

Wizard2

CHARACTER NAME

Wizard 3

CLASS & LEVEL

Half-Orc

RACE

Urban Bounty Hunter

BACKGROUND

Neutral good

ALIGNMENT

Ben

PLAYER NAME

0

EXPERIENCE POINTS

STRENGTH

+0

10

DEXTERITY

+0

10

CONSTITUTION

+1

13

INTELLIGENCE

+1

13

WISDOM

+2

14

CHARISMA

+2

15

0

INSPIRATION

+2

PROFICIENCY BONUS

- ☐ +0 Strength
- ☐ +0 Dexterity
- ☐ +1 Constitution
- ☒ +3 Intelligence
- ☒ +4 Wisdom
- ☐ +2 Charisma

SAVING THROWS

- ☐ +0 Acrobatics (Dex)
- ☐ +2 Animal Handling (Wis)
- ☐ +1 Arcana (Int)
- ☐ +0 Athletics (Str)
- ☒ +4 Deception (Cha)
- ☒ +3 History (Int)
- ☒ +4 Insight (Wis)
- ☒ +4 Intimidation (Cha)
- ☐ +1 Investigation (Int)
- ☐ +2 Medicine (Wis)
- ☐ +1 Nature (Int)
- ☐ +2 Perception (Wis)
- ☐ +2 Performance (Cha)
- ☐ +2 Persuasion (Cha)
- ☒ +3 Religion (Int)
- ☐ +0 Sleight of Hand (Dex)
- ☐ +0 Stealth (Dex)
- ☐ +2 Survival (Wis)

SKILLS

10

ARMOR CLASS

+0

INITIATIVE

30

SPEED

Hit Point Maximum 16

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 3d6

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

TODO: How does your character behave? See the PHB for examples of all the sections below

PERSONALITY TRAITS

TODO: What does your character believe in?

IDEALS

TODO: Describe what debts your character has to pay, and other commitments or ongoing quests they have.

BONDS

TODO: Describe your characters interesting flaws.

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Quarterstaf

+2

1d6/b

Armor: None

Shield: None

TODO: Describe how your character usually attacks or uses spells.

ATTACKS & SPELLCASTING

12

PASSIVE WISDOM (PERCEPTION)

Proficiencies:

Daggers, darts, slings, quarterstaves, light crossbows.

Languages:

Common, Orc

OTHER PROFICIENCIES & LANGUAGES

CP

0

SP

0

EP

0

GP

0

PP

0

TODO: list the equipment and magic items your character carries

EQUIPMENT

(See Features Page)

--Arcane Recovery
--Conjuration Savant
--Darkvision (60')
--Ear to the Ground
--Minor Illusion
--Relentless Endurance
--Savage Attacks

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TODO: Describe other features and abilities your character has.

FEATURES & TRAITS



SPELLCASTING CLASS

INT

SPELLCASTING ABILITY

11

SPELL SAVE DC

+3

SPELL ATTACK BONUS

0

CANTRIPS

Acid Splash

Friends (S,m) (C)

Light (V,M)

Ray of Frost (V,S)

SPELL
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

4

PREPARED

SPELL NAME

Ⓒ Disguise Self (V,S)

⦿ Identify (V,S,M) (\$)

⊙ Jump (V,S,M)

2

2

Blur (V) (C)

⊙ Knock (V)

3

0

6

C

7

c

8

c

4

0

5

0

9

C

SPELLS KNOWN

Features and Magic Items

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Subclasses

Subclass: School of Conjuration

As a conjurer, you favor spells that produce objects and creatures out of thin air. You can conjure billowing clouds of killing fog or summon creatures from elsewhere to fight on your behalf. As your mastery grows, you learn spells of transportation and can teleport yourself across vast distances, even to other planes of existence, in an instant

Features

Arcane Recovery

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

Conjuration Savant

Source: Wizard (School of Conjuration)

Beginning when you select this school at 2nd level, the gold and time you must spend to copy a conjuration spell into your spellbook is halved.

Darkvision (60')

Source: Race

Accustomed to life underground, you have superior vision in dark and dim conditions. 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.

Ear to the Ground

Source: Background (Urban Bounty Hunter)

You are in frequent contact with people in the segment of society that your chosen quarries move through. These

people might be associated with the criminal underworld, the rough-and-tumble folk of the streets, or members of high society. This connection comes in the form of a contact in any city you visit, a person who provides information about the people and places of the local area.

