

CHARACTER NAME

Wizard

CLASS

1st

LEVEL

Sage

BACKGROUND

High Elf

RACE

Medium

SIZE

Neutral Good

ALIGNMENT

STRENGTH

+0

10

DEXTERITY

+2

15

CONSTITUTION

+2

14

INTELLIGENCE

+3

16

WISDOM

+1

12

CHARISMA

-1

8

+2

PROFICIENCY BONUS

- ☐ +0 Strength
- ☐ +3 Dexterity
- ☐ +2 Constitution
- ☒ +5 Intelligence
- ☒ +3 Wisdom
- ☐ -1 Charisma

SAVING THROWS

- ☐ +2 Acrobatics (Dex)
- ☐ +1 Animal Handling (Wis)
- ☒ +5 Arcana (Int)
- ☐ +0 Athletics (Str)
- ☐ -1 Deception (Cha)
- ☒ +5 History (Int)
- ☒ +3 Insight (Wis)
- ☐ -1 Intimidation (Cha)
- ☒ +5 Investigation (Int)
- ☐ +1 Medicine (Wis)
- ☐ +3 Nature (Int)
- ☒ +3 Perception (Wis)
- ☐ -1 Performance (Cha)
- ☐ -1 Persuasion (Cha)
- ☐ +3 Religion (Int)
- ☐ +2 Sleight of Hand (Dex)
- ☐ +2 Stealth (Dex)
- ☐ +1 Survival (Wis)

SKILLS

12

ARMOR CLASS

+2

INITIATIVE

30 feet

SPEED

Hit Point Maximum 8

CURRENT HIT POINTS

Total 1d6

HIT DICE

SUCCESSES

FAILURES

DEATH SAVED

- ◆ Shortsword
- ◆ Component pouch
- ◆ Spellbook
- ◆ Backpack
- ◆ Book of lore
- ◆ 2 bottles of ink
- ◆ Ink pen
- ◆ 10 sheets of parchment
- ◆ Little bag of sand
- ◆ Small knife
- ◆ A letter from a dead colleague posing a question you have not yet been able to answer
- ◆ Set of common clothes
- ◆ Pouch

EQUIPMENT

PROFICIENCIES

You have the following proficiencies. The rulebook explains what proficiency means.

Saving Throws. Your saving throw proficiencies are indicated by a ● in the Saving Throws list on the left.

Skills. Your skill proficiencies are indicated by a ● in the Skills list on the left.

Equipment. You have proficiency with daggers, darts, light crossbows, longswords, quarterstaves, shortbows, short-swords, and slings.

LANGUAGES

You can speak, read, and write Common, Celestial, Draconic, Dwarvish, and Elvish.

ATTACKS

Your spells are your best tool in combat, but you also have a weapon you can use.

Shortsword. In melee (against a target within 5 feet of you), you can attack with your shortsword. Roll **1d20 + 4** to see if you hit. If you do, the target takes **1d6 + 2 piercing damage**.

WIZARD

Wizards are studious magic-users who wield spells fueled by the magic that permeates the cosmos. The lure of knowledge calls wizards out of the safety of their libraries into crumbling ruins and lost cities.

The wizard class gives you the following features.

Spellbook. You have a spellbook containing these 1st-level spells, each of which is detailed in the rulebook:

detect magic
mage armor
magic missile

shield
sleep
thunderwave

Prepared Spells. Whenever you finish a long rest, you can prepare four 1st-level

spells to make them available for you to cast, choosing from the spells in your spellbook. Write your prepared spells here:

Spell Slots. You have two 1st-level spell slots you can use to cast your prepared spells. You can use them to cast two different spells or to cast the same spell twice. You regain your expended spell slots when you finish a long rest.

You can keep track of your expended spell slots by checking them off in the Spellcasting table on this sheet's other side, where each spell slot is represented by a checkbox.

Cantrips. You know a few cantrips, which are spells you cast without expending spell slots. You know the following cantrips, each of which is detailed in the rulebook:

mage hand ray of frost
prestidigitation shocking grasp

Spell Attacks and Saving Throws. When a creature makes a saving throw to resist one of your spells, the DC of the saving throw is **13**. When you make a spell attack, you roll **1d20 + 5** to see if you hit. These numbers are based on your spellcasting ability, which is Intelligence.

Spell save DC = 13
Spell attack roll = 1d20 + 5

Ritual Casting. You can cast a wizard spell as a ritual if that spell has the ritual tag and you have the spell in your spellbook. You don't need to have the spell prepared. The rulebook explains rituals.

Arcane Recovery. You can regain some of your magical energy by studying your spellbook. Once per day during a short rest, you can recover one 1st-level spell slot.

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HIGH ELF

Elves are a people of otherworldly grace, long-lived and passionate. In the earliest days of the multiverse, the first high elves settled in fey crossings, places where the natural world and a fantastic realm of magic and emotion, known as the Feywild, touch and overlap. The high elves mystically took on characteristics blending both realms. Your facility with language and your innate understanding of useful magic are part of that mystical adaptation.

