



DRAWMIJ THE MAGE

Wizard 8 (Conjurer)

CLASS & LEVEL

37,060

EXPERIENCE POINTS

Jim Ward

PLAYER NAME

Human

RACE

Sage

BACKGROUND

Greyhawk

CAMPAIGN or PLAYER ID

STR
+0
11

+3 PROFICIENCY BONUS



ARMOR CLASS (AC)

10



INITIATIVE

+2



SPEED

30 ft.

DEX
+2
14

SAVING THROWS

- +0 Strength Saves
- +2 Dexterity Saves
- +2 Constitution Saves
- +8 Intelligence Saves *
- +4 Wisdom Saves *
- 1 Charisma Saves
- * Prof. bonus added

CON
+2
15

SKILLS

- +2 Acrobatics (Dex)
- +1 Animal Handling (Wis)
- +8 Arcana (Int) *
- +0 Athletics (Str)
- 1 Deception (Cha)
- +8 History (Int) *
- +1 Insight (Wis)
- 1 Intimidation (Cha)
- +8 Investigation (Int) *
- +4 Medicine (Wis) *
- +5 Nature (Int)
- +1 Perception (Wis)
- 1 Performance (Cha)
- 1 Persuasion (Cha)
- +5 Religion (Int)
- +2 Sleight of Hand (Dex)
- +2 Stealth (Dex)
- +1 Survival (Wis)

INT
+5
20

WIS
+1
13

CHA
-1
9

* Prof. bonus added

11 PASSIVE WISDOM (PERCEPTION)

PROFICIENCIES & LANGUAGES

Armor: none

Weapons: dagger, dart, light crossbow, quarterstaff, sling

Tools: none

Saving Throws: Intelligence, Wisdom

Skills: Arcana, History, Investigation, Medicine

Languages: Common, Dwarvish, Elvish, Orc

ENCUMBRANCE

Lifting & Carrying: 165 lbs. max. carrying capacity; 330 lbs. pushing or dragging (speed -5 ft.); 330 lbs. max. lift.



HIT POINTS

50

HIT DICE

8d6

DEATH SAVES: Success O O O Fail O O O

WEAPON & UNARMED ATTACKS

Basic Attack. One target per Attack action.

Quarterstaff. *Melee Weapon Attack:* +3 to hit, reach 5 ft. *Hit:* 1d6+0 bludgeoning damage. (If used two-handed in melee, does 1d8+0 damage.)

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. 1d4+2 piercing damage. (If thrown, normal range to 20 ft.; disadvantage long range 21 to 60 ft.)

MAGIC & SPECIAL ATTACKS

Chill Touch Cantrip. *Ranged Spell Attack:* +8 to hit, target one creature within 120 ft. range. *Hit:* 2d8 necrotic damage and can't regain HP until the start of your next turn. If target is undead, it also suffers disadvantage on attack rolls until the end of your next turn.

EQUIPMENT & TREASURE

Carried Gear (PHB, p. 143): two (2) daggers, quarterstaff, belt pouch, set of common clothes, bottle of black ink, quill, small knife, personal papers. (This load is about 9 lbs.; add 1 lb. per 50 coins carried.)

Magic Items (DMG p. 135)
• 2 potions of healing (2d4+2 hp)

(a) Item attuned to character.

Coins & Gems: 588 gold pieces (gp); 56 silver pieces (sp); 38 copper pieces (cp); 4 gems (worth 50 gp each)

FEATURES, TRAITS & MORE

Alignment: Neutral. I will help others, but avoid serious personal risks or loyalties that don't benefit me.

Sage Background [PHB p. 137]

- **Feature:** Researcher
- **Traits:** Family famed for innovations. Introverted nature.
- **Ideal:** Prove a personal theory.
- **Bond:** Wrote controversial work.
- **Flaw:** Has nightmares about getting lost in chaotic elemental vistas.

Human Traits [PHB p. 29]

- Age: 33 years old
- Medium Size (5' 5", 173 lbs.)

Wizard Class Features [PHB p. 112]

- Ritual Casting
- Arcane Recovery (regain spell slots totalling 4 levels after short rest once per day)
- Conjunction Savant (copy such spells in half the time)
- Minor Conjunction (create an object that lasts one hour)
- Benign Transposition (teleport 30 feet or swap places with another within 30 feet)

Spellcasting [PHB p. 201]

Spell Attack Modifier +8
Spell Save DC 16



Cantrips Known: *Chill Touch, Friends, Light, Minor Illusion*

Prepared Spells

- 1st Level (4 slots): *Mage Armor, Find Familiar, Grease, Charm Person, Magic Missile*
- 2nd Level (3 slots): *Cloud of Daggers, Invisibility*
- 3rd Level (3 slots): *Sleet Storm, Hypnotic Pattern, Lightning Bolt*
- 4th Level (2 slots): *Conjure Minor Elementals, Evard's Black Tentacles, Phantasmal Killer*