

Wizard 1

CLASS & LEVEL

Sage

BACKGROUND

Adam

PLAYER NAME

Half-Elf

RACE

ALIGNMENT

EXPERIENCE POINTS

CHARACTER NAME

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

INSPIRATION

PROFICIENCY BONUS

- ☐ Strength
- ☐ Dexterity
- ☐ Constitution
- ☐ Intelligence
- ☒ Wisdom
- ☐ Charisma

SAVING THROWS

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

SKILLS

PASSIVE WISDOM (PERCEPTION)

Weapons: Daggers, darts, slings, quarterstaves, light crossbows
Languages: Common, Elvish, Goblin, Infernal, Celestial

OTHER PROFICIENCIES & LANGUAGES

ARMOR CLASS

INITIATIVE

SPEED

Hit Point Maximum

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

NAME

ATK BONUS

DAMAGE/TYPE

Sling

Dagger

1d4 piercing

1d4 bludgeon

Sling Pellet x100
Bell (for Alarm)

ATTACKS & SPELLCASTING

CP

SP

EP

GP

GP

PP

Spellbook
Arcane Focus
(crystal on chain)
Explorer's Pack
(bedroll, mess kit,
tinderbox, torch x10,
50ft rope)
Quill & bottle of black
ink
Small knife
Common clothes

EQUIPMENT

PERSONALITY TRAITS

IDEALS

Read background...

BONDS

I overlook obvious solutions in favor of complicated ones.

FLAWS

Darkvision
Fey Ancestry
+2 cha
+2 skill proficiencies

FEATURES & TRAITS



CHARACTER NAME

20

AGE

Light brown

EYES

5'9"

HEIGHT

Pale

SKIN

A bit thin

WEIGHT

Black

HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME

SYMBOL

I was born in the Human city _____, to my human mother _____ and my elvish father, whose name I do not know. My mother worked as a researcher at the Mage's Guild. Her most recent research involved trying to create spell scrolls which might last multiple uses.

I thought magic was fascinating, and I was always watching my mother's colleagues experimenting from a safe distance. I didn't have many friends in my youth, but people seemed naturally drawn to me. My school years were spent honing my magical talent. I was motivated and intelligent, the ideal student.

One night, my mother didn't return home. This wasn't unusual, since she often worked late. The unusual part was the men at the door asking for her, when she wasn't home. I woke up the next day in my bed with a hazy memory. Did I dream that? Try as I might, I couldn't remember a single detail. I poked around the house for Mother, couldn't find her, and left to see if she had fallen asleep in the Divination room again.

What I found wasn't what I expected. Her office had been ransacked, with clear signs of a struggle. She was missing, and there were ominous-looking stains on the carpet... Nobody had been around when the incident occurred, so we had no clues. The officials gave up almost immediately, stating that whoever did it would have left the town by now. I have spent the few years since then mastering the basics of magic and gathering sufficient gold to supply myself for a journey. Frustrated with the inadequacy of the law, I took a quest from a friend that looked like it would lead to the next town over. If you want something done right, you have to do it yourself.

CHARACTER BACKSTORY

Once lost a toe to a misfired spell.

ADDITIONAL FEATURES & TRAITS

TREASURE



Wizard

SPELLCASTING CLASS

SPELLCASTING ABILITY

SPELL SAVE DC

SPELL ATTACK BONUS

0

CANTRIPS

- Minor Illusion
- Mage Hand
- Fire Bolt
-
-
-
-
-

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

- PREPARED
- SPELL NAME
- ☐ Alarm (ritual)
 - ☐ Find Familiar (ritual)
 - ☐ Thunderwave
 - ☐ Grease
 - ☐ Mage Armor
 - ☐ Shield (reaction)
 - ☐
 - ☐
 - ☐
 - ☐
 - ☐
 - ☐
 - ☐
 - ☐

2

- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐

3

- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐

4

- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐

5

- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐

6

- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐

7

- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐

8

- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐

9

- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