

Illusion Wizard - Level 5 Sage

CLASS & LEVEL BACKGROUND

PLAYER NAME

High-Elf

RACE ALIGNMENT

EXPERIENCE POINTS

CHARACTER NAME

STRENGTH

-1  
8

DEXTERITY

+2  
14

CONSTITUTION

+2  
14

INTELLIGENCE

+4  
18

WISDOM

+0  
10

CHARISMA

+1  
12

INSPIRATION

+3

PROFICIENCY BONUS

- 1 Strength
- +2 Dexterity
- +2 Constitution
- +7 Intelligence
- +3 Wisdom
- +1 Charisma

SAVING THROWS

- +2 Acrobatics (Dex)
- +0 Animal Handling (Wis)
- +7 Arcana (Int)
- 1 Athletics (Str)
- +1 Deception (Cha)
- +7 History (Int)
- +3 Insight (Wis)
- +1 Intimidation (Cha)
- +7 Investigation (Int)
- +0 Medicine (Wis)
- +4 Nature (Int)
- +3 Perception (Wis)
- +1 Performance (Cha)
- +1 Persuasion (Cha)
- +4 Religion (Int)
- +2 Sleight of Hand (Dex)
- +2 Stealth (Dex)
- +0 Survival (Wis)

SKILLS

13

PASSIVE WISDOM (PERCEPTION)

Languages: Common,  
Abyssal, Draconic, Elvish,  
Giant

Weapons: Quarterstaves,  
Daggers, Shortswords, Bows

OTHER PROFICIENCIES & LANGUAGES

12

ARMOR CLASS

+2

INITIATIVE

30

SPEED

Hit Point Maximum 32

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 5d6

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME

ATK BONUS DAMAGE/TYPE

Fire Bolt

+7

2d10 Fire

Ray of Frost

+7

2d8 Cold

Quarterstaff

+2

1d8-1 Bludgeoning

ATTACKS & SPELLCASTING

**ARCANE RECOVERY** | Once per long rest  
Once per day when you finish a short rest, you can recover a 1st level spell slot.

**MAGIC INITIATE** |

You always have Mage Armor prepared and can cast it once a day without using a spell slot.

**DARKVISION** |

You can see in darkness (shades of grey) up to 60ft.

**TRANCE** |

You don't need to sleep, but meditate semiconsciously for 4 hours a day. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

**FEY ANCESTRY** |

You have advantage on saves against being charmed, and magic can't put you to sleep.

**MEMORISE SPELL** |

Whenever you finish a Short Rest, you can study your spellbook and replace one of the level 1+ Wizard spells you have prepared for your Spellcasting feature with another level 1+ spell from the book.

**IMPROVED ILLUSIONS** |

You can cast Illusion spells without providing Verbal components, and if an Illusion spell you cast has a range of 10+ feet, the range increases by 60 feet.

You also know the Minor Illusion cantrip. If you already know it, you learn a different Wizard cantrip of your choice. The cantrip doesn't count against your number of cantrips known. You can create both a sound and an image with a single casting of Minor Illusion, and you can cast it as a Bonus Action.

FEATURES & TRAITS

EQUIPMENT



# WIZARD

SPELLCASTING CLASS

INT

SPELLCASTING ABILITY

15

SPELL SAVE DC

+7

SPELL ATTACK BONUS

**0** **CANTRIPS**

- Dancing Lights
- Fire Bolt
- Mage Hand
- Minor Illusion
- Prestidigitiation
- Ray of Frost

**1** **4**

SPELL LEVEL SLOTS TOTAL SLOTS EXPENDED

SPELL NAME

- Burning Hands
- Chromatic Orb
- Colour Spray
- Detect Magic
- Disguise Self
- Mage Armour
- Magic Missile

**2** **3**

- Invisibility
- Melf's Acid Arrow
- Mirror Image
- Misty Step
- Phantasmal Force
- Scorching Ray
- Shadow Blade

**3** **2**

- Fear
- Fireball
- Major Image

**7**

**4**

**8**

**5**

**9**