

Meinan

Fighter 1, Wizard 4

CLASS & LEVEL

PLAYER NAME

FACTION

Urchin

Half-Elf

Chaotic Neutral

7310 (6500)

BACKGROUND

RACE

ALIGNMENT

EXPERIENCE POINTS

DCI NUMBER

CHARACTER NAME

STRENGTH

0

10

DEXTERITY

4

18

CONSTITUTION

3

16

INTELLIGENCE

3

16

WISDOM

0

11

CHARISMA

-1

9

3

PROFICIENCY BONUS

- ☒ -3 Strength
- ☐ -4 Dexterity
- ☒ -6 Constitution
- ☐ -3 Intelligence
- ☐ -0 Wisdom
- ☐ -1 Charisma

SAVING THROWS

- ☒ 7 Acrobatics (Dex)
- ☐ 0 Animal Handling (Wis)
- ☒ 6 Arcana (Int)
- ☐ 0 Athletics (Str)
- ☐ -1 Deception (Cha)
- ☐ 3 History (Int)
- ☐ 0 Insight (Wis)
- ☐ -1 Intimidation (Cha)
- ☒ 6 Investigation (Int)
- ☐ 0 Medicine (Wis)
- ☐ 3 Nature (Int)
- ☒ 3 Perception (Wis)
- ☐ -1 Performance (Cha)
- ☐ -1 Persuasion (Cha)
- ☐ 3 Religion (Int)
- ☒ 7 Sleight of Hand (Dex)
- ☒ 7 Stealth (Dex)
- ☐ 0 Survival (Wis)
- ☐ 0 Disguise Kit (Cha)
- ☒ 7 Thieves' Tools (Dex)

SKILLS

13

PASSIVE WISDOM (PERCEPTION)

16

ARMOR CLASS

7

INITIATIVE

30

SPEED

Hit Point Maximum 41

CURRENT HIT POINTS

TEMPORARY HIT POINTS

d10, d6, d6, d6

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

- CP 364 Backpack (Empty) (Adventuring Gear)
- SP 189 Belt pouch ()
- EP 20 Dagger (Weapon)
- GP 1256 Dagger of Warning (Weapon)
- PP 20 Half Plate (Armor)
- EP 20 Ink, Arcane (Adventuring Gear)
- GP 1256 Kyo Crystal, Medium (Wondrous Item)
- PP 20 Oil (Flask) (Adventuring Gear)
- GP 1256 Pearl Silver, Tiny (Treasure)
- PP 20 Piton (Adventuring Gear)
- GP 1256 Potion of Healing (Adventuring Gear)
- PP 20 Rations (1 Day) (Adventuring Gear)
- Rope, Hempen (50 Feet) (Adventuring Gear)
- Sack (Adventuring Gear)
- Scimitar (Weapon)
- Shield (Armor)
- Shortsword (Weapon)

EQUIPMENT

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

- War Caster (Feat)
- Ability Score Improvement (Feature)
- Arcane Deflection (Feature)
- Arcane Recovery (Feature)
- City Secrets (Feature)
- Fighting Style (two weapon fighting) (Feature)
- Second Wind (Feature)
- Spellcasting (Feature)
- Tactical Wit (Feature)
- War Magic (Feature)
- Fey Ancestry (Trait)
- Skill Versatility (Trait)

FEATURES & TRAITS

Common, Elvish, Undercommon

Tool: Disguise kit, thieves' tools, Weapon: Simple

weapons, martial weapons, Armor: All armor, shields

OTHER PROFICIENCIES & LANGUAGES

NAME

ATK BONUS

DAMAGE/TYPE

Scimitar (Finesse, light)	+7	d6+4 slashing
Dagger (Finesse, light, thrown (range 20/60))	+7	d4+4 piercing
Dagger (Finesse, light, thrown (range 20/60))	+7	d4+4 piercing
Shortsword (Finesse, light)	+7	d6+4 piercing
Dagger of Warning (Finesse, light, thrown (range 20/60), magic)	+7	d4+4 piercing, magic
Dagger of Warning (Finesse, light, thrown (range 20/60), magic)	+7	d4+4 piercing, magic
Shadow blade ()	+7	d8, d8+4 psychic
Shocking Grasp [Cantrip] (Range Touch)	+3	d8, d8 lightning
Ice Knife [Level 1] (Range 60 feet)	+3	d10 piercing, magic
		d6, d6 cold, magic
Shadow Blade [Level 2] (Range Self)	+7	
Chill Touch [Cantrip] (Range 120 feet)	+3	d8, d8 necrotic

ATTACKS & SPELLCASTING



Meinan

CHARACTER NAME

20
AGE

5'10"

HEIGHT

170

WEIGHT

EYES

SKIN

HAIR

17,16,15,11,10,7 original array
dual wield
1
d4+4
10-18 = 14
single
d6+6
1d4
8 - 16 =
12
hand free for reactions
bonus action for
manuevers +
10+4 + 4 + 3(3) = 27
Started
copying magic missile

ADDITIONAL FEATURES & TRAITS

TOTAL NON-CONSUMABLE MAGIC ITEMS

Studded Leather (Armor)
Tebryn's Spellbook (Adventuring Gear)
Thieves' Tools (Tools)
Tinderbox (Adventuring Gear)
Torch (Adventuring Gear)
Waterskin (Adventuring Gear)

NOTES

TREASURE

Weapons

Name	Properties	Ammo	Prof	Attack	Damage
Dagger	Finesse, light, thrown (range 20/60)		Yes	+7	d4+4 piercing
Dagger	Finesse, light, thrown (range 20/60)	6	Yes	+7	d4+4 piercing
Dagger of Warning	Finesse, light, thrown (range 20/60), magic		Yes	+7	d4+4 piercing,magic
Dagger of Warning	Finesse, light, thrown (range 20/60), magic	1	Yes	+7	d4+4 piercing,magic
Scimitar	Finesse, light		Yes	+7	d6+4 slashing
Shadow blade			Yes	+7	d8,d8+4 psychic
Shortsword	Finesse, light		Yes	+7	d6+4 piercing

Spells

Spell Ability:

Base Attack: 3

Base DC: 11

Prepared: 6

1st	2nd	3rd	4th	5th	6th	7th	8th	9th
4	3							
0 0 0 0	0 0 0							

War Caster

Casting Time:

Range:

Duration:

Components:

Source:

Prerequisite: The ability to cast at least one spell

You have practiced casting spells in the midst of combat, learning techniques that grant you the following benefits:

- * You have advantage on Constitution saving throws that you make to maintain your concentration on a spell when you take damage.
- * You can perform the somatic components of spells even when you have weapons or a shield in one or both hands.
- * When a hostile creature's movement provokes an opportunity attack from you, you can use your reaction to cast a spell at the creature, rather than making an opportunity attack. The spell must have a casting time of 1 action and must target only that creature.

Arcane Deflection

Casting Time:

Range:

Duration:

Components:

Source:

At 2nd level, you have learned to weave your magic to fortify yourself against harm. When you are hit by an attack or you fail a saving throw, you can use your reaction to gain a +2 bonus to your AC against that attack or a +4 bonus to that saving throw.

When you use this feature, you can't cast spells other than cantrips until the end of your next turn.

Arcane Recovery

☐ Rest

Casting Time:

Range:

Duration:

Components:

Source: Wizard

You have learned to regain some of your magical energy by studying your spellbook. Once per day when you finish a short rest, you can choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than half your wizard level (rounded up), and none of the slots can be 6th level or higher. For example, if you're a 4th-level wizard, you can recover up to two levels worth of spell slots. You can recover either a 2nd-level spell slot or two 1st-level spell slots.

Misc effects

Casting Time:

Range:

Duration:

Components:

Source:

Second Wind

☐ Rest

Casting Time:

Range:

Duration:

Components:

Source: Fighter

You have a limited well of stamina that you can draw on to protect yourself from harm. On your turn, you can use a bonus action to regain hit points equal to 1d10 + your fighter level.

Once you use this feature, you must finish a short or long rest before you can use it again.

Heal: d10

ITEM

Dagger of Alarm

Casting Time:

Range:

Duration:

Components:

Source:

Kyo Crystal

☐ Long Rest

Casting Time:

Range:

Duration:

Components:

Source: Wizard

A medium (1/2") octahedron crystal of a transparent violet color.

Once per day during a short rest a character with a spell casting ability can use the energy from this crystal to replace the magical energy of a second level spell slot.

Potion of Greater Healing (none)

Casting Time:	Range:	Duration:
Components:		Source:
Heal: d4,d4,d4,d4+4		

Cantrip

Blade Ward (Abjuration) Prepared O

Casting Time: 1 action	Range: Self	Duration: 1 round
Components: V, S		Source: Bard, Eldritch Knight, Sorcerer, Warlock, Wiz
You extend your hand and trace a sigil of warding in the air. Until the end of your next turn, you have resistance against bludgeoning, piercing, and slashing damage dealt by weapon attacks.		

Chill Touch (Necromancy) Prepared O

Casting Time: 1 action	Range: 120 feet	Duration: 1 round
Components: V, S		Source: Eldritch Knight, Sorcerer, Warlock, Wizard, A
You create a ghostly, skeletal hand in the space of a creature within range. Make a ranged spell attack against the creature to assail it with the chill of the grave. On a hit, the target takes 1d8 necrotic damage, and it can't regain hit points until the start of your next turn. Until then, the hand clings to the target.		
If you hit an undead target, it also has disadvantage on attack rolls against you until the end of your next turn.		
This spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).		
Attack: ranged +3 vs AC		
Damage: d8,d8 necrotic		

Frostbite (Evocation) Prepared O

Casting Time: 1 action	Range: 60 feet	Duration: Instantaneous
Components: V, S		Source: Druid, Sorcerer, Warlock, Wizard
You cause numbing frost to form on one creature that you can see within range. The target must make a Constitution saving throw. On a failed save, the target takes 1d6 cold damage, and it has disadvantage on the next weapon attack roll it makes before the end of its next turn.		
The spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).		
Attack: Save vs constitution DC 14		
Damage: d6,d6 cold		

Shocking Grasp (Evocation) Prepared O

Casting Time: 1 action	Range: Touch	Duration: Instantaneous
Components: V, S		Source: Eldritch Knight, Sorcerer, Wizard, Arcane Tri
Lightning springs from your hand to deliver a shock to a creature you try to touch. Make a melee spell attack against the target. You have advantage on the attack roll if the target is wearing armor made of metal. On a hit, the target takes 1d8 lightning damage, and it can't take reactions until the start of its next turn.		
The spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).		
Attack: melee +3 vs AC		
Damage: d8,d8 lightning		

Level 1

Absorb Elements (Abjuration) O Prepared O

Casting Time: 1 reaction, which you take wh	Range: Self	Duration: 1 round
Components: S		Source: Druid, Ranger, Sorcerer, Wizard
The spell captures some of the incoming energy, lessening its effect on you and storing it for your next melee attack. You have resistance to the triggering damage type until the start of your next turn. Also, the first time you hit with a melee attack on your next turn, the target takes an extra 1d6 damage of the triggering type, and the spell ends.		
At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each slot level above 1st.		

Comprehend Languages (ritual) (Divination) Prepared O

Casting Time: 1 action	Range: Self	Duration: 1 hour
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Components: V, S, M (a pinch of soot and salt)

Source: Bard, Eldritch Knight, Sorcerer, Warlock, Wizard

For the duration, you understand the literal meaning of any spoken language that you hear. You also understand any written language that you see, but you must be touching the surface on which the words are written. It takes about 1 minute to read one page of text.

This spell doesn't decode secret messages in a text or a glyph, such as an arcane sigil, that isn't part of a written language.

