turns

Level 4 Equipment (Choose One):

- **■Staff of the Archmage** (Artifact Weapon)
 - Once belonged to the founder of the first magic academy.*
 - +2 attack, +1 damage, unique arcane power
- **■Robes of the High Wizard** (Armor of Heroes)
 - Woven from threads of pure magical energy.*
 - +2 AC, immunity to fear/charm effects
- **■Amulet of Fate's Design** (Talisman of Fortune)
 - Contains a spell that bends probability itself.*
 - Reroll any one die per adventure (keep better result)

UTILITY SPELLS REFERENCE

- **Light:** Create magical illumination for 1 hour
- **Detect Magic:** See magical auras and enchantments
- **Mage Hand:** Move small objects from a distance
- **Prestidigitation:** Minor magical effects for convenience
- **Read Magic:** Understand magical writing and symbols

COMBAT TIPS

- Stay at maximum range (6 squares) - you're very fragile
- Use Blastwave to hit multiple enemies when they cluster
- Save enhancement abilities for crucial moments
- Position yourself where you can hit multiple enemies with area effects

ADVENTURE LOG

Adventures Completed:



Cool Things My Hero Did:

Spells Learned:

Magic Items Discovered:
