

Class: Wizard (level 1)

Character Name _____

Initiative

+1

Proficiency

+2

Armor Class

11

Hit Dice

1D6

Hit Points

8

ABILITY SCORES (already adjusted for background with customisation)

	Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
Score	8	12	14	17	14	10
Modifier	-1	+1	+2	+3	+2	+0

SAVING THROWS

Prof.	Saving Throw	Attr.	+ Prof	= Total
	Strength	STR	-1	-1
	Dexterity	DEX	+1	+1
	Constitution	CON	+2	+2
●	Intelligence	INT	+3	+5
●	Wisdom	WIS	+2	+4
	Charisma	CHA	+0	+0

PERSONALITY

Reputation: (pick one) Decisive — Logical — Informative — Curious

Trait: (pick one) Energetic — Hale — Hearty — Stable — Serene — Considerate — Attentive — Wary

Flaw: (pick one) Weak — Slight — Self-conscious — Indirect

SKILLS (pick 2 and add proficiency +2 to total)

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		

ALIGNMENT

Approach: (pick one)
Cooperative — Loyal — (Lawful)
Judgemental — Methodical
Selfish — Disinterested — (Neutral)
Laconic — Pragmatic
Boastful — Impulsive — (Chaotic)
Rebellious — Self-absorbed

Morality: (pick one)
Compassionate — Helpful — (Good)
Honest — Kind
Selfish — Disinterested — (Neutral)
Laconic — Pragmatic

PROFICIENCIES

Weapon Proficiencies: Simple weapons

Armor Training: None

CLASS FEATURES

Spellcasting: Intelligence is your spellcasting ability. **Cantrips.** You know 3 Cantrips. You can replace once Cantrip after a long rest. **Spellbook.** Your spellbook contains 6 spells, of which you can prepare 4 each Long Rest.

Ritual Adept: You can use your spellbook to cast a Ritual spell without having it prepared.

Arcane Recovery: Regain one level (half Wizard level rounded up) of spell slots (at the end of a Short Rest). Use once per Long Rest. □

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)

Known	Level	Spell	Cast	Range	Components	Notes
<input type="checkbox"/>	Cantrip	Fire Bolt	Action	120 ft	V, S	Attack +5 for 1d10 fire. Set unattended items alight.
<input type="checkbox"/>	Cantrip	Mage Hand	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	Acid Splash	Action	60 ft	V, S	5 ft radius. DEX save DC 13 for 1d6 acid.
<input type="checkbox"/>	Cantrip	Light	Action	Touch	V, M	Sheds 20 ft bright plus 20 ft dim light. Lasts 1 hour.
<input type="checkbox"/>	Cantrip	Minor Illusion	Action	30 ft	S, M	Image or sound (not both) in 5 ft cube, lasts 1 minute.
<input type="checkbox"/>	Cantrip	Prestidigitation	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	Ray of Frost	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)

Book	Prepared	Level	Spell	Cast	Range	Components	Notes
<input type="radio"/>	<input type="checkbox"/>	1	Burning Hands	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	Sleep	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	Mage Armor	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	Magic Missile	Action	120 ft	V, S	Creates three darts that automatically hit for 1D4+1 force damage each.
<input type="radio"/>	<input type="checkbox"/>	1	Charm Person	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	Feather Fall	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	Grease	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	Jump	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	Silent Image	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	Thunderwave	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	Detect Magic	Action	Self	V, S	Ritual. Concentration. Detect magic within 30 ft for 10 minutes.
<input type="radio"/>	<input type="checkbox"/>	1	Comprehend Languages	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	Alarm	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	Unseen Servant	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.