Detect Magic (ritual) (Divination)

Prepared

O

Casting Time: 1 action

Range: Self

Duration: Concentration, up to 10 minutes

Components: V, S

Source: Bard, Cleric, Druid, Eldritch Knight, Eldritch Wizard

For the duration, you sense the presence of magic within 30 feet of you. If you sense magic in this way, you can use your action to see a faint aura around any visible creature or object in the area that bears magic, and you learn its school of magic, if any.

The spell can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

Feather Fall (Transmutation)

O

Prepared

O

Casting Time: 1 reaction, which you take when you or another creature falls

Range: 60 feet

Duration: 1 minute

Components: V, M (a small feather or piece of down)

Source: Bard, Eldritch Knight, Sorcerer, Wizard, Arcane Trickster

Choose up to five falling creatures within range. A falling creature's rate of descent slows to 60 feet per round until the spell ends. If the creature lands before the spell ends, it takes no falling damage and can land on its feet, and the spell ends for that creature.

Ice Knife (Conjuration)

Prepared

O

Casting Time: 1 action

Range: 60 feet

Duration: Instantaneous

Components: S, M (a drop of water or piece of ice)

Source: Druid, Sorcerer, Wizard

You create a shard of ice and fling it at one creature within range. Make a ranged spell attack against the target.

On a hit, the target takes 1d10 piercing damage. Hit or miss, the shard then explodes. The target and each creature within 5 feet of it must succeed on a Dexterity saving throw or take 2d6 cold damage.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the cold damage increases by 1d6 for each slot level above 1st.

Attack: ranged +3 vs AC

Damage: 1d10 piercing, magic

Damage: d6, d6 cold, magic

Identify (ritual) (Divination)

Prepared

O

Casting Time: 1 minute

Range: Touch

Duration: Instantaneous

Components: V, S, M (a pearl worth at least 100 gp and an owl feather)

Source: Bard, Cleric Knowledge Domain, Eldritch Knight

You choose one object that you must touch throughout the casting of the spell. If it is a magic item or some other magic-imbued object, you learn its properties and how to use them, whether it requires attunement to use, and how many charges it has, if any. You learn whether any spells are affecting the item and what they are. If the item was created by a spell, you learn which spell created it.

If you instead touch a creature throughout the casting, you learn what spells, if any, are currently affecting it.

Magic Missile (Evocation)

Prepared

O

Casting Time: 1 action

Range: 120 feet

Duration: Instantaneous

Components: V, S

Source: Eldritch Knight, Sorcerer, Wizard, Arcane Trickster

You create three glowing darts of magical force. Each dart hits a creature of your choice that you can see within range. A dart deals 1d4 + 1 force damage to its target. The darts all strike simultaneously, and you can direct them to hit one creature or several.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the spell creates one more dart for each slot level above 1st.

Damage: d4+1 force

Shield (Abjuration)

O

Prepared

O

Casting Time: 1 reaction, which you take when you are hit by an attack

Range: Self

Duration: 1 round

Components: V, S

Source: Eldritch Knight, Sorcerer, Wizard, Arcane Trickster

An invisible barrier of magical force appears and protects you. Until the start of your next turn, you have a +5 bonus to AC, including against the triggering attack, and you take no damage from magic missile.

Tenser's Floating Disk (ritual) (Conjuration)

Prepared

O

Casting Time: 1 action

Range: 30 feet

Duration: 1 hour

Components: V, S, M (a drop of mercury)

Source: Eldritch Knight, Wizard, Arcane Trickster

This spell creates a circular, horizontal plane of force, 3 feet in diameter and 1 inch thick, that floats 3 feet above the ground in an unoccupied space of your choice that you can see within range. The disk remains for the duration, and can hold up to 500 pounds. If more weight is placed on it, the spell ends, and everything on the disk falls to the ground.

The disk is immobile while you are within 20 feet of it. If you move more than 20 feet away from it, the disk follows you so that it remains within 20 feet of you. It can move across uneven terrain, up or down stairs, slopes and the like, but it can't cross an elevation change of 10 feet or more. For example, the disk can't move across a 10-foot-deep pit, nor could it leave such a pit if it was created at the bottom.

