

| Character Name | Initiative | Proficiency | Armor Class | Hit Dice | Hit Points |
|----------------|------------|-------------|-------------|----------|------------|
| | +1 | +2 | 11 | 1D6 | 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

| | | | | | | |
|------------|----|----|----|----|----|----|
| Proficient | | | | ● | ● | |
| Save | -1 | +1 | +2 | +5 | +4 | +0 |

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 | | |

PERSONALITY

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

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

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

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 and you can use an Arcane Focus.

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. |