

<u>Character Name</u>	<u>Initiative</u>	<u>Proficiency</u>	<u>Armor Class</u>	<u>Hit Dice</u>	<u>Hit Points</u>
	+1	+2	11	1D6	8

ABILITY SCORES <i>(already adjusted for background with customisation)</i>						
	Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
Score	8	12	14	17	14	10
Modifier	-1	+1	+2	+3	+2	+0

  

SAVING THROWS						
Proficient				●	●	
Save	-1	+1	+2	+5	+4	+0

SKILLS <i>(pick 2 and add proficiency +2 to total)</i>					
Prof.	Skill	Attr.	Mod.	+ Prof	= Total
<input type="radio"/>	Arcana	INT	+3		
<input type="radio"/>	History	INT	+3		
<input type="radio"/>	Insight	WIS	+2		
<input type="radio"/>	Investigation	INT	+3		
<input type="radio"/>	Medicine	WIS	+2		
<input type="radio"/>	Nature	INT	+3		
<input type="radio"/>	Religion	INT	+3		

PERSONALITY
<b>Reputation:</b> <i>(pick one)</i> Decisive — Logical — Informative — Curious
<b>Trait:</b> <i>(pick one)</i> Energetic — Hale — Hearty — Stable — Serene — Considerate — Attentive — Wary
<b>Flaw:</b> <i>(pick one)</i> Weak — Slight — Indirect — Self-conscious

PROFICIENCIES
<b>Weapon Proficiencies:</b> Simple weapons
<b>Armor Training:</b> None

ALIGNMENT
<b>Approach:</b> <i>(pick one)</i> Cooperative — Loyal — (Lawful) Judgemental — Methodical — Selfish — Disinterested — (Neutral) Laconic — Pragmatic — Boastful — Impulsive — (Chaotic) Rebellious — Self-absorbed
<b>Morality:</b> <i>(pick one)</i> Compassionate — Helpful — (Good) Honest — Kind — Selfish — Disinterested — (Neutral) Laconic — Pragmatic

CLASS FEATURES
<b>Spellcasting:</b> Intelligence is your spellcasting ability. <b>Cantrips.</b> You know 3 Cantrips. You can replace once Cantrip after a long rest. <b>Spellbook.</b> Your spellbook contains 6 spells, of which you can prepare 4 each Long Rest.
<b>Ritual Adept:</b> You can use your spellbook to cast a Ritual spell without having it prepared.
<b>Arcane Recovery:</b> Regain one level (half Wizard level rounded up) of spell slots (at the end of a Short Rest). Use once per Long Rest. <input type="checkbox"/>

EQUIPMENT				
Weapon		Attack	Damage	Properties
Dagger x2	DEX	+4	1D4+2 piercing	Finesse, Light, Thrown (range 20/60)
Arcane Focus (Quarterstaff)	STR	+1	1D6+1 bludgeoning	Versatile (1D8)

**Other Equipment:** Robe, Spellbook, Backpack, Book, Ink, Ink Pen, Lamp, 10 flasks of Oil, 10 sheets of Parchment, Tinderbox

**Trinket:** *(pick one)*

- ☐ A gold coin minted in an unknown land (3)
- ☐ A pipe that blows bubbles (19)
- ☐ An eggshell painted with scenes of misery in disturbing detail (73)
- ☐ Empty wine bottle bearing a pretty label that says, "The Wizard of Wines Winery, Red Dragon Crush, 331422-W" (93)