Minor Illusion

Source: Wizard (School of Conjuration)

Starting at 2nd level when you select this school, you can use your action to conjure up an inanimate object in your hand or on the ground in an unoccupied space that you can see within 10 feet of you. This object can be no larger than 3 feet on a side and weigh no more than 10 pounds, and its form must be that of a nonmagical object that you have seen. The object is visibly magical, radiating dim light out to 5 feet. The object disappears after 1 hour, when you use this feature again, or if it takes any damage.

Relentless Endurance

Source: Race (Half-Orc)

When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. You can't use this feature again until you finish a long rest.

Savage Attacks

Source: Race (Half-Orc)

When you score a critical hit with a melee weapon attack, you can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

Magic Items

Spell Descriptions

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Acid Splash

Conjuration Cantrip

Casting Time: 1 action

Range: 60 ft

Components:

Duration: instantaneous

You hurl a bubble of acid. Choose one creature within range, or choose two creatures within range that are within 5 feet of each other. A target must succeed on a Dexterity saving throw or take 1d6 acid damage.

This spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

Friends

Enchantment Cantrip (concentration)

Casting Time: 1 action

Range: Self

Components: S, m

Duration: Concentration, up to 1 minute

For the duration, you have advantage on all Charisma checks directed at one creature of your choice that isn't hostile toward you. When the spell ends, the creature realizes that you used magic to influence its mood and becomes hostile toward you. A creature prone to violence might attack you. Another creature might seek retribution in other ways (at the DMs discretion), depending on the nature of your interaction with it.

Light

Evocation Cantrip

Casting Time: 1 action

Range: 60 ft

Components: V, M (a firefly or phosphorescent moss)

Duration: 1 hour

You touch one object that is no larger than 10 feet in any dimension. Until the spell ends, the object sheds bright light in a 20-foot radius and dim light for an additional 20 feet. The light can be colored as you like. Completely covering the object with something opaque blocks the light. The spell ends if you cast it again or dismiss it as an action. If you target an object held or worn by a hostile creature, that creature must succeed on a Dexterity saving throw to avoid the spell.

Ray of Frost

Evocation Cantrip

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

A frigid beam of blue-white light streaks toward a creature within range. Make a ranged spell attack against the target. On a hit, it takes 1d8 cold damage, and its speed is reduced by 10 feet until the start of your next turn.

The spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

Disguise Self

Illusion Level 1

Casting Time: 1 action

Range: 60 ft

Components: V, S

Duration: 1 hour

You make yourself including your clothing, armor, weapons, and other belongings on your person look different until the spell ends or until you use your action to dismiss it. You can seem 1 foot shorter or taller and can appear thin, fat, or in between. You can't change your body type, so you must adopt a form that has the same basic arrangement of limbs. Otherwise, the extent of the illusion is up to you. The changes wrought by this spell fail to hold up to physical inspection. For example, if you use this spell to add a hat to your outfit, objects pass through the hat, and anyone who touches it would feel nothing or would feel your head and hair. If you use this spell to appear thinner than you are, the hand of someone who reaches out to touch you would bump into you while it was seemingly still in midair. To discern that you are disguised, a creature can use its action to inspect your appearance and must succeed on an Intelligence (Investigation) check against your spell save DC.

Identify

Divination Level 1

Casting Time: 1 minute

Range: 60 ft

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

Duration: Instantaneous

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.

Jump

Transmutation Level 1

Casting Time: 1 action

Range: Touch

Components: V, S, M (A grasshoppers hind leg)

Duration: 1 minute

You touch a creature. The creatures jump distance is tripled until the spell ends.

Blur

Illusion Level 2 (concentration)

Casting Time: 1 action

Range: Self

Components: V

Duration: Concentration, up to 1 minute

Your body becomes blurred, shifting and wavering to all who can see you. For the duration, any creature has disadvantage on attack rolls against you. An attacker is immune to this effect if it doesn't rely on sight, as with blindsight, or can see through illusions, as with truesight.

Knock

Transmutation Level 2

Casting Time: 1 action

Range: 60 ft

Components: V

Duration: Instantaneous

Choose an object that you can see within range. The object can be a door, a box, a chest, a set of manacles, a padlock, or another object that contains a mundane or magical means that prevents access. A target that is held shut by a mundane lock or that is stuck or barred becomes unlocked, unstuck, or unbarred. If the object has multiple locks, only one of them is unlocked. If you choose a target that is held shut with arcane lock, that spell is suppressed for 10 minutes, during which time the target can be opened and shut normally. When you cast the spell, a loud knock, audible from as far away as 300 feet, emanates from the target object.