DUNGEONS & DRAGONS®

CHARACTER NAME

Wizard 1	Sage	
CLASS & LEVEL	BACKGROUND	PLAYER NAME
Tiefling	Lawful Neutral	
RACE	ALIGNMENT	EXPERIENCE POINTS

STRENGTH	+0 (10)
DEXTERITY	+2 (14)
CONSTITUTION	+1 (12)
INTELLIGENCE	+3 (16)
WISDOM	+1 (13)
CHARISMA	+0 (10)

INSPIRATION

+2 PROFICIENCY BONUS

○	+0	Strength
○	+2	Dexterity
○	+1	Constitution
◉	+5	Intelligence
◉	+3	Wisdom
○	+0	Charisma

SAVING THROWS

○	+2	Acrobatics (Dex)
○	+1	Animal Handling (Wis)
◉	+5	Arcana (Int)
○	+0	Athletics (Str)
○	+0	Deception (Cha)
◉	+5	History (Int)
○	+1	Insight (Wis)
○	+0	Intimidation (Cha)
◉	+5	Investigation (Int)
◉	+3	Medicine (Wis)
○	+3	Nature (Int)
○	+1	Perception (Wis)
○	+0	Performance (Cha)
○	+0	Persuasion (Cha)
○	+3	Religion (Int)
○	+2	Sleight of Hand (Dex)
○	+2	Stealth (Dex)
○	+1	Survival (Wis)

SKILLS

10 ARMOR CLASS

+2 INITIATIVE

30 ft. SPEED

Hit Point Maximum 7

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1d6

HIT DICE

SUCCESSES ○=○=○

FAILURES ○=○=○

DEATH SAVES

Sometimes my train of thought gets ahead of me and I forget that others need to be caught up.

PERSONALITY TRAITS

Logic. Emotion must not cloud hard facts.

IDEALS

I'm always looking for rare ingredients for my potions.

BONDS

A chance to gather unique information is worth any cost.

FLAWS

NAME	ATK BONUS	DAMAGE/TYPE
Qrtrstaff*	+0	1d6+0 B

*If you wield your quarterstaff with two hands, its damage die increases to a d8.

Cantrips. You know Blade Ward, Fire Bolt, Mage Hand and Thaumaturgy and can cast them at will.

Spell Slots. You have two 1st level spell slots you can use to cast your prepared spells.

Prepared spells. You prepare four 1st level spells to make them available for you to cast, choosing from the spells in your spellbook.

Spellbook. You have a spellbook containing these 1st level spells: Burning Hands, Expeditious Retreat, Grease, Magic Missile, Shield and Witch Bolt.

ATTACKS & SPELLCASTING

Spellcasting Ability. Intelligence is your spellcasting ability for your spells. The saving throw DC to resist a spell you cast is 12. Your attack bonus when you make an attack with a spell is +5.

Arcane Recovery. You can regain some of your magical energy by studying your spellbook. Once per day during a short rest, you can choose to recover expended spell slots with a combined level equal to or less than half your wizard level (rounded up).

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Hellish Resistance. You have resistance to fire damage.

Researcher. If you are unable to recall a piece of lore, you probably know where the information can be found.

FEATURES & TRAITS

11 PASSIVE WISDOM (PERCEPTION)

Proficiencies. Daggers, darts, slings, quarterstaffs, light crossbows

Languages. Common, Infernal, Dwarvish, Elvish

OTHER PROFICIENCIES & LANGUAGES

CP
SP
EP
GP 10
PP

Quarterstaff, component pouch, spellbook, backpack, book of herb lore, bottle of ink, ink pen, 10 sheets of parchment, small bag of sand, small knife, common clothes, belt pouch

EQUIPMENT

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