

<h1>Kiir Bravan</h1> <p>CHARACTER NAME</p>	Wizard 1 <small>Class & Level</small>	Sage <small>Background</small>	Jerry <small>Player Name</small>
	Half-elf <small>Race</small>	Neutral good <small>Alignment</small>	 <small>Experience Points</small>

I'm finally smart enough to realize I'll never be good enough.

Personality Traits

Power is cool but only if used to protect the innocent.

Ideals

I'm finally courageous enough to fight for friends and family.

Bond

No matter how hard you try, you'll lose everything you love.

Flaws

STRENGTH

+0

10

DEXTERITY

+2

14

CONSTITUTION

+2

14

INTELLIGENCE

+3

16

WISDOM

+1

12

CHARISMA

0

10

INSPIRATION

0

PROFICIENCY BONUS

+2

- SAVING THROWS
- +0 Strength
 - +2 Dexterity
 - +2 Constitution
 - +5 Intelligence
 - +3 Wisdom
 - +0 Charisma

- SKILLS
- +2 Acrobatics (Dex)
 - +1 Animal Handling (Wis)
 - +5 Arcana (Int)
 - +0 Athletics (Str)
 - 1 Deception (Cha)
 - +5 History (Int)
 - +3 Insight (Wis)
 - 1 Intimidation (Cha)
 - +5 Investigation (Int)
 - +1 Medicine (Wis)
 - +3 Nature (Int)
 - +3 Perception (Wis)
 - 1 Performance (Cha)
 - 1 Persuasion (Cha)
 - +5 Religion (Int)
 - +2 Sleight of Hand (Dex)
 - +2 Stealth (Dex)
 - +1 Survival (Wis)

12

ARMOR CLASS

+2

INITIATIVE

30

feet

SPEED

Hit Point Maximum

8

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total

1d6

HIT DICE

SUCCESSSES

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FAILURES

○○○○

DEATH SAVES

Spellcasting Ability. Intelligence is your spellcasting ability for your spells. The saving throw DC to resist a spell you cast is 13. Your attack bonus when you make an attack with a spell is +5. See the rulebook for rules on casting your spells.

Arcane Recovery. You can regain some of your magical energy by studying your spellbook. Once per day during a short rest, you can choose to recover expended spell slots with a combined level equal to or less than half your wizard level (rounded up).

Darkvision. You see in dim light within a 60-foot radius of you as if it were bright light, and in darkness in that radius as if it were dim light. You can't discern color in darkness, only shades of gray.

Fey Ancestry. You have advantage on saving throws against being charmed. Magic can't put you to sleep.

Researcher. When you attempt to learn or recall a piece of lore, if you do not know that information, you often know where and from whom you can obtain it. Usually, this information comes from a library, scriptorium, university, or a sage or other learned person or creature. Your DM might rule that the knowledge you seek is secreted away in an almost inaccessible place, or that it simply cannot be found. Unearthing the deepest secrets of the multiverse can require an adventure or even a whole campaign.

FEATURES & TRAITS

NAME	ATK BONUS	DAMAGE/TYPE
Quarterstaff*	+2	1d6 bludgeoning
*Versatile. Does 1d8 damage if used two-handed.		
Cantrips. You know <i>mage hand</i> , <i>prestidigitation</i> , and <i>ray of frost</i> and can cast them at will.		
Spell Slots. You have two 1st-level spell slots you can use to cast your prepared spells.		
Prepared Spells. You prepare four 1st-level spells to make them available for you to cast, choosing from the spells in your spellbook.		
Spellbook. Your spellbook contains these 1st-level spells: <i>burning hands</i> , <i>detect magic</i> , <i>mage armor</i> , <i>magic missile</i> , <i>shield</i> , and <i>sleep</i> . Descriptions are in the rulebook.		
ATTACKS & SPELLCASTING		

13

PASSIVE WISDOM (PERCEPTION)

