

Wizard 1

LEVEL & CLASS

Cloistered Scholar

BACKGROUND

PLAYER NAME

Half Orc

RACE

ALIGNMENT

OTHER

CHARACTER NAME

STRENGTH

+0

10

DEXTERITY

+2

14

CONSTITUTION

+0

11

INTELLIGENCE

+2

15

WISDOM

+1

12

CHARISMA

+1

13

INSPIRATION

+2

PROFICIENCY BONUS

SAVING THROWS

- ☐ +0 STRENGTH
- ☐ +2 DEXTERITY
- ☐ +0 CONSTITUTION
- ☐ +2 INTELLIGENCE
- ☐ +1 WISDOM
- ☐ +1 CHARISMA

SKILLS

- ☐ +2 ACROBATICS (DEX)
- ☐ +1 ANIMAL HANDLING (WIS)
- ☐ +2 ARCANA (INT)
- ☐ +0 ATHLETICS (STR)
- ☐ +1 DECEPTION (CHA)
- ☐ +2 HISTORY (INT)
- ☐ +1 INSIGHT (WIS)
- ☐ +1 INTIMIDATION (CHA)
- ☐ +2 INVESTIGATION (INT)
- ☐ +1 MEDICINE (WIS)
- ☐ +2 NATURE (INT)
- ☐ +1 PERCEPTION (WIS)
- ☐ +1 PERFORMANCE (CHA)
- ☐ +1 PERSUASION (CHA)
- ☐ +2 RELIGION (INT)
- ☐ +2 SLEIGHT OF HAND (DEX)
- ☐ +2 STEALTH (DEX)
- ☐ +1 SURVIVAL (WIS)
- ☐ _____

+1

PASSIVE WISDOM (PERCEPTION)

OTHER PROFICIENCIES & LANGUAGES

12

ARMOR CLASS

+2

INITIATIVE

30 ft.

SPEED

6

MAXIMUM HP

TEMPORARY HP

CURRENT HP

1d6

HIT DIE

DEATH SAVES

NAME

ATTACK BONUS

DAMAGE/TYPE

Dagger

+4

1d4+2 piercing

EQUIPMENT

- CP Book
- SP Ink, 1 oz bottle
- SP Ink Pen
- GP Parchment, 1 sheet
- GP Backpack
- GP 10 Spellbook
- GP Wand
- PP Little Bag of Sand
- PP Small Knife

Scholar's Robes
A Quill
A Small Penknife
A Borrowed Book

ATTUNEMENT SLOTS

FEATURES & TRAITS

Spellcasting • PHB 114 - You can cast prepared wizard spells using INT as your spellcasting modifier (Spell DC 12, Spell Attack +4) and wizard spells in your spellbook as rituals if they have the ritual tag. You can use an arcane focus as a spellcasting focus.

Arcane Recovery • PHB 115 - Once per day when you finish a short rest, you can choose expended spell slots to recover - up to a combined level of 1, and none of the slots can be 6th level or higher.



CHARACTER NAME

AGE	HEIGHT	WEIGHT
EYES	SKIN	HAIR



CHARACTER APPEARANCE

NAME

SYMBOL

ALLIES & ORGANIZATIONS

CHARACTER BACKSTORY

HALF-ORC RACIAL TRAITS

Darkvision • BR 41 - You can see in darkness (shades of gray) up to 60 ft.

Menacing • BR 41 - You gain proficiency in the Intimidation skill.

Relentless Endurance • BR 41 - When you are reduced to 0 HP but not killed, you can drop to 1 HP instead once per long rest.

Savage Attacks • BR 41 - Once per long rest, when you score a critical hit, roll one of the dice an additional time and add it to the extra damage.

ADDITIONAL FEATURES & TRAITS

TREASURE

Wizard

SPELLCASTING CLASS

Intelligence

SPELLCASTING ABILITY

12

SPELL SAVE DC

+4

SPELL ATTACK BONUS

O

CANTRIPS

Mage Hand

Prestidigitation

Acid Splash

SPELL
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

SPELL NAME

- ☐ Detect Magic
- ☐ Identify
- ☐ Sleep
- ☐ Witch Bolt
- ☐ Comprehend Languages
- ☐ Mage Hand

2

3

6

7

4

8

5

9