If you move more than 100 feet from the disk (typically because it can't move around an obstacle to follow you), the spell ends.

Thunderwave (Evocation)



Prepared



Casting Time: 1 action

Range: Self (15-foot cube)

Duration: Instantaneous

Components: V, S

Source: Bard, Cleric Tempest Domain, Druid, Eldritch K

A wave of thunderous force sweeps out from you. Each creature in a 15-foot cube originating from you must make a Constitution saving throw. On a failed save, a creature takes 2d8 thunder damage and is pushed 10 feet away from you. On a successful save, the creature takes half as much damage and isn't pushed.

In addition, unsecured objects that are completely within the area of effect are automatically pushed 10 feet away from you by the spell's effect, and the spell emits a thunderous boom audible out to 300 feet.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8 for each slot level above 1st.

Attack: Save vs constitution DC 11

Damage: d8,d8 thunder

Level 2

Aganazzar's Scorcher (Evocation)

Prepared



Casting Time: 1 action

Range: 30 feet

Duration: Instantaneous

Components: V, S, M (a red dragon's scale)

Source: Sorcerer, Wizard

A line of roaring flame 30 feet long and 5 feet wide emanates from you in a direction you choose. Each creature in the line must make a Dexterity saving throw. A creature takes 3d8 fire damage on a failed save, or half as much damage on a successful one.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d8 for each slot level above 2nd.

Attack: Save vs dexterity DC 11

Damage: d8,d8,d8 fire

Cloud of Daggers (Conjuration)

Prepared



Casting Time: 1 action

Range: 60 feet

Duration: Concentration, up to 1 minute

Components: V, S, M (a sliver of glass)

Source: Bard, Eldritch Knight, Sorcerer, Warlock, Wiz

You fill the air with spinning daggers in a cube 5 feet on each side, centered on a point you choose within range.

A creature takes 4d4 slashing damage when it enters the spell's area for the first time on a turn or starts its turn there.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 2d4 for each slot level above 2nd.

Damage: d4,d4,d4,d4 slashing,magic

Mirror Image (Illusion)



Prepared



Casting Time: 1 action

Range: Self

Duration: 1 minute

Components: V, S

Source: Cleric Trickery Domain, Druid Coast Circle, El

Three illusory duplicates of yourself appear in your space. Until the spell ends, the duplicates move with you and mimic your actions, shifting position so it's impossible to track which image is real. You can use your action to dismiss the illusory duplicates.

Each time a creature targets you with an attack during the spell's duration, roll a d20 to determine whether the attack instead targets one of your duplicates.

If you have three duplicates, you must roll a 6 or higher to change the attack's target to a duplicate. With two duplicates, you must roll an 8 or higher. With one duplicate, you must roll an 11 or higher.

A duplicate's AC equals 10 + your Dexterity modifier. If an attack hits a duplicate, the duplicate is destroyed. A duplicate can be destroyed only by an attack that hits it.

It ignores all other damage and effects. The spell ends when all three duplicates are destroyed.

A creature is unaffected by this spell if it can't see, if it relies on senses other than sight, such as blindsight, or if it can perceive illusions as false, as with truesight.

Misty Step (Conjuration)

Prepared

Casting Time: 1 bonus action

Range: Self

Duration: Instantaneous

Components: V

Source: Druid Coast Circle, Eldritch Knight, Sorcerer,

Briefly surrounded by silvery mist, you teleport up to 30 feet to an unoccupied space that you can see.

Shadow Blade (Illusion)

Prepared

Casting Time: 1 bonus action

Range: Self

Duration: Concentration, up to 1 minute

Components: V, S

Source: Sorcerer, Warlock, Wizard

You weave together threads of shadow to create a sword of solidified gloom in your hand. This magic sword lasts until the spell ends. It counts as a simple melee weapon with which you are proficient. It deals 2d8 psychic damage on a hit and has the finesse, light, and thrown properties (range 20/60). In addition, when you use the sword to attack a target that is in dim light or darkness, you make the attack roll with advantage.

