

Dutch20 Wizard 2024

CHARACTER NAME

Wizard 2

CLASS & LEVEL

PLAYER NAME

Gnome

SPECIES

Sage

BACKGROUND

(Milestone)

EXPERIENCE POINTS

STRENGTH

8

-1

DEXTERITY

14

+2

CONSTITUTION

15

+2

INTELLIGENCE

16

+3

WISDOM

12

+1

CHARISMA

10

+0

- ☐ -1 Strength
- ☐ +2 Dexterity
- ☐ +2 Constitution
- ☒ +5 Intelligence
- ☒ +3 Wisdom
- ☐ +0 Charisma

Saving Throw Modifiers

Advantage on INT
Advantage on WIS
Advantage on CHA

SAVING THROWS

- ☐ +2 Acrobatics DEX
- ☐ +1 Animal Handling WIS
- ☒ +7 Arcana INT
- ☐ -1 Athletics STR
- ☐ +0 Deception CHA
- ☒ +5 History INT
- ☐ +1 Insight WIS
- ☐ +0 Intimidation CHA
- ☐ +3 Investigation INT
- ☐ +1 Medicine WIS
- ☒ +5 Nature INT
- ☐ +1 Perception WIS
- ☐ +0 Performance CHA
- ☐ +0 Persuasion CHA
- ☒ +5 Religion INT
- ☐ +2 Sleight of Hand DEX
- ☐ +2 Stealth DEX
- ☐ +1 Survival WIS
- ☐ _____
- ☐ _____
- ☐ _____

SKILLS

+2

INITIATIVE

ARMOR

12

CLASS

DEFENSES

HEROIC INSPIRATION

+2

PROFICIENCY BONUS

ABILITY SAVE DC

30 ft. (Walking)

SPEED

Spell attack bonus: +5
Spell save DC: 13

Spell slots available: 3 [] [] []

Cantrips (at will):
Fire bolt, Mage Hand, Message, Mind Sliver,
Prestidigitation Mending, Shocking Grasp

lvl 1 spells (uses spell slots, 1/spell):
Chromatic Orb, Color Spray, Mage Armor, Magic
Missile, Shield, Witch Bolt

Ritual spells (to cast, spend 10 minutes)
Detect Magic

=== SPECIAL ===

Shield - reaction when being hit
cost: 1 spell slot
Until the start of your next turn, you have a +5 bonus
to AC, and you take no damage from Magic Missile

Arcane Recovery • 1 / Long Rest []
When you finish a Short Rest, you can recover
expended spell slots. The spell slots can have a
combined level equal to no more than 1, and none of
the slots can be level 6 or higher.

Cast Mage Armor without spell slot 1 / Long Rest []

ACTIONS

11

PASSIVE PERCEPTION

11

PASSIVE INSIGHT

13

PASSIVE INVESTIGATION

Darkvision 60 ft.

SENSES

NAME

HIT

DAMAGE/TYPE

NOTES

Dagger

+4

1d4+2 Piercing

Simple, Finesse, Light, Thrown, Nick, Range (20/60)

Dagger

+4

1d4+2 Piercing

Simple, Finesse, Light, Thrown, Nick, Range (20/60)

Quarterstaff

+1

1d6-1 Bludgeoning

Simple, Versatile, Topple 5ft

Fire Bolt

+5

1d10 Fire

120 ft.

Shocking Grasp

+5

1d8 Lightning

Touch

Unarmed Strike

+1

0 Bludgeoning

WEAPON ATTACKS & CANTRIPS

