

D&D BEYOND

CHARACTER NAME

Wizard 5

CLASS & LEVEL

PLAYER NAME

High Elf

RACE

Sage

BACKGROUND

EXPERIENCE POINTS

STRENGTH

-1

8

DEXTERITY

+3

16

CONSTITUTION

+1

12

INTELLIGENCE

+4

18

WISDOM

+1

12

CHARISMA

+0

11

- ☐ -1 Strength
- ☐ +3 Dexterity
- ☐ +1 Constitution
- P +7 Intelligence
- P +4 Wisdom
- ☐ +0 Charisma

Saving Throw Modifiers

Advantage against being charmed, and magic can't put you to sleep

SAVING THROWS

- ☐ +3 Acrobatics DEX
- ☐ +1 Animal Handling WIS
- P +7 Arcana INT
- ☐ -1 Athletics STR
- ☐ +0 Deception CHA
- P +7 History INT
- ☐ +1 Insight WIS
- ☐ +0 Intimidation CHA
- ☐ +4 Investigation INT
- P +4 Medicine WIS
- ☐ +4 Nature INT
- P +4 Perception WIS
- ☐ +0 Performance CHA
- ☐ +0 Persuasion CHA
- P +7 Religion INT
- ☐ +3 Sleight of Hand DEX
- ☐ +3 Stealth DEX
- ☐ +1 Survival WIS
- ☐ _____
- ☐ _____
- ☐ _____

SKILLS

+3

INITIATIVE

ARMOR

13

CLASS

DEFENSES

INSPIRATION

+3

PROFICIENCY BONUS

ABILITY SAVE DC

30 ft. (Walking)

SPEED

Max HP

Current HP

Temp HP

27

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HIT POINTS

Total 5d6

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

=== WEAPONS ===

Crossbow, Light, Dagger, Dart, Longbow, Longsword, Quarterstaff, Shortbow, Shortsword, Sling

=== LANGUAGES ===

Abyssal, Common, Draconic, Elvish, Infernal

PROFICIENCIES & LANGUAGES

=== ACTIONS ===

Standard Actions

Attack, Cast a Spell, Dash, Disengage, Dodge, Help, Hide, Ready, Search, Use an Object, Opportunity Attack, Grapple, Shove, Improvise, Two-Weapon Fighting, Interact with an Object

=== SPECIAL ===

Arcane Recovery • 1 / Long Rest

Once per day when you finish a short rest, you can choose expended spell slots to recover - up to a combined level of 3, and none of the slots can be 6th level or higher.

Sculpt Spells

When you cast an evocation spell that affects other

creatures that 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 on a successful save.

ACTIONS

14

PASSIVE WISDOM (PERCEPTION)

11

PASSIVE WISDOM (INSIGHT)

14

PASSIVE INTELLIGENCE (INVESTIGATION)

Darkvision 60 ft.

SENSES

NAME

HIT

DAMAGE/TYPE

NOTES

Quarterstaff

+2

1d6-1 Bludgeoning

Simple, Versatile

Fire Bolt

+8

2d10 Fire

V/S

Shocking Grasp

+8

2d8 Lightning

V/S

Unarmed Strike

+2

0 Bludgeoning

WEAPON ATTACKS & CANTRIPS

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=== WIZARD FEATURES ===

* Hit Points • PHB 113

* Proficiencies • PHB 113

* Spellcasting • PHB 114

You can cast prepared wizard spells using INT as your spellcasting modifier (Spell DC 15, Spell Attack +7) and wizard spells in your spellbook as rituals if they have the ritual tag. You can use an arcane focus as a spellcasting focus. You can prepare 9 spells.

* Arcane Recovery • PHB 115

Once per day when you finish a short rest, you can choose expended spell slots to recover - up to a combined level of 3, and none of the slots can be 6th level or higher.

| 1 / Long Rest • Special

* Arcane Tradition • PHB 115

| School of Evocation

* Evocation Savant • PHB 117

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

* Sculpt Spells • PHB 117

When you cast an evocation spell that affects other creatures that 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 on a successful save.

| Special

* Ability Score Improvement • PHB 115

=== HIGH ELF RACIAL TRAITS ===

* Darkvision • PHB 23

You can see in darkness (shades of gray) up to 60 ft.

* Keen Senses • PHB 23

You have proficiency in the Perception skill.

* Fey Ancestry • PHB 23

You have advantage on saves against being charmed, and magic can't put you to sleep.

* Trance • PHB 23

You don't need to sleep, but meditate semiconsciously for 4 hours a day. While meditating, you can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

* Elf Weapon Training • PHB 23

You have proficiency with the longsword, shortsword, shortbow, and longbow.

* Cantrip • PHB 24

You know one cantrip of your choice from the wizard spell list. INT is your spellcasting ability for it.

* Extra Language • PHB 24

You can speak, read, and write one extra language of your choice.