**Money:** 5 GP



# Wizard Spells

Casting ability  
Intelligence

Save DC  
13

Attack Modifier  
+5

Slots (1st level)  
2 ☐ ☐

## CANTRIPS (pick 3, may swap one after a Long Rest)

<u>Known</u>	<u>Level</u>	<u>Spell</u>	<u>Cast</u>	<u>Range</u>	<u>Components</u>	<u>Notes</u>
<input type="checkbox"/>	Cantrip	<b>Fire Bolt</b>	Action	120 ft	V, S	Attack +5 for 1d10 fire. Set unattended items alight.
<input type="checkbox"/>	Cantrip	<b>Mage Hand</b>	Action	30 ft	V, S	Spectral hand for 1 minute, can carry 10 lbs, move 30 ft as an action, must stay in range
<input type="checkbox"/>	Cantrip	<b>Acid Splash</b>	Action	60 ft	V, S	5 ft radius. DEX save DC 13 for 1d6 acid.
<input type="checkbox"/>	Cantrip	<b>Light</b>	Action	Touch	V, M	Sheds 20 ft bright plus 20 ft dim light. Lasts 1 hour.
<input type="checkbox"/>	Cantrip	<b>Minor Illusion</b>	Action	30 ft	S, M	Image or sound (not both) in 5 ft cube, lasts 1 minute.
<input type="checkbox"/>	Cantrip	<b>Prestidigitation</b>	Action	10 ft	V, S	Minor sensory effect, light/extinguish campfire, clean/soil 5 ft, or magic mark for 1 hour.
<input type="checkbox"/>	Cantrip	<b>Ray of Frost</b>	Action	60 ft	V, S	Attack +5 for 1d8 cold. On a hit reduce speed by 10 ft.

## SPELLBOOK (add 4 spells to your book and prepare them, then add 2 more rituals (or other) to your book)

<u>Book</u>	<u>Prepared</u>	<u>Level</u>	<u>Spell</u>	<u>Cast</u>	<u>Range</u>	<u>Components</u>	<u>Notes</u>
<input type="radio"/>	<input type="checkbox"/>	1	<b>Burning Hands</b>	Action	Self	V, S	15 ft cone. 3d6 fire damage. DEX save DC 13 for half damage. Set unattended items alight.
<input type="radio"/>	<input type="checkbox"/>	1	<b>Sleep</b>	Action	60 ft	V, S, M	5 ft radius sphere. WIS save DC 13 or be Incapacitated (can not take actions, but can move), then repeat save next turn or be Unconscious.
<input type="radio"/>	<input type="checkbox"/>	1	<b>Mage Armor</b>	Action	Touch	V, S, M	Last 8 hours. Target who isn't wearing armour gets AC 13 + DEX mod.
<input type="radio"/>	<input type="checkbox"/>	1	<b>Magic Missile</b>	Action	120 ft	V, S	Creates three darts that automatically hit for 1D4+1 force damage each.
<input type="radio"/>	<input type="checkbox"/>	1	<b>Charm Person</b>	Action	30 ft	V, S	WIS save DC 13 (advantage if fighting) or Charmed. Lasts 1 hour. When the spell ends they know they were charmed.
<input type="radio"/>	<input type="checkbox"/>	1	<b>Feather Fall</b>	Reaction	60 ft	V, M	Up to 5 falling creatures slow descent to 60 ft per round. Lasts 1 minute.
<input type="radio"/>	<input type="checkbox"/>	1	<b>Grease</b>	Action	60 ft	V, S, M	10 ft square of non-flamable grease. Must make DEX save DC 13 or fall Prone. Must save again if enter or end turn there.
<input type="radio"/>	<input type="checkbox"/>	1	<b>Jump</b>	Bonus Action	Touch	V, S, M	Lasts 1 minute. Target can jump 30 ft by spending 10 ft of movement.
<input type="radio"/>	<input type="checkbox"/>	1	<b>Silent Image</b>	Action	60 ft	V, S, M	Concentration. 15 ft cube. As an action move to any spot within range.
<input type="radio"/>	<input type="checkbox"/>	1	<b>Thunderwave</b>	Action	Self	V, S	15 ft cube. 2d8 thunder damage and push 10 ft. CON save DC 13 for half damage and no push. Can be heard 300 ft away.

## RITUALS

<input type="radio"/>	<input type="checkbox"/>	1	<b>Detect Magic</b>	Action	Self	V, S	Ritual. Concentration. Detect magic within 30 ft for 10 minutes.
<input type="radio"/>	<input type="checkbox"/>	1	<b>Comprehend Languages</b>	Action	Self	V, S, M	Ritual. Lasts 1 hour. Understand any spoken (or signed) language, or writing you touch.
<input type="radio"/>	<input type="checkbox"/>	1	<b>Alarm</b>	1 Minute	30 ft	V, S, M	Ritual. 20 ft cube area. Lasts 8 hours. Alarm (choose audible or mental) when a foreign creature touches the area.
<input type="radio"/>	<input type="checkbox"/>	1	<b>Unseen Servant</b>	Action	60 ft	V, S, M	Ritual. Lasts 1 hour. Conjures and invisible, mindless, Medium force. Bonus Action to command it to perform simple tasks (fetching, mending, cleaning, etc). Can't attack. Can't go beyond range.