



FRANKAL LIMITED

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

SIZE
Medium
INITIATIVE
+1
SPEED
30 Feet
PROFICIENCY BONUS
+2



HIT POINTS	HIT DICE	DEATH SAVES
		○○○
		SUCCESSSES
		○○○
		FAILURES
SPENT	2d6	
CURRENT	MAX	MAX

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
SKILLED You gain proficiency in three skills: History, Medicine, and Nature (included in your skills).
TOUGH 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. Resourceful. You gain Heroic Inspiration whenever you finish a Long Rest. Skillful (Sleight of Hand). You gain proficiency in the Sleight of Hand skill (included in your skills). Versatile (Tough). You gain the Tough feat (included in feats).

CLASS FEATURES
SPELLCASTING 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. Cantrips. You know three Wizard cantrips. Take the Spell Cards that match the level 0 spells listed on your Cantrips & Prepared Spells table. Spellbook. 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. Spell Slots. You have three level 1 spell slots for casting your level 1 spells. You regain all expended spell slots when you finish a Long Rest. Prepared Spells of Level 1. To prepare the spells that are available for you to cast with this feature, choose five level 1 Spell Cards from your spellbook; these are your prepared spells. Set the other Spell Cards aside. Changing Your Prepared Spells. 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. Spellcasting focus. You can use an Arcane focus or your spellbook as a Spellcasting Focus for your Wizard spells. Spellcasting Ability. Intelligence is your spellcasting ability for your Wizard spells.
ARCANE RECOVERY 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.

STRENGTH
-1
MODIFIER
8
SCORE
-1 SAVING THROW
-1 ATHLETICS

DEXTERITY
+1
MODIFIER
13
SCORE
+1 SAVING THROW
+1 ACROBATICS
+3 SLEIGHT OF HAND
+1 STEALTH

CONSTITUTION
+1
MODIFIER
12
SCORE
+1 SAVING THROW

HEROIC INSPIRATION
○

LANGUAGES
Common, Draconic, Giant

INTELLIGENCE
+3
MODIFIER
16
SCORE
+5 SAVING THROW

+7 ARCANA
+5 HISTORY
+5 INVESTIGATION
+5 NATURE
+3 RELIGION

WISDOM
+3
MODIFIER
16
SCORE
+5 SAVING THROW

+3 ANIMAL HANDLING
+5 INSIGHT
+5 MEDICINE
+5 PERCEPTION
+3 SURVIVAL

CHARISMA
+0
MODIFIER
10
SCORE
+0 SAVING THROW

+0 DECEPTION
+0 INTIMIDATION
+0 PERFORMANCE
+0 PERSUASION

Will the Wise

CLASS FEATURES

SCHOLAR

While studying magic, you also specialized in another field of study. Your Proficiency Bonus is doubled for ability checks you make with the Arcana skill (included in your skills).

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

SPELL SLOTS

Total

Expended

Level 1

3

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

EQUIPMENT TRAINING & PROFICIENCIES

ARMOR TRAINING

LightMediumHeavyShields

PROFICIENCIES

Simple weapons

GOLD	
Starting	Current

EQUIPMENT

WEAPONS

You have the following armor and weapons, which are represented on the other side of this Character Sheet:

2 Daggers

Quarterstaff

ADVENTURING GEAR

You have the following adventuring gear.

Arcane Focus.

Your Arcane focus takes the form of a Quarterstaff carved to channel arcane magic.

Backpack.

A Backpack holds up to 30 pounds within 1 cubic foot.

Book.

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.

Ink.

Ink comes in a 1-ounce bottle, which provides enough ink to write about 500 pages.

Ink Pen.

Using Ink, an Ink Pen is used to write or draw.

Lamp.

A Lamp casts Bright Light in a 15-foot radius and Dim Light for an additional 30 feet.

Oil (10 Flasks).

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.

Parchment (10 Sheets).

One sheet of Parchment can hold about 250 handwritten words.

Robe.

A Robe has vocational or ceremonial significance. Some events and locations admit only people wearing a Robe bearing certain colors or symbols.

Tinderbox.

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

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