

Nova Relatox

El Tesoro
del Dragon

Wizard 1

CLASS & LEVEL

Human

RACE

Avowed Scribe

BACKGROUND

Neutral

ALIGNMENT

Will

PLAYER NAME

EXPERIENCE POINTS



+2

SAVING THROWS

-1	2	1	6	3	1
STR	DEX	CON	INT	WIS	CHA



Skills

Acrobatics (Dex)	2
Animal Handling (Wis)	1
Arcana (Int)	6
Athletics (Str)	-1
Deception (Cha)	1
History (Int)	6
Insight (Wis)	1
Intimidation (Cha)	1
Investigation (Int)	6
Medicine (Wis)	5
Nature (Int)	4
Perception (Wis)	1
Performance (Cha)	1
Persuasion (Cha)	3
Religion (Int)	4
Sleight of Hand (Dex)	2
Stealth (Dex)*	2
Survival (Wis)	1

*Armor

Attacks & Spellcasting

Weapon	Hand	Type	Range
firebolt		fire	120ft.

Atk Bonus +6 DAMAGE 1d10

Special: ignites flammable objects

Weapon	Hand	Type	Range
ice knife		piercing/cold	60/5ft.

Atk Bonus +6 DAMAGE 1d10/2d6

Special: DEX save

Weapon	Hand	Type	Range
dagger	right	Piercing	20/60

Atk Bonus +5 DAMAGE 1d4+2

Special: Thrown

Weapon	Hand	Type	Range

Atk Bonus DAMAGE



Features & Traits

Arcane Recovery: (SR)

- Recover 1st level spell slot

Lingist:

- You can create written ciphers that others can't decipher unless you teach them, they succeed on an INT check (DC 21), or they use magic to decipher it.
- Three Languages of choice: Abyssal, Giant, Draconic

Spells 1st level:

- detect magic (r)
- identify (r)
- find familiar (r)
- mage armour
- ice knife
- unseen servant (r)

Wizard

SPELLCASTING
ABILITY

Int.

SPELL
SAVE DC

14

SPELL
ATTACK
BONUS

+6



Fire Bolt

Mage Hand

Prestidigitation

SPELL LVL SLOTS TOTAL SLOTS EXPENDED



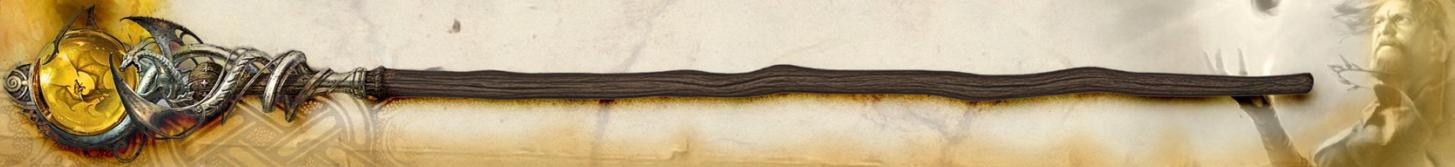
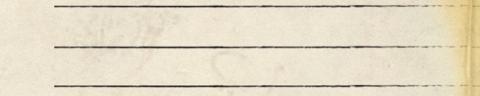
Detect Magic

Find Familiar

Ice Knife

Mage Armour

Unseen Servant



Nova Relatox

El Tesoro
del Dragon

Conjurer 2

CLASS & LEVEL

Human

RACE

Avowed Scribe

BACKGROUND

Neutral

ALIGNMENT

Will

PLAYER NAME

EXPERIENCE POINTS



+2

SAVING THROWS

-1	2	1	6	3	1
STR	DEX	CON	INT	WIS	CHA

30 ft
SPEED

Skills

Acrobatics (Dex)	2
Animal Handling (Wis)	1
Arcana (Int)	6
Athletics (Str)	-1
Deception (Cha)	1
History (Int)	6
Insight (Wis)	1
Intimidation (Cha)	1
Investigation (Int)	6
Medicine (Wis)	5
Nature (Int)	4
Perception (Wis)	1
Performance (Cha)	1
Persuasion (Cha)	3
Religion (Int)	4
Sleight of Hand (Dex)	2
Stealth (Dex)*	2
Survival (Wis)	1

*Armor

Attacks & Spellcasting

Weapon	Hand	Type	Range
firebolt		fire	120ft.
Atk Bonus	+6	DAMAGE	1d10
Special: ignites flammable objects			
ice knife		piercing/cold	60/5ft.
Atk Bonus	+6	DAMAGE	1d10/2d6
Special: DEX save			
dagger	right	Piercing	20/60
Atk Bonus	+5	DAMAGE	1d4+2
Special: Thrown			
Weapon	Hand	Type	Range
Atk Bonus		DAMAGE	

Abyssal, Common, Celestial, Draconic, Elvish,
Giant, Primordial.

OTHER PROFICIENCIES & LANGUAGES

Features & Traits

Arcane Recovery: (SR) Recover 1st level spell slot

Linguist:

- You can create written ciphers that others can't decipher unless you teach them, they succeed on an INT check (DC 21) or they use magic to decipher it.
- Three Languages of choice: Abyssal, Giant, Draconic

Minor Conjunction: (a)

- conjure an inanimate object in hand OR within 10ft.
- 3ft. max side length // 10lbs. max weight
- non-magical object that's been seen
- visibly magical, radiating dim light 5ft.
- disappears after 1 hour OR takes/deals any damage

Conjunction Savant:

- gold & time halved to copy conjunction spell into spellbook

Spells 1st level:

- | | |
|---------------------|----------------------|
| - detect magic (r) | - disguise self |
| - find familiar (r) | - mage armour |
| - ice knife | - unseen servant (r) |
| - identify (r) | - floating disk |