




Character
Sheet - Pri...



Klaus

CHARACTER NAME

Wizard 1

CLASS & LEVEL

Human

RACE

Hermit

BACKGROUND

N. Good

ALIGNMENT

Klaus

PLAYER NAME

0

EXPERIENCE POINTS

STRENGTH

13

+1

DEXTERITY

12

+1

CONSTITUTION

16

+3

INTELLIGENCE

16

+3

WISDOM

16

+3

CHARISMA

11

+0

INSPIRATION

+2

PROFICIENCY BONUS

☐ +1 Strength
☐ +1 Dexterity
☐ +3 Constitution
☒ +6 Intelligence
☒ +6 Wisdom
☐ +0 Charisma

SAVING THROWS

☐ ___ Acrobatics (Dex)
☐ ___ Animal Handling (Wis)
☒ +6 Arcana (Int)
☐ ___ Athletics (Str)
☐ ___ Deception (Cha)
☐ ___ History (Int)
☐ ___ Insight (Wis)
☐ ___ Intimidation (Cha)
☐ ___ Investigation (Int)
☒ +6 Medicine (Wis)
☐ ___ Nature (Int)
☐ ___ Perception (Wis)
☐ ___ Performance (Cha)
☐ ___ Persuasion (Cha)
☐ ___ Religion (Int)
☐ ___ Sleight of Hand (Dex)
☐ ___ Stealth (Dex)
☐ ___ Survival (Wis)

SKILLS

ARMOR CLASS

INITIATIVE

30ft

SPEED

Hit Point Maximum 9

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total

HIT DICE

SUCCESSSES ☐ ☐ ☐

FAILURES ☐ ☐ ☐

DEATH SAVES

Evidence Driven

Curious

PERSONALITY TRAITS

Atheist

IDEALS

N/A

BONDS

Inconsiderate

FLAWS

PASSIVE WISDOM (PERCEPTION)

Common

Suspicious

OTHER PROFICIENCIES & LANGUAGES

NAME

ATK BONUS

DAMAGE/TYPE

ATTACKS & SPELLCASTING

CF

SP

EP

CF

PP

EQUIPMENT

WEAPONS:

Quarterstaff

Dart

Dagger

Sling

1. x bow

FEATURES & TRAITS

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Wizard

SPELLCASTING CLASS

int

SPELLCASTING ABILITY

13

SPELL SAVE DC

5

SPELL ATTACK BONUS

0

CANTRIPS

Fire Bolt

Magic Hand

Minor illusion

1

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

UNSEEN SERVANT

Silent Image

Magic Missile

Chromatic orb

Witch Bolt

Sleep

2

3

4

5

6

7

8

9

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Spell Book

Spells
Book 6
Prep'd 4 int + 1vl
Cast 2 (1st 1vl)

Cantrips (0th level)

Fire Bolt
Evocation cantrip
Casting Time: 1 action
Range: 120 feet
Components: V,S
Duration: Instantaneous

You hurl a mote of fire at a creature or object within range. Make a ranged spell attack against the target. On a hit, the target takes 1d10 fire damage. A flammable object hit by this spell ignites if it isn't being worn or carried.

This spell's damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 16th level (4d10).

From <http://engl393-dnd5th.wikia.com/wiki/Fire_Bolt>

Magic Hand

Casting time: 1 action
Range: 30 feet
Components: V,S
Duration: 1 minute

A spectral, floating hand appears at a point you choose within range. The hand lasts for the duration or until you dismiss it as an action. The hand vanishes if it is ever more than 30 feet away from you or if you cast this spell again.

You can use your action to control the hand. You can use the hand to manipulate an object, open an unlocked door or container, stow or retrieve an item from an open container, or pour the contents out of a vial. You can move the hand up to 30 feet each time you use it. The hand can't attack, activate magic items, or carry more than 10 pounds.

From <http://engl393-dnd5th.wikia.com/wiki/Mage_Hand>

Minor Illusion
Illusion Cantrip
Casting Time: 1 Action
Range: 30 Feet
Components: S, M (a bit of fleece)
Duration: 1 Minute

You create a sound or an image of an object within range that lasts for the duration. The illusion also ends if you dismiss it as an action or cast the spell again.

If you create a sound, its volume can range from a whisper to a scream. It can be your voice, someone else's voice, a lion's roar, a beating of drums, or any other sound you choose. The sound continues unabated throughout the duration or you can make discrete sounds at different times before the spell ends.

If you create an image of an object—such as a chair, muddy footprints, or a small chest—it must be no larger than a 5-foot cube. The image can't create sound, light, smell or any other sensory effect. Physical interaction with the object reveals it to be an illusion, because things can pass through it.

If a creature uses its action to examine the sound or image, the creature can determine that it is an illusion with a successful Intelligence (Investigation) check against your spell DC. If the creature discerns the illusion for what it is, the illusion becomes faint to the creature.

