

Wizard 6 - Beguiler

Charlatan

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Lightfoot Halfling

RACE

ALIGNMENT

FACTION

CHARACTER NAME

STRENGTH

10

DEXTERITY

16

+3

CONSTITUTION

15

+2

INTELLIGENCE

16

+3

WISDOM

10

CHARISMA

11

INSPIRATION

+3

PROFICIENCY BONUS

- ☐ - Strength
- ☐ +3 Dexterity
- ☐ +2 Constitution
- ☒ +6 Intelligence
- ☒ +3 Wisdom
- ☐ +3 Charisma

SAVING THROWS

- ☐ +3 Acrobatics (Dex)
- ☐ - Animal Handling (Wis)
- ☒ +6 Arcana (Int)
- ☐ - Athletics (Str)
- ☒ +6 Deception (Cha)
- ☐ +3 History (Int)
- ☒ +3 Insight (Wis)
- ☐ +3 Intimidation (Cha)
- ☐ +3 Investigation (Int)
- ☐ - Medicine (Wis)
- ☐ +3 Nature (Int)
- ☐ - Perception (Wis)
- ☐ +3 Performance (Cha)
- ☒ +6 Persuasion (Cha)
- ☐ +3 Religion (Int)
- ☒ +6 Sleight of Hand (Dex)
- ☐ +3 Stealth (Dex)
- ☐ - Survival (Wis)

SKILLS

15

ARMOR CLASS

+3

INITIATIVE

25'

SPEED

Hit Point Maximum 38

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 6

d6 (4)

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

NAME

ATK BONUS

DAMAGE/TYPE

dagger*

+6

1d4 + 3

*dagger finesse, light, thrown
(range 20/60)

+3 damage on a cantrip when you have advantage, the target has made a save against one of your enchantment or illusion, or an ally is within 5 feet of your target.

ATTACKS & SPELLCASTING

10

PASSIVE WISDOM (PERCEPTION)

common, elvish, halfling

Tools: disguise kit, forgery kit

Weapon: daggers, darts, slings, quarterstaff, light crossbow

Armor: light

OTHER PROFICIENCIES & LANGUAGES

CP

75

leather armor, dagger

SP

fine clothes, disguise kit, weighted dice, pouch

EP

arcane focus, backpack, a bedroll, a mess kit, a tinderbox, 10 torches, 10 days of rations, a waterskin, 50 feet of hempen rope, and spellbook

GP

PP

EQUIPMENT

LUCKY.

When you roll a 1 on the d20 for an attack roll, ability check, or saving throw, you can reroll the die and must use the new roll.

BRAVE.

You have advantage on saving throws against being frightened.

HALFLING NIMBLENESS.

You can move through the space of any creature that is of a size larger than yours.

NATURALLY STEALTHY.

You can attempt to hide even when you are obscured only by a creature that is at least one size larger than you.

SPELLCASTING

As a student of arcane magic, you have a spellbook containing spells that show the first glimmerings of your true power. See chapter 10 for the general rules of spellcasting and chapter 11 (or the Spells Listing) for the wizard spell list.

Cantrips

At 1st level, you know three cantrips of your choice from the wizard spell list. You learn additional wizard cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Wizard table.

Spellbook

At 1st level, you have a spellbook containing six 1st-level wizard spells of your choice. Your spellbook is the repository of the wizard spells you know, except your cantrips, which are fixed in your mind.

Preparing and Casting Spells

You prepare the list of wizard spells that are available for you to cast. To do so, choose a number of wizard spells from your spellbook equal to your Intelligence modifier + your wizard level (minimum of one spell). The spells must be of a level for which you have spell slots.

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.

OVER --->

FEATURES & TRAITS



Wizard (prepare 9)

SPELLCASTING
CLASS

Intelligence

SPELLCASTING
ABILITY

14

SPELL SAVE DC

+6

SPELL ATTACK
BONUS

0

CANTRIPS

DANCING LIGHTS

FRIENDS

MINOR ILLUSION

PRESTIDIGITATION

SPELL
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

4

PREPARED

SPELL NAME

CHARM PERSON

SHIELD

SILENT IMAGE

2

3

ALTER SELF

MIRROR IMAGE

3

3

COUNTER SPELL

HYPNOTIC PATTERN

MAJOR IMAGE

NONDETECTION

4

5

6

7

8

9

SPELLS KNOWN



CHARACTER NAME

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

FAVORITE SCHEMES

I insinuate myself into people's lives to prey on their weakness and secure their fortunes.

FALSE IDENTITY

You have created a second identity that includes documentation, established acquaintances, and disguises that allow you to assume that persona. Additionally, you can forge documents including official papers and personal letters, as long as you have seen an example of the kind of document or the handwriting you are trying to copy.

CHARACTER BACKSTORY

ERUDITE ELUCIDATION

Beginning when you select this school at 2nd level, influencing and resisting others is just like solving any other puzzle to you. When you make a Charisma check or saving throw, you can add your Intelligence modifier to the result.

SNEAK SPELL

Starting at 6th level, you know how to strike subtly with a spell and exploit a foe's distraction. Once per turn, you can deal extra damage equal to your Intelligence modifier (minimum of 1) to one creature you hit with a spell attack from a wizard cantrip if you have advantage on the attack roll or your target has made a saving throw against one of your enchantment or illusion spells since the beginning of your last turn.

You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

The amount of the extra damage increases when you reach certain levels in this class: to double your Intelligence modifier at 11th level, and triple your Intelligence modifier at 17th level.

ADDITIONAL FEATURES & TRAITS

TREASURE