FEATURES & TRAITS

	NAME	QTY	WEIGHT	NAME	QTY	WEIGHT
CP	0	Quarterstaff	1	4 lb.		
SP	0	Book	1	5 lb.		
EP	0	Ink (1 ounce bottle)	2	--		
GP	0	Ink Pen	1	--		
GP	180	Parchment (one sheet)	10	--		
GP	0	Backpack	1	5 lb.		
GP	0	Clothes, Common	1	3 lb.		
GP	0	Potion of Healing	3	1.5 lb.		
GP	0	Spellbook	1	3 lb.		
		Little Bag of Sand	1	--		
		Small Knife	2	--		
WEIGHT CARRIED				ATTUNED MAGIC ITEMS		
21.5 lb.					QTY	WEIGHT
ENCUMBERED				Wand of the War Mage, +1	1	--
120 lb.						
PUSH/DRAW/LIFT						
240 lb.						

EQUIPMENT



		Medium		
GENDER	AGE	SIZE	HEIGHT	WEIGHT
ALIGNMENT	FAITH	SKIN	EYES	HAIR

CHARACTER NAME

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

CHARACTER BACKSTORY

ADDITIONAL NOTES

Wizard

SPELLCASTING
CLASS

INT

SPELLCASTING
ABILITY

15

SPELL SAVE DC

+8

SPELL ATTACK
BONUS

PREP SPELL NAME	SOURCE	SAVE/ATK	TIME	RANGE	COMP	DURATION	PAGE REF	NOTES
=== CANTRIPS ===	(At Will)							
<input type="radio"/> Acid Splash	Wizard	DEX 15	1A	60 ft.	V,S	Instantaneous	PHB 211	V/S
<input type="radio"/> Fire Bolt	Wizard	+8	1A	120 ft.	V,S	Instantaneous	PHB 242	V/S
<input type="radio"/> Light	Wizard	DEX 15	1A	Touch/20 ft. Sphere	V,M	1 hour	PHB 255	D: 1h, 20 ft. Sphere, V/M
<input type="radio"/> Prestidigitation	Wizard	—	1A	10 ft.	V,S	1 hour	PHB 267	D: 1h, V/S
<input type="radio"/> Shocking Grasp	High Elf	+8	1A	Touch	V,S	Instantaneous	PHB 275	V/S
=== 1st LEVEL ===	4 Slots OOOO							
<input type="radio"/> Burning Hands	Wizard	DEX 15	1A	Self/15 ft. Cone	V,S	Instantaneous	PHB 220	15 ft. Cone, V/S
<input type="radio"/> Cause Fear <C>	Wizard	WIS 15	1A	60 ft.	V	Concentration, up to 1 minute	XGtE 151	D: 1m, V
<input type="radio"/> Charm Person	Wizard	WIS 15	1A	30 ft.	V,S	1 hour	PHB 221	D: 1h, V/S
<input type="radio"/> Comprehend Languages [R]	Wizard	—	1A + 10m	Self	V,S,M	1 hour	PHB 224	D: 1h, V/S/M
<input type="radio"/> Shield	Wizard	—	1R	Self	V,S	1 round	PHB 275	D: 1Rnd, V/S
<input type="radio"/> Find Familiar [R]	Wizard	—	1h + 10m	10 ft.	V,S,M	Instantaneous	PHB 240	V/S/M
<input type="radio"/> Thunderwave	Wizard	CON 15	1A	Self/15 ft. Cube	V,S	Instantaneous	PHB 282	15 ft. Cube, V/S
<input type="radio"/> Magic Missile	Wizard	—	1A	120 ft.	V,S	Instantaneous	PHB 257	V/S
=== 2nd LEVEL ===	3 Slots OOO							
<input type="radio"/> Invisibility <C>	Wizard	—	1A	Touch	V,S,M	Concentration, up to 1 hour	PHB 254	D: 1h, V/S/M
<input type="radio"/> Acid Arrow	Wizard	+8	1A	90 ft.	V,S,M	Instantaneous	PHB	V/S/M
<input type="radio"/> Gust of Wind <C>	Wizard	STR 15	1A	Self	V,S,M	Concentration, up to 1 minute	PHB 248	D: 1m, V/S/M
<input type="radio"/> Shatter	Wizard	CON 15	1A	60 ft./10 ft. Sphere	V,S,M	Instantaneous	PHB 275	10 ft. Sphere, V/S/M
=== 3rd LEVEL ===	2 Slots OO							
<input type="radio"/> Haste <C>	Wizard	—	1A	30 ft.	V,S,M	Concentration, up to 1 minute	PHB 250	D: 1m, V/S/M
<input type="radio"/> Lightning Bolt	Wizard	DEX 15	1A	Self/100 ft. Line	V,S,M	Instantaneous	PHB 255	100 ft. Line, V/S/M

SPELLS