



DUNGEONS AND DRAGONS

wizardTest

Wizard 3

Class

Fairy

Race

Sage

Background

Alignment

Player Name

Experience Points

STRENGTH

-1

8

INSPIRATION

+2

PROFICIENCY BONUS

12

ARMOR
CLASS

+2

INITIATIVE

30

SPEED

PERSONALITY TRAITS

DEXTERITY

+2

14

- ☐ -1 Strength Save
- ☐ +2 Dexterity Save
- ☐ +3 Constitution Save
- ☒ +5 Intelligence Save
- ☒ +3 Wisdom Save
- ☐ -1 Charisma Save

SAVING THROWS

Hit Point Maximum: 23

CURRENT HIT POINTS

IDEALS

CONSTITUTION

+3

16

- ☐ +2 Acrobatics
- ☐ +1 Animal Handling
- ☒ +5 Arcana
- ☐ -1 Athletics
- ☐ -1 Deception
- ☒ +5 History
- ☐ +1 Insight
- ☐ -1 Intimidation
- ☒ +5 Investigation
- ☐ +1 Medicine
- ☐ +3 Nature
- ☐ +1 Perception
- ☐ -1 Performance
- ☐ -1 Persuasion
- ☒ +5 Religion
- ☐ +2 Sleight of Hand
- ☐ +2 Stealth
- ☐ +1 Survival

SKILLS

Total: 3d6

HIT DICE

SUCCESSSES O-O-O

FAILURES O-O-O

DEATH SAVES

BONDS

FLAWS

INTELLIGENCE

+3

16

WISDOM

+1

12

CHARISMA

-1

8

11

PASSIVE PERCEPTION

NAME	ATK BONUS	DAMAGE/TYPE
Quarterstaff	+1	1d6-1[blu.]
Quarterstaff(+1	1d8-1[blu.]

ACTIONS

(Ing) Arcane Recovery(_/1)
(a)
Arcane Tradition
Cantrip Formulas
Empowered Evocation
Evocation Savant
Fairy Magic
Flight
Overchannel
Potent Cantrip
Researcher
Sculpt Spells
Spellcasting [Wizard]

Armor:

Weapons: Daggers, Quarterstaves, Darts, Slings, Light
Crossbows

Languages: Common, Goblin, Primordial, Elvish

Tools:

OTHER PROFICIENCIES & LANGUAGES

	EQUIPMENT
CP	1 A letter
0	1 A quill
	1 A small knife
SP	1 Arcane Focus, Rod
0	1 Backpack
	1 Bedroll
EP	1 Bottle of Black Ink
0	1 Hempen Rope (50 Feet)
	1 Mess Kit
	1 Quarterstaff
GP	10 Days of Rations
10	1 Set of Common Clothes
	1 Spellbook
PP	1 Tinderbox
0	10 Torches
	1 Waterskin
OTHER FEATURES & TRAITS	

CHARACTER PORTRAIT

Background

Sage

You spent years learning the lore of the multiverse. You scoured manuscripts, studied scrolls, and listened to the greatest experts on the subjects that interest you. Your efforts have made you a master in your fields of study.

SPELLS

1ST LEVEL	2ND LEVEL	3RD LEVEL	4TH LEVEL	5TH LEVEL	6TH LEVEL	7TH LEVEL	8TH LEVEL	9TH LEVEL
OOOO	OO							
Wizard Spells				+5 ATTACK BONUS		DC 13 SAVE DC		PREPARED /6

P	NAME	SCHOOL	CAST TIME	RANGE	VSCR	DUR	MATERIAL
CANTRIPS							
A	Mage Hand	conj.	a	30 ft	vs	1 min	
A	Mind Sliver	ench.	a	60 ft	v	1 rnd	
A	Prestidigitation	tran.	a	10 ft	vs	1 hr	
1ST LEVEL SPELLS							
O	Alarm	abju.	1 min	30 ft	vscr	8 hrs	A tiny bell and a piece of fin
O	Detect Magic	divi.	a	Self	vscr	10 mins	
O	Feather Fall	tran.	rxn	60 ft	v	1 min	A small feather or piece of do
O	Find Familiar	conj.	1 hr	10 ft	vscr		10 gp worth of charcoal, incen
O	Mage Armor	abju.	a	Touch	vs	8 hrs	a piece of cured leather
O	Magic Missile	evoc.	a	120 ft	vs		
O	Shield	abju.	rxn	Self	vs	1 rnd	
O	Sleep	ench.	a	90 ft	vs	1 min	a pinch of fine sand, rose pet
2ND LEVEL SPELLS							
O	Maximilian's Earthen Grasp	tran.	a	30 ft	vsc	1 min	a miniature hand sculpted from
O	Vortex Warp	conj.	a	{30 + (sl * vs			
				30)} ft			

Fairy Spell List				+5 ATTACK BONUS		DC 13 SAVE DC		PREPARED /0
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P	NAME	SCHOOL	CAST TIME	RANGE	VSCR	DUR	MATERIAL
CANTRIPS							
A	Druidcraft	tran.	a	30 ft.	s		
1ST LEVEL SPELLS							
O	Faerie Fire	evoc.	a	60 ft	vc	1 min	
O	Faerie Fire (Free)	evoc.	a	60 ft	vc	1 min	