



FRANTAL LIMITED

Will Byer	Neutral Good
PLAYER NAME	ALIGNMENT
Scribe	Wizard
BACKGROUND	CLASS
Human	—
SPECIES	SUBCLASS

<b>SIZE</b>
Medium
<b>INITIATIVE</b>
+1
<b>SPEED</b>
30 Feet
<b>PROFICIENCY BONUS</b>
+2



<b>HIT POINTS</b>	<b>HIT DICE</b>	<b>DEATH SAVES</b>
CURRENT	MAX	SPENT
	9	1d6
		MAX
		000 SUCCESSES
		000 FAILURES

WEAPON ATTACKS			
NAME	ATK BONUS	DAMAGE & TYPE	PROPERTIES
Quarterstaff	+1	1d6 - 1 Bludgeoning	Versatile (1d8)
Dagger	+3	1d4 + 1 Piercing	Finesse, Light, Thrown (Range 20/60)

FEATS
<b>SKILLED</b> You gain proficiency in three skills: History, Medicine, and Nature (included in your skills).
<b>TOUGH</b> Your Hit Point maximum increases by an amount equal to twice your character level when you gain this feat (included in Hit Points). Whenever you gain a character level thereafter, your Hit Point maximum increases by an additional 2 Hit Points.

SPECIES TRAITS
As a Human, you have these special traits. <b>Resourceful.</b> You gain Heroic Inspiration whenever you finish a Long Rest. <b>Skillful (Sleight of Hand).</b> You gain proficiency in the Sleight of Hand skill (included in your skills). <b>Versatile (Tough).</b> You gain the Tough feat (included in Feats).

CLASS FEATURES
<b>SPELLCASTING</b> As a student of arcane magic, you have learned to cast spells. See the Play Guide for the rules on spellcasting. The information below details how you use those rules with Wizard spells. <b>Cantrips.</b> You know three Wizard cantrips. Take the Spell Cards that match the level 0 spells listed on your Cantrips & Prepared Spells table. <b>Spellbook.</b> Your wizardly apprenticeship culminated in the creation of your spellbook. It is a Tiny object that weighs 3 pounds, contains 100 pages, and can be read only by you. The book contains the level 1 spells you know. To make your spellbook, take the Spell Cards that match the level 1 spells listed on your Cantrips & Prepared Spells table. <b>Spell Slots.</b> You have two level 1 spell slots for casting your level 1 spells. You regain all expended spell slots when you finish a Long Rest. <b>Prepared Spells of Level 1.</b> To prepare the spells that are available for you to cast with this feature, choose four level 1 Spell Cards from your spellbook; these are your prepared spells. Set the other Spell Cards aside. <b>Changing Your Prepared Spells.</b> Whenever you finish a Long Rest, you can change your prepared spells, replacing any of the Spell Cards with other Spell Cards from your spellbook. <b>Spellcasting Focus.</b> You can use an Arcane Focus or your spellbook as a Spellcasting Focus for your Wizard spells. <b>Spellcasting Ability.</b> Intelligence is your spellcasting ability for your Wizard spells.
<b>ARCANE RECOVERY</b> You can regain some of your magical energy by studying your spellbook. When you finish a Short Rest, you can recover one expended level 1 spell slot. Once you use this feature, you can't do so again until you finish a Long Rest.

<b>STRENGTH</b>
-1
MODIFIER
8 SCORE
-1 SAVING THROW
-1 ATHLETICS

<b>DEXTERITY</b>
+1
MODIFIER
13 SCORE
+1 SAVING THROW
+1 ACROBATICS
+3 SLEIGHT OF HAND
+1 STEALTH

<b>CONSTITUTION</b>
+1
MODIFIER
12 SCORE
+1 SAVING THROW

<b>HEROIC INSPIRATION</b>
0

<b>LANGUAGES</b>
Common, Draconic, Giant

<b>INTELLIGENCE</b>
+3
MODIFIER
16 SCORE
+5 SAVING THROW
+5 ARCANA
+5 HISTORY
+5 INVESTIGATION
+5 NATURE
+3 RELIGION

<b>WISDOM</b>
+3
MODIFIER
16 SCORE
+5 SAVING THROW
+3 ANIMAL HANDLING
+5 INSIGHT
+5 MEDICINE
+5 PERCEPTION
+3 SURVIVAL

<b>CHARISMA</b>
+0
MODIFIER
10 SCORE
+0 SAVING THROW
+0 DECEPTION
+0 INTIMIDATION
+0 PERFORMANCE
+0 PERSUASION

Will the Wise

SPELLCASTING ABILITY: WISDOM	
Spellcasting Modifier	+3
Spell Save DC	13
Spell Attack Bonus	+5

SPELL SLOTS	
	Total Expended
Level 1	2

CANTRIPS & PREPARED SPELLS	
Level	Name
0	Light
0	Mage Hand
0	Ray of Frost
1	Color Spray
1	Jump
1	Mage Armor
1	Magic Missile
1	Sleep
1	Thunderwave

EQUIPMENT TRAINING & PROFICIENCIES	
ARMOR TRAINING	Light Medium Heavy Shields
PROFICIENCIES	Simple weapons

GOLD	
Starting	Current
55 GP	

EQUIPMENT	
<b>WEAPONS</b> You have the following armor and weapons, which are represented on the other side of this Character Sheet: 2 Daggers Quarterstaff	
<b>ADVENTURING GEAR</b> You have the following adventuring gear. <b>Arcane Focus.</b> Your Arcane focus takes the form of a Quarterstaff carved to channel arcane magic. <b>Backpack.</b> A Backpack holds up to 30 pounds within 1 cubic foot. <b>Book.</b> This Book contains occult nonfiction surrounding the demon lord Demogorgon. If you consult the Book about its topic, you gain a +5 bonus to Intelligence (Religion) checks you make about that topic. <b>Ink.</b> Ink comes in a 1-ounce bottle, which provides enough ink to write about 500 pages. <b>Ink Pen.</b> Using Ink, an Ink Pen is used to write or draw. <b>Lamp.</b> A Lamp casts Bright Light in a 15-foot radius and Dim Light for an additional 30 feet. <b>Oil (10 Flasks).</b> You douse a creature or object with Oil. When you take the Attack action, you can replace one of your attacks with throwing an Oil flask. Target one creature or object within 20 feet of yourself. The target must succeed on a Dexterity saving throw (DC 8 plus your Dexterity modifier and Proficiency Bonus) or be covered in oil. If the target takes fire damage before the oil dries (after 1 minute), the target takes an extra 5 fire damage from burning oil. <b>Parchment (10 Sheets).</b> One sheet of Parchment can hold about 250 handwritten words. <b>Robe.</b> A Robe has vocational or ceremonial significance. Some events and locations admit only people wearing a Robe bearing certain colors or symbols. <b>Tinderbox.</b> A Tinderbox is a small container holding flint, fire steel, and tinder (usually dry cloth soaked in light oil) used to kindle a fire. Using it to light a Candle, Lamp, Lantern, or Torch—or anything else with exposed fuel—takes a Bonus Action. Lighting any other fire takes 1 minute.	
Magic Item Attunement	