

TYLER JACOBSON



PRESTO
 CHARACTER NAME

SCRIBE
 BACKGROUND

HUMAN
 SPECIES

WIZARD
 CLASS

EVOKER
 SUBCLASS

4
 LEVEL

SIZE
 MEDIUM

INITIATIVE
 +2

ARMOR CLASS
 12
 SHIELD

HIT POINTS

TEMP
 30
 MAX

HIT DICE
 SPENT
 406
 MAX

DEATH SAVES
 3 SUCCESSES
 3 FAILURES

SPEED
 30 FEET

WEAPON ATTACKS

Name	Atk Bonus	Damage & Type	Notes
DAGGER	+4	1d4 + 2 PIERCING	FINESSE, LIGHT, THROWN (RANGE 20/60)

PROFICIENCY BONUS
 +2

INTELLIGENCE
 +4 MODIFIER
 18 SCORE

+6 Saving Throw

+8 Arcana

+4 History

+6 Investigation

+6 Nature

+4 Religion

STRENGTH
 -1 MODIFIER
 8 SCORE

-1 Saving Throw

-1 Athletics

DEXTERITY
 +2 MODIFIER
 14 SCORE

+2 Saving Throw

+4 Acrobatics

+4 Sleight of Hand

+2 Stealth

WISDOM
 +0 MODIFIER
 10 SCORE

+2 Saving Throw

+0 Animal Handling

+2 Insight

+0 Medicine

+2 Perception

+0 Survival

CONSTITUTION
 +1 MODIFIER
 12 SCORE

+1 Saving Throw

CHARISMA
 +2 MODIFIER
 14 SCORE

+2 Saving Throw

+2 Deception

+2 Intimidation

+2 Performance

+4 Persuasion

HEROIC INSPIRATION

EQUIPMENT

HAT OF MANY SPELLS

POTION OF HEALING

ROBE

DAGGERS (2)

SCHOLAR'S PACK

SPELLBOOK

Magic Item Attunement

HAT OF MANY SPELLS

LANGUAGES | COMMON

EQUIPMENT TRAINING & PROFICIENCIES

ARMOR TRAINING Light Medium Heavy Shields

PROFICIENCIES

SIMPLE WEAPONS, CALLIGRAPHER'S SUPPLIES

COINS

CP SP EP GP PP

10

PRESTO

HUMAN TRAITS

As a Human, you have these special traits.

Resourceful. You gain Heroic Inspiration whenever you finish a Long Rest.

Skillful. You gain proficiency in one skill of your choice. (This is included above.)

Versatile. You gain an Origin feat of your choice. Skilled is recommended. (This is included above.)

FEATS

SKILLED

Origin Feat

You gain proficiency in any combination of three skills or tools of your choice. (This is included above.)

Repeatable. You can take this feat more than once.

SPELL SNIPER

You gain the following benefits.

Ability Score Increase. Increase your Intelligence, Wisdom, or Charisma score by 1, to a maximum of 20. (This is included above.)

Bypass Cover. Your attack rolls for spells ignore Half Cover and Three-Quarters Cover.

Casting in Melee. Being within 5 feet of an enemy doesn't impose Disadvantage on your attack rolls with spells.

Increased Range. When you cast a spell that has a range of at least 10 feet and requires you to make an attack roll, you can increase the spell's range by 60 feet.

TOUGH

Origin Feat

Your Hit Point maximum increases by an amount equal to twice your character level when you gain this feat. Whenever you gain a character level thereafter, your Hit Point maximum increases by an additional 2 Hit Points. (This is included above.)

WIZARD CLASS FEATURES

LEVEL 1: SPELLCASTING

As a student of arcane magic, you have learned to cast spells.

Cantrips. You know four Wizard cantrips. Whenever you finish a Long Rest, you can replace one of your cantrips from this feature with another Wizard cantrip of your choice.

