



# DUNGEONS AND DRAGONS

wizardTest

Wizard 10

Class

Fairy

Race

Sage

Background

Alignment

Player Name

Experience Points

STRENGTH

-1

8

INSPIRATION

+4

PROFICIENCY BONUS

12

ARMOR  
CLASS

+2

INITIATIVE

30

SPEED

PERSONALITY TRAITS

DEXTERITY

+2

14

- ☐ -1 Strength Save
- ☐ +2 Dexterity Save
- ☐ +4 Constitution Save
- ☒ +9 Intelligence Save
- ☒ +5 Wisdom Save
- ☐ -1 Charisma Save

SAVING THROWS

Hit Point Maximum: 82

CURRENT HIT POINTS

IDEALS

CONSTITUTION

+4

19

- ☐ +2 Acrobatics
- ☐ +1 Animal Handling
- ☒ +9 Arcana
- ☐ -1 Athletics
- ☐ -1 Deception
- ☒ +9 History
- ☐ +1 Insight
- ☐ -1 Intimidation
- ☒ +9 Investigation
- ☐ +1 Medicine
- ☐ +5 Nature
- ☐ +1 Perception
- ☐ -1 Performance
- ☐ -1 Persuasion
- ☒ +9 Religion
- ☐ +2 Sleight of Hand
- ☐ +2 Stealth
- ☐ +1 Survival

SKILLS

Total: 10d6

HIT DICE

SUCCESSSES O-O-O

FAILURES O-O-O

DEATH SAVES

BONDS

FLAWS

INTELLIGENCE

+5

20

WISDOM

+1

12

CHARISMA

-1

8

11

PASSIVE PERCEPTION

NAME	ATK BONUS	DAMAGE/TYPE
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Quarterstaff	+3	1d6-1[blu.]
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Quarterstaff(	+3	1d8-1[blu.]
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ACTIONS

(Ing) Arcane Recovery(\_/1)

FEATURES

Arcane Tradition  
Cantrip Formulas  
Empowered Evocation  
Evocation Savant  
Fairy Magic  
Flight  
Overchannel  
Potent Cantrip  
Researcher  
Sculpt Spells  
Spellcasting [Wizard]  
Summon Elemental

Armor:

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

Languages: Common, Goblin, Primordial, Elvish

Tools:

OTHER PROFICIENCIES & LANGUAGES

<div>CP<div>0</div></div> <div>SP<div>0</div></div> <div>EP<div>0</div></div> <div>GP<div>10</div></div> <div>PP<div>0</div></div>		<div>EQUIPMENT</div> <div>A letter</div> <div>A quill</div> <div>A small knife</div> <div>☼ Amulet of Health</div> <div>Arcane Focus, Rod</div> <div>Backpack</div> <div>Bedroll</div> <div>Bottle of Black Ink</div> <div>Hempen Rope (50 Feet)</div> <div>Mess Kit</div> <div>Quarterstaff</div> <div>10 Days of Rations</div> <div>Set of Common Clothes</div> <div>Spellbook</div> <div>Tinderbox</div> <div>10 Torches</div> <div>Waterskin</div>	<div>CHARACTER PORTRAIT</div> <div><div>Background</div><div>Sage</div><div>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.</div></div>
<div>OTHER FEATURES &amp; TRAITS</div>			

**SPELLS**

1ST LEVEL	2ND LEVEL	3RD LEVEL	4TH LEVEL	5TH LEVEL	6TH LEVEL	7TH LEVEL	8TH LEVEL	9TH LEVEL
OOOO	OOO	OOO	OOO	OO				
Wizard Spells					+9 ATTACK BONUS	DC 17 SAVE DC	/15 PREPARED	

P	NAME	SCHOOL	CAST TIME	RANGE	VSCR	DUR	MATERIAL
<b>CANTRIPS</b>							
A	Chill Touch	necr.	a	{120 * (1 + vs	1	rnd	
				ft			
A	Fire Bolt	evoc.	a	{120 * (1 + vs			
				ft			
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	
<b>1ST LEVEL SPELLS</b>							
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
<b>2ND LEVEL SPELLS</b>							
O	Hold Person	ench.	a	60 ft	vsc	1 min	a small, straight piece of iro
O	Maximilian's Earthen Grasp	tran.	a	30 ft	vsc	1 min	a miniature hand sculpted from
O	Misty Step	conj.	bns	Self	v		
O	Vortex Warp	conj.	a	{30 + (sl * vs			
				30)) ft			
<b>3RD LEVEL SPELLS</b>							
O	Counterspell	abju.	rxn	60 ft	s		
O	Dispel Magic	abju.	a	120 ft	vs		
O	Fireball	evoc.	a	150 ft	vs		a tiny ball of bat guano and s
O	Fly	tran.	a	touch	vsc	10 mins	a wing feather from any bird
O	Haste	tran.	a	60 ft	vsc	1 min	
<b>4TH LEVEL SPELLS</b>							
O	Banishment	abju.	a	60 ft	vsc	1 min	an item distasteful to the tar
O	Fire Shield	evoc.	a	self	vs	10 mins	
O	Raulothim's Psychic Lance	ench.	a	120 ft	v		
O	Summon Elemental	conj.	a	90 ft	vsc	1 hr	air, a pebble, ash, and water
O	Wall of Fire	evoc.	a	120 ft	vsc	1 min	a small piece of phosphorus
<b>5TH LEVEL SPELLS</b>							
O	Cone of Cold	evoc.	a	Self	vs		a small crystal or glass cone
				(60-foot			
				cone)			
O	Hold Monster	ench.	a	90 ft	vsc	1 min	a small, straight piece of iro
Fairy Spell List					+9 ATTACK BONUS	DC 17 SAVE DC	/0 PREPARED

P	NAME	SCHOOL	CAST TIME	RANGE	VSCR	DUR	MATERIAL
	<b>CANTRIPS</b>						
A	Druidcraft	tran.	a	30 ft.	s		
	<b>1ST LEVEL SPELLS</b>						
O	Faerie Fire	evoc.	a	60 ft	vc	1 min	
O	Faerie Fire (Free)	evoc.	a	60 ft	vc	1 min	
	<b>2ND LEVEL SPELLS</b>						
O	Enlarge/Reduce	tran.	a	30 ft	vsc	1 min	a pinch of powdered iron
O	Enlarge/Reduce (Free)	tran.	a	30 ft	vsc	1 min	a pinch of powdered iron