If you drop the weapon or throw it, it dissipates at the end of the turn. Thereafter, while the spell persists, you can use a bonus action to cause the sword to reappear in your hand.

At Higher Levels. When you cast this spell using a 3rd-or 4th-level spell slot, the damage increases to 3d8. When you cast it using a 5th-or 6th-level spell slot, the damage increases to 4d8. When you cast it using a spell slot of 7th level or higher, the damage increases to 5d8.

Damage: d8,d8+4 psychic

Attack: melee +7 vs AC

Feats, Features, Traits

Feat

War Caster

Prerequisite: The ability to cast at least one spell

You have practiced casting spells in the midst of combat, learning techniques that grant you the following benefits:

- * You have advantage on Constitution saving throws that you make to maintain your concentration on a spell when you take damage.
- * You can perform the somatic components of spells even when you have weapons or a shield in one or both hands.
- * When a hostile creature's movement provokes an opportunity attack from you, you can use your reaction to cast a spell at the creature, rather than making an opportunity attack. The spell must have a casting time of 1 action and must target only that creature.

Feature

City Secrets

You know the secret patterns and flow to cities and can find passages through the urban sprawl that others would miss. When you are not in combat, you (and companions you lead) can travel between any two locations in the city twice as fast as your speed would normally allow.

Second Wind

You have a limited well of stamina that you can draw on to protect yourself from harm. On your turn, you can use a bonus action to regain hit points equal to 1d10 + your fighter level.

Once you use this feature, you must finish a short or long rest before you can use it again.

Fighting Style (two weapon fighting)

You adopt a particular style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

Archery

You gain a +2 bonus to attack rolls you make with ranged weapons.

Defense

While you are wearing armor, you gain a +1 bonus to AC.

Dueling

When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

Great Weapon Fighting

When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the two-handed or versatile property for you to gain this benefit.

Protection

When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield.

Two-Weapon Fighting

When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

As a student of arcane magic, you have a spellbook containing spells that show the first glimmers of your true power. See chapter 10 for the general rules of spellcasting and chapter 11 for the wizard spell list.

Cantrips

At 1st level, you know three cantrips of your choice from the wizard spell list. You learn additional wizard cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Wizard table.

Spellbook

At 1st level, you have a spellbook containing six 1st-level wizard spells of your choice.

Preparing and Casting Spells

The Wizard table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

You prepare the list of wizard spells that are available for you to cast. To do so, choose a number of wizard spells from your spellbook equal to your Intelligence modifier + your wizard level (minimum of one spell). The spells must be of a level for which you have spell slots.

For example, if you're a 3rd-level wizard, you have four 1st-level and two 2nd-level spell slots. With an Intelligence of 16, your list of prepared spells can include six spells of 1st or 2nd level, in any combination, chosen from your spellbook. If you prepare the 1st-level spell magic missile, you can cast it using a 1st-level or a 2nd-level slot. Casting the spell doesn't remove it from your list of prepared spells. You can change your list of prepared spells when you finish a long rest. Preparing a new list of wizard spells requires time spent studying your spellbook and memorizing the incantations and gestures you must make to cast the spell: at least 1 minute per spell level for each spell on your list.

Spellcasting Ability

Intelligence is your spellcasting ability for your wizard spells, since you learn your spells through dedicated study and memorization. You use your Intelligence whenever a spell refers to your spellcasting ability.

In addition, you use your Intelligence modifier when setting the saving throw DC for a wizard spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Intelligence modifier

Spell attack modifier = your proficiency bonus + your Intelligence modifier

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.

Spellcasting Focus

You can use an arcane focus (found in chapter 5) as a spellcasting focus for your wizard spells.

Learning Spells of 1st Level and Higher

Each time you gain a wizard level, you can add two wizard spells of your choice to your spellbook. Each of these spells must be of a level for which you have spell slots, as shown on the Wizard table. On your adventures, you might find other spells that you can add to your spellbook (see the "Your Spellbook" sidebar).