Spellbook. Your wizardly apprenticeship culminated in the creation of a unique book: your spellbook. It is a Tiny object that weighs 3 pounds, contains 100 pages, and can be read only by you or someone casting *Identify*. The book contains the level 1+ spells you know.

Spell Slots. You have four level 1 spell slots and three level 2 spell slots for your level 1+ spells. You regain all expended spell slots when you finish a Long Rest.

Prepared Spells of Level 1+. You prepare the list of level 1+ spells that are available for you to cast with this feature. To do so, choose seven spells from your spellbook. The chosen spells must be of a level for which you have spell slots.

If another Wizard feature gives you spells that you always have prepared, those spells don't count against the number of spells you can prepare with this feature, but those spells otherwise count as Wizard spells for you.

Changing Your Prepared Spells. Whenever you finish a Long Rest, you can change your list of prepared spells, replacing any of the spells there with spells from your spellbook.

Spellcasting Ability. Intelligence is your spellcasting ability for your Wizard spells.

Spellcasting Focus. You can use an Arcane Focus or your spellbook as a Spellcasting Focus for your Wizard spells.

Spell DC: 14 **Spell Attack Modifier:** +6

PRESTO

CANTRIPS (AT WILL)

Spell	School	Special*
<i>Fire Bolt</i>	Evocation	—
<i>Light</i>	Evocation	—
<i>Mage Hand</i>	Conjuration	—
<i>Ray of Frost</i>	Evocation	—

LEVEL 1 WIZARD SPELLS (SLOTS: 4)

Spell	School	Special*
<i>Burning Hands</i>	Evocation	—
<i>Comprehend Languages</i>	Divination	R
<i>Detect Magic</i>	Divination	C, R
<i>Feather Fall</i>	Transmutation	—
<i>Grease</i>	Conjuration	—
<i>Mage Armor</i>	Abjuration	—
<i>Magic Missile</i>	Evocation	—
<i>Shield</i>	Abjuration	—
<i>Sleep</i>	Enchantment	C
<i>Thunderwave</i>	Evocation	—

LEVEL 2 WIZARD SPELLS

Spell	School	Special*
<i>Blindness/Deafness</i>	Transmutation	—
<i>Gust of Wind</i>	Evocation	C
<i>Hold Person</i>	Enchantment	C
<i>Invisibility</i>	Illusion	C
<i>Misty Step</i>	Conjuration	—
<i>Scorching Ray</i>	Evocation	—

*In the Special column, C means the spell requires Concentration and R means it's a Ritual.

LEVEL 1: ARCANE RECOVERY

You can regain some of your magical energy by studying your spellbook. When you finish a Short Rest, you can choose expended spell slots to recover. The spell slots can have a combined level equal to no more than half your Wizard level (round up), and none of the slots can be level 6 or higher. For example, if you're a level 4 Wizard, you can recover up to two levels' worth of spell slots, regaining either one level 2 spell slot or two level 1 spell slots.

Once you use this feature, you can't do so again until you finish a Long Rest.

LEVEL 1: RITUAL ADEPT

You can cast any spell as a Ritual if that spell has the Ritual tag and the spell is in your spellbook. You needn't have the spell prepared, but you must read from the book to cast a spell in this way.

LEVEL 2: SCHOLAR

While studying magic, you also specialized in another field of study. Choose one of the following skills in which you have proficiency: Arcana, History, Investigation, Medicine, Nature, or Religion. You have Expertise in the chosen skill. (This is included above.)

LEVEL 3: EVOCATION SAVANT

Choose two Wizard spells from the Evocation school, each of which must be no higher than level 2, and add them to your spellbook for free. (This is included above.)

In addition, whenever you gain access to a new level of spell slots in this class, you can add one Wizard spell from the Evocation school to your spellbook for free. The chosen spell must be of a level for which you have spell slots. (This is also included above.)

