



DUNGEONS AND DRAGONS

wizardTest

Wizard 3

Class

Sage

Background

Player Name

Fairy

Race

Alignment

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

Hit Point Maximum: 23

CURRENT HIT POINTS

IDEALS

CONSTITUTION

+3

16

SAVING THROWS

TEMPORARY HIT POINTS

BONDS

INTELLIGENCE

+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

Total: 3d6

HIT DICE

SUCCESSSES O-O-O

FAILURES O-O-O

DEATH SAVES

FLAWS

WISDOM

+1

12

CHARISMA

-1

8

SKILLS

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

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PASSIVE PERCEPTION

Armor:

Weapons: Darts, Slings, Daggers, Quarterstaves, Light

Crossbows

Languages: Common, Primordial, Elvish, Goblin

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	/6 PREPARED	

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

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