Your Spellbook

The spells that you add to your spellbook as you gain levels reflect the arcane research you conduct on your own, as well as intellectual breakthroughs you have had about the nature of the multiverse. You might find other spells during your adventures. You could discover a spell recorded on a scroll in an evil wizard's chest, for example, or in a dusty tome in an ancient library.

Copying a Spell into the book. When you find a wizard spell of 1st level or higher, 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. The spells copied into a spellbook must be of a spell level the wizard can prepare.

Copying a spell into your spellbook involves reproducing the basic form of the spell, then deciphering the unique system of notation used by the wizard who wrote it. You must practice the spell until you understand the sounds or gestures required, then transcribe it into your spellbook using your own notation. For each level of the spell, the process takes 2 hours and costs 50gp. 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.

Replacing the Book. You can copy a spell from your own spellbook into another book—for example, if you want to make a backup copy of your spellbook. This is just like copying a new spell into your spellbook, but faster and easier, since you understand your own notation and already know how to cast the spell. You need spend only 1 hour and 10 gp for each level of the copied spell. If you lose your spellbook, you can use the same procedure to transcribe the spells that you have prepared into a new spellbook. Filling out the remainder of your spellbook requires you to find new spells to do so, as normal. For this reason, many wizards keep backup spellbooks in a safe place.

The Book's Appearance Your spellbook is a unique compilation of spells, with its own decorative flourishes and margin notes. It might be a plain, functional leather volume that you received as a gift from your master, a finely bound gilt-edged tome you found in an ancient library, or even a loose collection of notes scrounged together after you lost your previous spellbook in a mishap.

A spellbook doesn't contain cantrips.

Arcane Recovery	<p>You have learned to regain some of your magical energy by studying your spellbook. Once per day when you finish a short rest, you can choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than half your wizard level (rounded up), and none of the slots can be 6th level or higher.</p> <p>For example, if you're a 4th-level wizard, you can recover up to two levels worth of spell slots. You can recover either a 2nd-level spell slot or two 1st-level spell slots.</p>
War Magic	<p>A variety of arcane colleges specialize in training wizards for war. The tradition of War Magic blends principles of evocation and abjuration, rather than specializing in either of those schools. It teaches techniques that empower a caster's spells, while also providing methods for wizards to bolster their own defenses.</p> <p>Followers of this tradition are known as war mages. They see their magic as both a weapon and armor, a resource superior to any piece of steel. War mages act fast in battle, using their spells to seize tactical control of a situation. Their spells strike hard, while their defensive skills foil their opponents' attempts to counterattack. War mages are also adept at turning other spellcasters' magical energy against them. In great battles, a war mage often works with evokers, abjurers, and other types of wizards. Evokers, in particular, sometimes tease war mages for splitting their attention between offense and defense. A war mage's typical response: "What good is being able to throw a mighty fireball if I die before I can cast it?"</p> <p>Features</p>
Arcane Deflection	<p>At 2nd level, you have learned to weave your magic to fortify yourself against harm. When you are hit by an attack or you fail a saving throw, you can use your reaction to gain a +2 bonus to your AC against that attack or a +4 bonus to that saving throw.</p> <p>When you use this feature, you can't cast spells other than cantrips until the end of your next turn.</p>
Tactical Wit	<p>Starting at 2nd level, your keen ability to assess tactical situations allows you to act quickly in battle. You can give yourself a bonus to your initiative rolls equal to your Intelligence modifier.</p>
Ability Score Improvement	<p>When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.</p>
Trait	
Skill Versatility	<p>You gain proficiency in two skills of your choice.</p>
Fey Ancestry	<p>You have advantage on saving throws against being charmed, and magic can't put you to sleep.</p>