LEVEL 3: POTENT CANTRIP

Your damaging cantrips affect even creatures that avoid the brunt of the effect. When you cast a cantrip at a creature and you miss with the attack roll or the target succeeds on a saving throw against the cantrip, the target takes half the cantrip's damage (if any) but suffers no additional effect from the cantrip.

LEVEL 4: ABILITY SCORE IMPROVEMENT

You gain the Ability Score Improvement feat or another feat of your choice for which you qualify. (This is included above.)

PRESTO



EQUIPMENT

HAT OF MANY SPELLS

Wondrous Item, Very Rare (Requires Attunement by a Wizard)

This pointed hat has the following properties.

Spellcasting Focus. While holding the hat, you can use it as a Spellcasting Focus for your Wizard spells. Any spell you cast using the hat gains a special Somatic component: you must reach into the hat and “pull” the spell out of it.

Unknown Spell. While holding the hat, you can try to cast a level 1+ spell you don’t know. The spell must be on the Wizard spell list, it must be of a level you can cast, and it can’t have Material components costing more than 1,000 GP. Once you decide on the spell, you must expend a spell slot of the spell’s level. Then, to determine whether you cast the spell, make an Intelligence (Arcana) check (DC 10 plus the spell’s level). On a successful check, you cast the spell using its normal casting time, and you can’t use this property again until you finish a Short or Long Rest. On a failed check, you fail to cast the spell and a random effect occurs instead, determined by rolling on the following table.

Any spell you cast from the hat uses your spell save DC and spell attack bonus.

1d100 Effect

- 01–50 You cast a random spell determined by rolling 1d10: on a **1**, *Enlarge/Reduce* (enlarge effect); on a **2**, *Enlarge/Reduce* (reduce effect); on a **3**, *Faerie Fire*; on a **4**, *Fireball*; on a **5**, *Gust of Wind*; on a **6**, *Invisibility* (cast on yourself); on a **7**, *Lightning Bolt*; on an **8**, *Phantasmal Force*; on a **9**, *Polymorph*; on a **10**, *Stinking Cloud*.
- 51–55 You have the Stunned condition until the end of your next turn, believing something awesome just happened.
- 56–60 A harmless swarm of butterflies fills a 10-foot Cube within 30 feet of yourself. The swarm disperses after 1 minute.
- 61–65 You pull a nonmagical object out of the hat. Roll 1d4 to determine the object: on a **1**, a vial of Acid; on a **2**, a flask of Alchemist’s Fire; on a **3**, a Crowbar; on a **4**, a lit Torch.
- 66–70 You suffer a bout of “magic sickness” and have the Poisoned condition for 1 hour.
- 71–75 You have the Petrified condition until the end of your next turn.

1d100 Effect

- 76–80 You pull a nonmagical object out of the hat. Roll 1d4 to determine the object: on a **1**, a Dagger; on a **2**, a Rope with a Grappling Hook tied to one end; on a **3**, a bag of Caltrops; on a **4**, a gem worth 50 GP.
- 81–85 A creature appears in an unoccupied space as close to you as possible. The creature isn’t under your control and acts as it normally would, and it disappears after 1 hour or when it drops to 0 Hit Points. Roll 1d4 to determine the creature: on a **1**, a **Camel**; on a **2**, a **Constrictor Snake**; on a **3**, an **Elephant**; on a **4**, a **Mule**.
- 86–90 A Hostile **Swarm of Bats** flies out of the hat, occupies your space, and attacks you.
- 91–95 A vertical, 10-foot-diameter, two-way portal to another plane of existence opens in an unoccupied space within 30 feet of you and remains open until the end of your next turn. The DM determines where it leads.
- 96–00 You pull a magic item out of the hat. Roll 1d6 to determine the item’s rarity: on a **1–3**, Common; on a **4–5**, Uncommon; on a **6**, Rare. The DM chooses the item, which disappears after 1 hour if it’s not consumed or destroyed before then.