

Wizard1

CHARACTER NAME

Wizard 20

CLASS & LEVEL

Air Genasi

RACE

Hermit

BACKGROUND

Chaotic neutral

ALIGNMENT

Ben

PLAYER NAME

0

EXPERIENCE POINTS

STRENGTH

-1

8

DEXTERITY

+0

11

CONSTITUTION

+2

14

INTELLIGENCE

+2

15

WISDOM

+1

13

CHARISMA

+2

14

0

INSPIRATION

+6

PROFICIENCY BONUS

- SAVING THROWS
- ☐ -1 Strength
 - ☐ +0 Dexterity
 - ☐ +2 Constitution
 - ☒ +8 Intelligence
 - ☒ +7 Wisdom
 - ☐ +2 Charisma

- SKILLS
- ☐ +0 Acrobatics (Dex)
 - ☐ +1 Animal Handling (Wis)
 - ☒ +8 Arcana (Int)
 - ☐ -1 Athletics (Str)
 - ☐ +2 Deception (Cha)
 - ☒ +8 History (Int)
 - ☐ +1 Insight (Wis)
 - ☐ +2 Intimidation (Cha)
 - ☐ +2 Investigation (Int)
 - ☒ +7 Medicine (Wis)
 - ☐ +2 Nature (Int)
 - ☐ +1 Perception (Wis)
 - ☐ +2 Performance (Cha)
 - ☐ +2 Persuasion (Cha)
 - ☒ +8 Religion (Int)
 - ☐ +0 Sleight of Hand (Dex)
 - ☐ +0 Stealth (Dex)
 - ☐ +1 Survival (Wis)

10

ARMOR CLASS

+0

INITIATIVE

30

SPEED

Hit Point Maximum 105

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 20d6

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

TODO: How does your character behave? See the PHB for examples of all the sections below

PERSONALITY TRAITS

TODO: What does your character believe in?

IDEALS

TODO: Describe what debts your character has to pay, and other commitments or ongoing quests they have.

BONDS

TODO: Describe your characters interesting flaws.

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Spear

-1

1d6-1/p

Armor: None

Shield: None

TODO: Describe how your character usually attacks or uses spells.

ATTACKS & SPELLCASTING

11

PASSIVE WISDOM (PERCEPTION)

Proficiencies:

Daggers, darts, slings, quarterstaves, light crossbows.

Languages:

[choose one], Common, Primordial

OTHER PROFICIENCIES & LANGUAGES

CP

0

SP

0

EP

0

GP

0

PP

0

TODO: list the equipment and magic items your character carries

EQUIPMENT

(See Features Page)

--Arcane Recovery
--Discovery
--Master Transmuter
--Mingle with the Wind
--Minor Alchemy
--Shapechanger
--Signature Spells
--Transmutation Savant
--Transmuter's Stone
--Unending Breath

=====

TODO: Describe other features and abilities your character has.

FEATURES & TRAITS



Wizard 20

SPELLCASTING
CLASS

INT

SPELLCASTING
ABILITY

16

SPELL SAVE DC

+8

SPELL ATTACK
BONUS

0

CANTRIPS

Acid Splash (V,S)
Friends (S,M) (C)
Light (V,M)
Ray Of Frost (V,S)

SPELL
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

4

PREPARED

SPELL NAME

- ☐ Disguise Self (V,S)
- ☐ Identify (V,S,M) (R, \$)
- ☐ Jump (V,S,M)

2

3

- ☐ Blur (V) (C)
- ☐ Knock (V)
- ☐ Shatter (V,S,M)

3

3

- ☐ Blink (V,S)
- ☐ Fly (V,S,M) (C)
- ☐ Slow (V,S,M) (C)

4

3

- ☐ Blight (V,S)
- ☐ Ice Storm (V,S,M)
- ☐ Polymorph (V,S,M) (C)

5

3

- ☐ Cone Of Cold (V,S,M)

6

2

- ☐ Magic Jar (V,S,M) (\$)

7

2

- ☐ Teleport (V)

8

1

- ☐ Maze (V,S) (C)

9

1

- ☐ Wish (V)

SPILLS KNOWN