

## Character Information Sheet

### SECTION 1 CHARACTER ABILITIES

### SECTION 2 COMBAT STATS

### SECTION 3 WEAPONS

#### **Weapon Attacks**

#### **Weapon Ranges**

### SECTION 4 SKILLS LIST

### SECTION 5 SPELLS AND COMBAT ABILITIES

#### **Cantrips**

#### **Level 1 Spells**

### SECTION 6 PROFICIENCIES

### SECTION 7 CHARACTER FEATURES

#### **Feature Arcane Recovery**

#### **Feature Wanderer**

### SECTION 8 CHARACTER INFORMATION LIST

### SECTION 9 CHARACTER BACKGROUND

### SPELL BOOK

#### **Cantrips**

Blade Ward Cantrip

Chill Touch Cantrip

Fire Bolt Cantrip

#### **Level 1 Spells**

Charm Person

Comprehend Languages

Floating Disk

Mage Armor

Magic Missile  
Shield  
Witch Bolt

### Section 1 Character Abilities

Strength.	Base	11.	Bonus	0.	Save	0.
Dexterity.	Base	13.	Bonus	1.	Save	1.
Constitution.	Base	12.	Bonus	1.	Save	1.
Intelligence.	Base	17.	Bonus	3.	Save	5.
Wisdom.	Base	16.	Bonus	3.	Save	5.
Charisma.	Base	15.	Bonus	2.	Save	2.

### Section 2 Combat Stats

Initiative.	1.
Hit Points.	6.
Armor Class.	11.
Speed.	30.

### Section 3 Weapons

#### Weapon Attacks

<i>Dagger.</i>	<i>Add 2 to hit Roll.</i>	<i>One four sided dice piercing damage.</i>
<i>Scimitar.</i>	<i>Add 3 to hit roll.</i>	<i>One six sided dice, plus 1 slashing damage.</i>

#### Weapon Ranges

*Dagger, range of 5 feet.*

*Scimitar, range of 5 feet.*

### Section 4 Skills List

Acrobatics	1
Animal Handling	3
Arcana	5
Athletics	2
Deception	2
History	3

Insight	3
Intimidation	2
Investigation	3
Medicine	5
Nature	3
Perception	3
Performance	2
Persuasion	2
Religion	3
Sleight of Hand	1
Stealth	1
Survival	5

## Section 5 Spells and Combat Abilities

### Cantrips

<i>Blade Ward.</i>	Resistance to Bludgeoning, Piercing and Slashing Damage for one round.
<i>Chill Touch.</i>	1D8 Necrotic Damage, Target cannot regain hit points for one round.
<i>Fire Bolt.</i>	1D10 Fire Damage

### Level 1 Spells

<i>Charm Person.</i>	Wisdom Save 13. Effect lasts one hour.
<i>Comprehend Languages.</i>	<i>You can understand any language for one hour.</i>
<i>Floating Disk.</i>	<i>You create a floating disk for one hour.</i>
<i>Mage Armor.</i>	Give unarmored creature AC13+Dexterity. Effect last 8 hours.
<i>Magic Missile.</i>	1D4+1 Force Damage. Range 120 feet.
<i>Shield.</i>	Increases Armor Class by 5, lasts one round.
<i>Witch Bolt.</i>	1D12 Lightning Damage. Range 30 feet.

## Section 6 Proficiencies

Weapons.	Daggers, Darts, Slings, Quarterstaves, Light Crossbows
Tools.	One musical instrument of your choice.

## Section 7 Character Features

### Feature Arcane Recovery

You have learned to regain some of your magical energy by studying your spellbook. Once per day when you finish a short rest, you can choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than half your wizard level (rounded up), and none of the slots can be 6th level or higher.

For example, if you're a 4th-level wizard, you can recover up to two levels worth of spell slots. You can recover either a 2nd-level spell slot or two 1st-level spell slots.

### Feature Wanderer

You have an excellent memory for maps and geography, and you can always recall the general layout of terrain, settlements, and other features around you. In addition, you can find food and fresh water for yourself and up to five other people each day, provided that the land offers berries, small game, water, and so forth.

## Section 8 Character Information List

Player Name	Censored
Character Name	Leom Del Azul
Race	Human
Class	Wizard
Background	Outlander
Age	37
Height	6 Feet 1 Inch
Alignment	Unknown
Language	Common, Chultan,

## Section 9 Character Background

My hair is a long, dirty blonde, my eyes are blue as was my father's and my grandfathers'. My skin tone is a deep tan and I wear an amulet that belonged to my mother and rarely remove it. I was born on the Island of Vazpa, off the coast of Chult. My Mother died of illness, but my Father and sister still live on Vazpa. My sister is married with a son, while my father still works as the village's medicine man. I cares about my family a great deal, my father is the reason I pursued the craft of magic and he sparked my interest in the divine.

