

CHARACTER NAME

Wizard (School of Divination) 11

Sage - Discredited Academic

CLASS & LEVEL

BACKGROUND

PLAYER NAME

High Elf

LN

RACE

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

8

-1

DEXTERITY

14

+2

CONSTITUTION

14

+2

INTELLIGENCE

20

+5

WISDOM

14

+2

CHARISMA

8

-1

INSPIRATION

+4

PROFICIENCY BONUS

- ☐ -1 Strength
- ☐ +2 Dexterity
- ☐ +2 Constitution
- ☒ +9 Intelligence
- ☒ +6 Wisdom
- ☐ -1 Charisma

SAVING THROWS

- ☐ +2 Acrobatics (Dex)
- ☐ +2 Animal Handling (Wis)
- ☒ +9 Arcana (Int)
- ☐ -1 Athletics (Str)
- ☐ -1 Deception (Cha)
- ☒ +9 History (Int)
- ☐ +2 Insight (Wis)
- ☐ -1 Intimidation (Cha)
- ☒ +9 Investigation (Int)
- ☐ +2 Medicine (Wis)
- ☐ +5 Nature (Int)
- ☒ +6 Perception (Wis)
- ☐ -1 Performance (Cha)
- ☐ -1 Persuasion (Cha)
- ☒ +9 Religion (Int)
- ☐ +2 Sleight of Hand (Dex)
- ☐ +2 Stealth (Dex)
- ☐ +2 Survival (Wis)

SKILLS

15

ARMOR CLASS

+2

INITIATIVE

30

SPEED

Hit Point Maximum 68

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 11d6

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

Specialty - Discredited Academic  
Trait - I . . . speak . . . slowly . . . when talking . . . to idiots . . . which . . . almost . . . everyone . . . is . . . compared . . . to me.

I am horribly horribly awkward in social situations.

PERSONALITY TRAITS

Knowledge is the path to power and domination.

IDEALS

My life's work is a series of tomes related to a specific field of Lore.

BONDS

I speak without really thinking through my words, invariably insulting others.

FLAWS

High Elf Traits

Dex +2, Int +1

Darkvision: 60 feet

Fey Ancestry: Advantage on saving throws vs. charmed and magic cannot put you to sleep.

Trance: Elves do not need sleep. A long rest is only 4 hours to you.

Wizard

Ritual Casting

- You may cast any spell with the "Ritual" tag in your spellbook as a Ritual without consuming a Spell Slot, doing so requires 10 minutes extra.

Arcane Recovery

- Once per day after a Short Rest you may recover Spell Slots of a combined level equal to 1/2 your Wizard level rounded up and no higher than a 6th level slot.

Divination Savant

- The gold and time spent copying divination spells is halved.

Portent

- When you finish a long rest roll 2 x D20's and record the numbers rolled. You can replace any attack roll, saving throw, or ability check with one of these rolls. You must do this before the roll and you can only replace a roll like this once per turn. You can use each foretold roll only once and when your rolls are you need a long rest before rolling two more dice.

Expert Divination

- When you cast a Divination spell of 2nd level or higher using a spell slot, you regain one expended spell slot. The spell slot you regain must be of a lower level than the spell you cast and can't be higher than 5th level.

The Third Eye, Action

- Choose one of the following benefits which lasts until you are incapacitated or you take a short or long rest:  
- Ethereal Sight, Can see in the Ethereal plane within 60 feet of where you are.  
- Greater Comprehension, You can read any language  
- See Invisibility, You can see invisible creatures and objects within 10 feet of you and if they are within sight.

FEATURES & TRAITS

16

PASSIVE WISDOM (PERCEPTION)

Common, Elf, Sylvan, Draconic

Daggers, Darts, Slings, Quarterstaves, Light Crossbows, Longsword, Shortbow, Longbow

OTHER PROFICIENCIES & LANGUAGES

CF

SP

EP

GF

PF

3x Healing Potion

Elven Chain: You gain a +1 bonus to AC while you wear this armor.

You are considered proficient with this armor even if you lack proficiency with medium armor.

Immovable Rod: This flat iron rod has a button on one end. You can use an action to press the button, which causes the rod to become magically fixed in place. Until you or another creature uses an action to push the button again, the rod doesn't move, even if it is defying gravity. The rod can hold up to 8,000 pounds of weight. More weight causes the rod to deactivate and fall. A creature can use an action to make a DC 30 Strength check, moving the fixed rod up to 10 feet on a success.

EQUIPMENT

NAME ATK BONUS DAMAGE/TYPE

S.Sword +6 1d6+2

FireBolt +9 3d10

RoF +9 3d8

Shortsword - Piercing, 2lb, Finesse, Light

FireBolt - You hurl a mote of fire at a creature or object within 120 feet. On hit it does 3d10+5 Fire damage.

Ray of Frost - A frigid beam streaks toward a creature within 60 feet. On hit, it takes 3d8 Cold damage and its speed is reduced by 10 feet until the start of your next turn.

ATTACKS & SPELLCASTING



# Wizard

SPELLCASTING  
CLASS

Intelligence

SPELLCASTING  
ABILITY

17

SPELL SAVE DC

+9

SPELL ATTACK  
BONUS

0 CANTRIPS

Prestidigitation (Racial) 267

Fire Bolt 242

Mage Hand 256

Minor Illusion 260

Ray of Frost 271

Acid Splash 211

SPELL LEVEL SLOTS TOTAL SLOTS EXPENDED  
1 4

PREPARED

SPELL NAME

- ☐ Grease 246
- ☐ Color Spray 222
- ☐ Mage Armor 256
- ☐ Shield 275
- ☐ Detect Magic (Ritual) 231
- ☐ Identify (Ritual) 252
- ☐ Comprehend Languages (Ritual) 224
- ☐ Thunderwave 282
- ☐
- ☐
- ☐
- ☐

2 3

- ☐ Invisibility 254
- ☐ Scorching Ray 273
- ☐ Levitate 255
- ☐ Misty Step 260
- ☐ See Invisibility 274
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- ☐

3 3

- ☐ Fireball 241
- ☐ Fly 243
- ☐ Haste 250
- ☐ Remove Curse 271
- ☐
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- ☐ Evard's Black Tentacles 238
- ☐ Greater Invisibility 246
- ☐ Banishment 217
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- ☐ Cloud Kill 222
- ☐ Hold Monster 251
- ☐ Wall of Force 285
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- ☐ Disintegrate 233
- ☐ True Seeing 284
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