From <http://engl393-dnd5th.wikia.com/wiki/Minor_Illusion>

1st Level Spells

<i>Unseen Servant</i>
<i>1st-level conjuration (ritual)</i>
Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a piece of string and a bit of wood)
Duration: 1 hour

This spell creates an invisible, mindless, shapeless force that performs simple tasks at your command until the spell ends. The servant springs into existence in an unoccupied space on the ground within range. It has AC 10, 1 hit point, and a Strength of 2, and it can't attack. If it drops to 0 hit points, the spell ends. Once on each of your turns as a bonus action, you can mentally command the servant to move up to 15 feet and interact with an object. The servant can perform simple tasks that a human servant could do, such as fetching things, cleaning, mending, folding clothes, lighting fires, serving food, and pouring wine. Once you give the command, the servant performs the task to the best of its ability until it completes the task, then waits for your next command. If you command the servant to perform a task that would move it more than 60 feet away from you, the spell ends.

From <http://engl393-dnd5th.wikia.com/wiki/Unseen_Servant>

Sleep
Enchantment
Casting Time: 1 action
Range: 90 feet
Components: V, S, M (a pinch of fine sand, rose petals, or a cricket)
Duration: 1 minute

This spell sends creatures into a magical slumber. Roll 5d8; the total is how many hit points of creatures this spell can affect. Creatures within 20 feet of a point you choose within range are affected in ascending order of their current hit points (ignoring unconscious creatures).

Starting with the creature that has the lowest current hit points, each creature affected by this spell falls unconscious until the spell ends, the sleeper takes damage, or someone uses an action to shake or slap the sleeper awake. Subtract each creatures' hit points from the total before moving on to the creature with the next lowest hit points. A creature's hit points must be equal to or less than the remaining total for that creature to be affected.

Undead and creatures immune to being charmed aren't affected by this spell.

At higher levels. When you cast this spell using a spell slot of 2nd level or higher, roll an additional 2d8 for each slot level above 1st.

Witch Bolt

1st-level evocation

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a twig from a tree that has been struck by lightning)

Duration: Concentration, up to 1 minute

A beam of crackling, blue energy lances out toward a creature within range, forming a sustained arc of lightning between you and the target. Make a ranged spell attack against that creature. On a hit, the target takes 1d12 lightning damage, and on each of your turns for the duration, you can use your action to deal 1d12 lightning damage to the target automatically. The spell ends if you use your action to do anything else. The spell also ends if the target is ever outside the spell’s range or if it has total cover from you.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the initial damage increases by 1d12 for each slot level above 1st.

From <[http://engl393-dnd5th.wikia.com/wiki/Witch Bolt](http://engl393-dnd5th.wikia.com/wiki/Witch_Bolt)>

Silent Image

1st-level Illusion

Level: 1

Casting time: 1 Action

Range: 60 feet

Components: V, S, M (a bit of fleece)

Duration: Concentration, up to 10 minutes

You create the image of an object, a creature, or some other visible phenomenon that is no larger than a 15-foot cube. The image appears at a spot within range and lasts for the duration. The image is purely visual; it isn’t accompanied by sound, smell, or other sensory effects.

You can use your action to cause the image to move to any spot within range. As the image changes location, you can alter its appearance so that its movements appear natural for the image. For example, if you create an image of a creature and move it, you can alter the image so that it appears to be walking.

Physical interaction with the image reveals it to be an illusion, because things can pass through it. A creature that uses its action to examine the image can determine that it is an illusion with a successful Intelligence (Investigation) check against your spell save DC. If a creature discerns the illusion for what it is, the creature can see through the image.

From <[http://engl393-dnd5th.wikia.com/wiki/Silent Image](http://engl393-dnd5th.wikia.com/wiki/Silent_Image)>

Magic Missile

1st-level evocation

Casting Time: 1 action

Range: 120 Feet

Components: V,S

Duration: Instantaneous

You create three glowing darts of magical force. Each dart hits a creature of your choice that you can see within range. A dart deals 1d4+1 force damage to its target.The darts all strike simultaneously and you can direct them to hit one creature or several.

At higher levels: When you cast this spell using a spell slot of 2nd level or higher, the spell creates one more dart for each slot above 1st.

From <[http://engl393-dnd5th.wikia.com/wiki/Magic Missile](http://engl393-dnd5th.wikia.com/wiki/Magic_Missile)>

Chromatic Orb

1st-level evocation

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (a diamond worth at least 50 gp)

Duration: Instantaneous

You hurl a 4-inch-diameter sphere of energy at a creature that you can see within range. You choose acid, cold, fire, lightning, poison, or thunder for the type of orb you create, and then make a ranged spell attack against the target. If the attack hits, the creature takes 3d8 damage of the type you chose.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8 for each slot level above 1st.

From <[http://engl393-dnd5th.wikia.com/wiki/Chromatic Orb](http://engl393-dnd5th.wikia.com/wiki/Chromatic_Orb)>