Inventory

Count	Name	Cost	Weight	Properties
1	Beltpouch		0	
Adventuring Gear				
1	Backpack (Empty)	2 gp	5	
2	Ink, Arcane	50 gp	0.06	
	This ink can be used to copy spells into a spell book or scribe scrolls.			
2	Oil (Flask)	1 sp	1	
	Oil usually comes in a clay flask that holds 1 pint. As an action, you can splash the oil in this flask onto a creature within 5 feet of you or throw it up to 20 feet, shattering it on impact. Make a ranged attack against a target creature or object, treating the oil as an improvised weapon. On a hit, the target is covered in oil. If the target takes any fire damage before the oil dries (after 1 minute), the target takes an additional 5 fire damage from the burning oil. You can also pour a flask of oil on the ground to cover a 5-foot-square area, provided that the surface is level. If lit, the oil burns for 2 rounds and deals 5 fire damage to any creature that enters the area or ends its turn in the area. A creature can take this damage only once per turn.			
6	Piton	5 cp	0.25	
3	Potion of Healing	50 gp	0.5	
	A character who drinks the magical red fluid in this vial regains 2d4 + 2 hit points. Drinking or administering a potion takes an action.			
10	Rations (1 Day)	5 sp	2	
	Rations consist of dry foods suitable for extended travel, including jerky, dried fruit, hardtack, and nuts.			
1	Rope, Hempen (50 Feet)	1 gp	10	
3	Sack	1 cp	0.5	
1	Tebryn's Spellbook		3	
	Tebryn's spellbook contains the following spells: First Level: mage armor, magic missile, shield, witch bolt Second Level: aganazzar's scorcher, misty step, web Third Level: counterspell, melf's minute meteors and a partially copied fireball spell			
1	Tinderbox	5 sp	1	
	This small container holds flint, fire steel, and tinder (usually dry cloth soaked in light oil) used to kindle a fire. Using it to light a torch-or anything else with abundant, exposed fuel-takes an action. Lighting any other fire takes 1 minute.			
1	Torch	1 cp	1	
	A torch burns for 1 hour, providing bright light in a 20-foot radius and dim light for an additional 20 feet. If you make a melee attack with a burning torch and hit, it deals 1 fire damage.			
1	Waterskin	2 sp	5	
Armor				
1	Half Plate	750 gp	40	
	Medium armor offers more protection than light armor, but it also impairs movement more. If you wear medium armor, you add your Dexterity modifier, to a maximum of +2, to the base number from your armor type to determine your Armor Class. Half plate consists of shaped metal plates that cover most of the wearer's body. It does not include leg protection beyond simple greaves that are attached with leather straps.			
1	Shield	10 gp	6	
	A shield is made from wood or metal and is carried in one hand. Wielding a shield increases your Armor Class by 2. You can benefit from only one shield at a time.			
1	Studded Leather	45 gp	13	
	Made from supple and thin materials, light armor favors agile adventurers since it offers some protection without sacrificing mobility. If you wear light armor, you add your Dexterity modifier to the base number from your armor type to determine your Armor Class. Made from tough but flexible leather, studded leather is reinforced with close-set rivets or spikes.			
Tools				
1	Thieves' Tools	25 gp	1	
	This set of tools includes a small file, a set of lock picks, a small mirror mounted on a metal handle, a set of narrow-bladed scissors, and a pair of pliers. Proficiency with these tools lets you add your proficiency bonus to any ability checks you make to disarm traps or open locks.			
Treasure				
1	Pearl Silver, Tiny	100 gp	0	
	1/8" diameter Pearl			
Weapon				
4	Dagger	2 gp	1	Finesse, light, thrown (range 20/60)
1	Dagger of Warning	101 - 500 gp	1	Finesse, light, thrown (range 20/60), magic

Description

This magic weapon warns you of danger. While the weapon is on your person, you have advantage on initiative rolls. In addition, you and any of your companions within 30 feet of you can't be surprised, except when incapacitated by something other than nonmagical sleep. The weapon magically awakens you and your companions within range if any of you are sleeping naturally when combat begins.

1	Scimitar	25 gp	3	Finesse, light
1	Shortsword	10 gp	2	Finesse, light

Wondrous Item

1	Kyo Crystal, Medium	0
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A medium (1/2") octahedron crystal of a transparent violet color.

Once per day during a short rest a character with a spell casting ability can use the energy from this crystal to replace the magical energy of a second level spell slot.