As a high elf, you have the following traits.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light and in darkness in that radius as if it were dim light. You discern colors in that darkness only as shades of gray.

Fey Ancestry. You have advantage on saving throws you make to avoid or end the charmed condition on yourself.

Trance. Elves don't need to sleep, and magic can't put you to sleep. You can finish a long rest in 4 hours if you spend those hours in a trancelike meditation, during which you retain consciousness.

Cantrip. Your *prestidigitation* cantrip (listed above) reflects the innate magic of a high elf, not your wizardly study.

YOUR SAGE BACKGROUND

Your parents identified your magical talent early in your long elven life and arranged for you to be apprenticed to a kindly wizard in the city of Neverwinter. You excelled at your studies and forged friendships and rivalries with other apprentices. You always had a particular knack for wielding flashy, energetic forces, and you focused your study on the school of evocation.

Your background shaped your character in some important ways. A secret sought by a colleague drives you. Your skill proficiencies in Arcana and History also reflect your upbringing, studying the nature of magic and the great wizards of days past who wielded it.

After graduating from your apprenticeship, you and your peers went your separate ways to focus on your own studies. Recently, you received a letter from one of your colleagues, pointing you toward a source of lost knowledge. Shortly after the letter arrived, you learned tragic news: your friend died under mysterious circumstances.

Personal Goal: Discover Lost Knowledge. The letter spoke of an arcane observatory built on a nearby island by wizards long gone, and it hinted at powerful magic hidden there. A small cloister known as Dragon's Rest also resides on the island. The caretaker of the cloister's temple to the dragon god Bahamut, who is a patron of heroes and a champion of justice, must have information regarding the observatory. This Elder Runara can set you on the path to discovering the knowledge your friend never found.

MAKING THE CHARACTER YOURS

Follow these steps to make this character uniquely yours:

1. Choose a name and write it in the "Character Name" space on the front of this sheet. Your character's name can be anything you like, perhaps drawing from a real-world culture or a work of literature.
2. Decide what you look like and determine your character's gender. You decide your character's height, weight, age, and coloration (eyes, hair, and skin). You can use the art on this page for inspiration or choose your own direction. You also might want to give your character a memorable physical characteristic, such as a scar, a limp, spectacles, or a tattoo.
3. Flesh out your character's personality, and read about your character's alignment in the rulebook (you may choose a different alignment from among the options there). The goal is to choose traits and mannerisms for your character that you'll enjoy.

GAINING LEVELS

The DM will tell you when you reach 2nd level and then 3rd level. When you reach a new level, you gain the features below for that level.

HIT DICE AND HIT POINTS

With each level you gain, you gain one additional Hit Die (d6), which you can use to heal yourself when you take a short rest (explained in the rulebook). When you level up, add the new Hit Die to the Hit Dice box on this sheet, and add 1d6 + 2 to your hit point maximum.

SPELLCASTING ADVANCEMENT

You gain access to more spells as you gain levels. You can prepare a number of spells equal to your level + your Intelligence modifier, as shown in the Spellcasting table. You also gain more spell slots.

SPELLCASTING

Wizard Level	Prepared Spells	1st-Level Slots	2nd-Level Slots
1st	4	□ □	—
2nd	5	□ □ □	—
3rd	6	□ □ □ □	□ □

Adding Spells to Your Spellbook. Each time you gain a wizard level, you can add two wizard spells of your choice to your spellbook, chosen from the wizard spell list below. Each of these spells must be of a level for which you have spell slots. On your adventures, you might also find scrolls or books containing other spells you can add to your spellbook.

Copying a Spell into the Book. When you find a wizard spell, you can add it to your spellbook if it is of a level for which you have spell slots and if you can spare the time to decipher and copy it.

For each level of the spell, the process takes 2 hours and requires 50 gp. The cost represents material components you expend as you experiment with the spell to master it, as well as the fine inks you need to record it. Once you have spent this time and money, you can prepare the spell just like your other spells.

2ND-LEVEL FEATURES

Evocation Savant. The gold and time you must spend to copy an evocation spell into your spellbook is halved.

Sculpt Spells. When you cast an evocation spell that affects other creatures you can see, you can choose a number of them equal to 1 + the spell's level. The chosen creatures automatically succeed on their saving throws against the spell, and they take no damage if they would normally take half damage from it.

3RD-LEVEL FEATURES

Arcane Recovery. You can now recover two 1st-level spell slots, or a single 2nd-level spell slot (your choice).

Spells. You can now prepare and cast 2nd-level spells.

WIZARD SPELL LIST

1st-Level Spells

Comprehend languages (ritual)
Detect magic (ritual)
Mage armor
Magic missile
Protection from evil and good
Ray of sickness
Shield
Sleep
Thunderwave

2nd-Level Spells

Flaming sphere
Hold person
Invisibility
Misty step
Shatter



RICHARD WHITTERS