With my father being the island's master healer, I served as one of his assistants. After my mother passed away from what was supposed to have been a common and treatable illness, I went back and read the details of my father's journals which carefully tracked the progression of my mother's illness. I now believe with absolute certainty she died from a curse. While my father still holds some feelings of guilt of not being able to save my mother, both he and my sister have accepted her passing and have moved on. I am determined to learn the origin of this curse and understand why this happened to her.

I now t I lived most of my life on the island. For the last two years I have been travelling the mainland to gain a greater understanding of the mystic arts. I want to understand the world. I want to understand why it is what it is. I want to understand the gods, their purpose, and their motivation. I want to understand death and I want to understand evil. Knowledge is power and it gives me a sense of control over my own life and I believe it is the means to protect my family and home.

## Section 10 Spell Book

### Cantrips

#### Blade Ward Cantrip

#### Abjuration Cantrip

CASTING TIME 1 action

RANGE Self

DURATION 1 round

Tracing an arcane sigil in the air, you grant yourself resistance to bludgeoning, piercing, and slashing damage dealt by weapons until the end of your next turn.

#### Chill Touch Cantrip

#### Necromancy cantrip

Casting Time: 1 action

Range: 120 feet

Duration: 1 round

You create a ghostly, skeletal hand in the space of a creature within range. Make a ranged spell attack against the creature to assail it with the chill of the grave. On a hit, the target takes 1d8 necrotic damage, and it can't regain hit points until the start of your next turn. Until then, the hand clings to the target.

If you hit an undead target, it also has disadvantage on attack rolls against you until the end of your next turn.

#### Fire Bolt Cantrip

#### Evocation cantrip

Casting Time: 1 action

Range: 120 feet

Duration: Instantaneous

You hurl a mote of fire at a creature or object within range. Make a ranged spell attack against the

target. On a hit, the target takes 1d10 fire damage. A flammable object hit by this spell ignites if it isn't being worn or carried.

## Level 1 Spells

### Charm Person

1st-level enchantment

Casting Time: 1 action

Range: 30 feet

Duration: 1 hour

You attempt to charm a humanoid you can see within range. It must make a Wisdom saving throw, and does so with advantage if you or your companions are fighting it. If it fails the saving throw, it is charmed by you until the spell ends or until you or your companions do anything harmful to it. The charmed creature regards you as a friendly acquaintance. When the spell ends, the creature knows it was charmed by you.

### Comprehend Languages

1st-level divination (ritual)

Casting Time: 1 action

Range: Self

Components: a pinch of soot and salt

Duration: 1 hour

For the duration, you understand the literal meaning of any spoken language that you hear. You also understand any written language that you see, but you must be touching the surface on which the words are written. It takes about 1 minute to read one page of text. This spell doesn't decode secret messages in a text or a glyph, such as an arcane sigil, that isn't part of a written language.

### Floating Disk

1st-level conjuration (ritual)

Casting Time: 1 action

Range: 30 feet

Components: a drop of mercury

Duration: 1 hour

This spell creates a circular, horizontal plane of force, 3 feet in diameter and 1 inch thick, that floats 3 feet above the ground in an unoccupied space of your choice that you can see within range. The disk remains for the duration, and can hold up to 500 pounds. If more weight is placed on it, the spell ends, and everything on the disk falls to the ground. The disk is immobile while you are within 20 feet of it. If you move more than 20 feet away from it, the disk follows you so that it remains within 20 feet of you.

It can move across uneven terrain, up or down stairs, slopes and the like, but it can't cross an elevation change of 10 feet or more. For example, the disk can't move across a 10-foot-deep pit, nor could it leave such a pit if it was created at the bottom. If you move more than 100 feet from the disk (typically because it can't move around an obstacle to follow you), the spell ends.

### Mage Armor

1st-level abjuration

Casting Time: 1 action

Range: Touch

Components: a piece of cured leather

Duration: 8 hours

You touch a willing creature who isn't wearing armor, and a protective magical force surrounds it until the spell ends. The target's base AC becomes 13 + its Dexterity modifier. The spell ends if the target dons armor or if you dismiss the spell as an action.

### Magic Missile

1st-level evocation

Casting Time: 1 action

Range: 120 feet

Duration: Instantaneous

You create three glowing darts of magical force. Each dart hits a creature of your choice that you can see within range. A dart deals 1d4 + 1 force damage to its target. The darts all strike simultaneously, and you can direct them to hit one creature or several.

### Shield

1st-level abjuration

Casting Time: 1 reaction, which you take when you are

hit by an attack or targeted by the magic missile spell

Range: Self

Duration: 1 round

An invisible barrier of magical force appears and protects you. Until the start of your next turn, you have a +5 bonus to AC, including against the triggering attack, and you take no damage from magic missile.

### Witch Bolt

Casting Time 1 action

Range 30 feet

Components Twig struck by lightning

Duration Conc. Up to 1 minute

1st-level evocation

Make a ranged spell attack against a creature you can see. On a hit, the target takes 1d12 lightning damage, and on your turn, you can use your action to deal 1d12 lightning damage to the target. The spell ends if you use your action to do anything else. The spell also ends if the target is ever outside the spell's range or if it has total cover from you.

END OF DOCUMENT