Proficiencies. Daggers, darts, light crossbows, quarterstaves, slings

Languages. Common, Elvish, Draconic, Dwarvish, Goblin

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

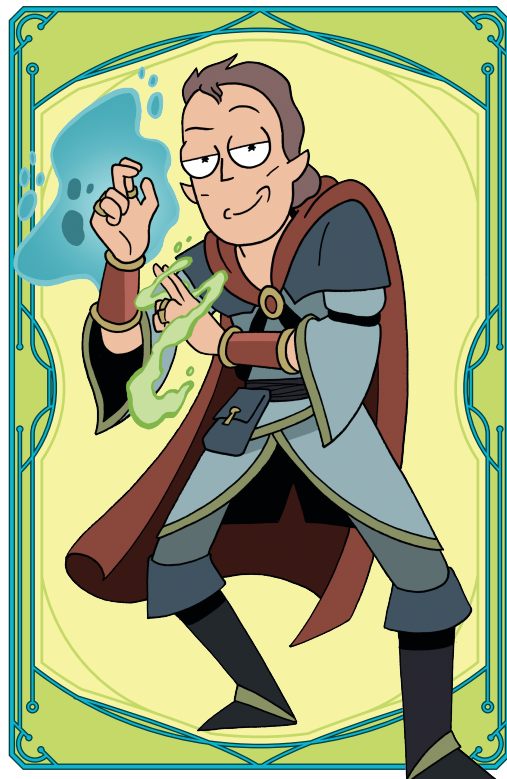
GP

PP

5

EQUIPMENT

Quarterstaff, component pouch, spellbook, backpack, bottle of ink, ink pen, 10 sheets of parchment, small knife, tome of historical lore, set of common clothes, pouch



HALF-ELF

Walking in two worlds but truly belonging to neither, half-elves combine what some say are the best qualities of their elf and human parents: human curiosity, inventiveness, and ambition tempered by the refined senses, love of nature, and artistic tastes of the elves. Some half-elves live among humans, set apart by their emotional and physical differences, watching friends and loved ones age while time barely touches them. Others live with the elves, growing restless as they reach adulthood in the timeless elven realms, while their peers continue to live as children. Many half-elves, unable to fit into either society, choose lives of solitary wandering or join with other misfits and outcasts in the adventuring life.

WIZARD

Wizards are supreme magic-users. Drawing on the subtle weave of magic that permeates the cosmos, they cast spells of explosive fire, arcing lightning, subtle deception, and brute-force mind control. The mightiest wizards learn to conjure elementals from other planes of existence, glimpse the future, or turn slain foes into zombies.

GAINING LEVELS

As you adventure and overcome challenges, you gain experience points (XP), as explained in the rulebook.

With each level you gain, you gain one additional Hit Die and add 1d6 + 2 to your hit point maximum.

You gain access to more spells as you gain levels. You can prepare a number of spells equal to your level + your Intelligence modifier, as shown in the Spellcasting Advancement table. You also gain more spell slots.

SPELLCASTING ADVANCEMENT

Level	Prepared Spells	—Spell Slots per Spell Level—		
		1st	2nd	3rd
2nd	5	3	—	—
3rd	6	4	2	—
4th	8	4	3	—
5th	9	4	3	2

ADDING TO YOUR SPELLBOOK

Each time you gain a wizard level, you can add two wizard spells of your choice to your spellbook, chosen from the wizard spell list in the rulebook. Each of these spells must be of a level for which you have spell slots. On your adventures, you might also find scrolls or books containing other spells you can add to your spellbook.

Copying a Spell into the Book. When you find a wizard spell, you can add it to your spellbook if it is of a level for which you have spell slots and if you can spare the time to decipher and copy it.

For each level of the spell, the process takes 2 hours and requires 50 gp. The cost represents material components you expend as you experiment with the spell to master it, as well as the fine inks you need to record it. Once you have spent this time and money, you can prepare the spell just like your other spells.

2ND LEVEL: 300 XP

Evocation Savant. The gold and time you must spend to copy an evocation spell into your spellbook is halved.

Sculpt Spells. When you cast an evocation spell that affects other creatures you can see, you can choose a number of them equal to 1 + the spell's level. The chosen creatures automatically succeed on their saving throws against the spell, and they take no damage if they would normally take half damage from it on a successful save.

3RD LEVEL: 900 XP

Spells. You can now prepare and cast 2nd-level spells.

4TH LEVEL: 2,700 XP

Spells. You learn one more wizard cantrip of your choice.

Ability Score Improvement. Your Intelligence increases to 18, which has the following effects:

- Your Intelligence modifier becomes +4.
- Your spell saving throw DC increases by 1.
- Your bonus for your spell attacks increases by 1.
- Your modifier to Intelligence saving throws increases by 1.
- Your modifier to Intelligence-based skills increases by 1.

5TH LEVEL: 6,500 XP

Spells. You can prepare and cast 3rd-level spells.

Proficiency Bonus. Your proficiency bonus increases to +3, which has the following effects:

- Your attack bonus increases by 1 for your spell attacks and weapons you're proficient with.
- Your spell saving throw DC increases by 1.
- Your modifier for saving throws and skills you're proficient in (indicated by a ●) increases by 1.
- Because the modifier for your Perception skill increased, your passive Wisdom (Perception) score increases by 1.