

Wizard 6 - Mage Hunter Sage (Librarian)

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Chultan Human

RACE

ALIGNMENT

FACTION

CHARACTER NAME

STRENGTH

11

DEXTERITY

14

+2

CONSTITUTION

16

+3

INTELLIGENCE

16

+3

WISDOM

12

+1

CHARISMA

11

INSPIRATION

+3

PROFICIENCY BONUS

- ☐ - Strength
- ☐ +2 Dexterity
- ☐ +3 Constitution
- ☒ +6 Intelligence
- ☒ +4 Wisdom
- ☐ - Charisma

SAVING THROWS

- ☐ +2 Acrobatics (Dex)
- ☐ +1 Animal Handling (Wis)
- ☒ +6 Arcana (Int)
- ☐ - Athletics (Str)
- ☐ - Deception (Cha)
- ☒ +6 History (Int)
- ☐ +1 Insight (Wis)
- ☐ - Intimidation (Cha)
- ☒ +6 Investigation (Int)
- ☐ +1 Medicine (Wis)
- ☐ +3 Nature (Int)
- ☒ +4 Perception (Wis)
- ☐ - Performance (Cha)
- ☐ - Persuasion (Cha)
- ☒ +6 Religion (Int)
- ☐ +2 Sleight of Hand (Dex)
- ☐ +2 Stealth (Dex)
- ☐ +1 Survival (Wis)

SKILLS

14

ARMOR CLASS

+2

INITIATIVE

30'

SPEED

Hit Point Maximum 44

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 6

d6 (4)

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

NAME

ATK BONUS

DAMAGE/TYPE

mace

+6

1d6 + 3

dagger

+5

1d4 + 2

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

\*mace can't be disarmed, magical

Bonus Action: Counter-weave, can teleport weapon to your hand as a bonus action,

Counter-weave: you have bonus to Save vs. Spells, you try to recall info about subject with a +3, range of target's spells are reduced by 10', target has a -3 to concentration checks.

ATTACKS & SPELLCASTING

12

PASSIVE WISDOM (PERCEPTION)

common, chultan, grung, goblin

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

Armor: light

OTHER PROFICIENCIES & LANGUAGES

CP

80

studded leather armor, dagger, mace

SP

EP

GP

PP

common clothes, bottle ink, quill, small knife, letter from colleague, pouch

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

EQUIPMENT

## 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

BLADE WARD  
FIRE BOLT  
RAY OF FROST  
SHOCKING GRASP

SPELL  
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

4

PREPARED

SPELL NAME

- ☒ BURNING HANDS
- ☒ MAGE MISSILES
- ☒ SHIELD

2

3

- ☒ FLAMING SPHERE
- ☒ RAY OF ENFEEBLEMENT
- ☒ INVISIBILITY

3

2

- ☒ COUNTERSPELL
- ☒ FIREBALL
- ☒ HASTE

4

5

6

7

8

9

SPILLS KNOWN



CHARACTER NAME

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

CHARACTER APPEARANCE

NAME

SYMBOL

ALLIES & ORGANIZATIONS

## RESEARCHER

When you attempt to learn or recall a piece of lore, if you do not know that information, you often know where and from whom you can obtain it. Usually, this information comes from a library, scriptorium, university, or a sage or other learned person or creature. Your DM might rule that the knowledge you seek is secreted away in an almost inaccessible place, or that it simply cannot be found. Unearthing the deepest secrets of the multiverse can require an adventure or even a whole campaign.

CHARACTER BACKSTORY

### ARCANIST INVESTIGATOR

When you adopt this tradition at 2nd level, you gain proficiency with light armor, and you gain proficiency with one simple melee weapon of your choice. You also gain proficiency in the Perception skill if you don't already have it.

### COUNTER-WEAVE (2)

Starting at 2nd level, you can hinder the effectiveness of a creature's magical prowess when you identify them as a magical threat. You can use a bonus action to place the counter-weave on a creature you can see within 30 feet of you, which lasts for 1 minute. It ends early if the creature dies, you die, or you are incapacitated. Until the counter-weave ends, the following conditions

apply:

- You gain a bonus to saving throws against spells from a creature affected by counter-weave equal to your Intelligence modifier (minimum of 1).
- You double your ability score modifier to Wisdom (Survival) skill checks to track your quarry, as well as Intelligence checks to identify or recall information about your target.
- The range of your target's cantrips and spells is reduced by 10 feet or to the range of touch, whichever is greater.
- Your target's Constitution saving throws to maintain concentration on a spell is reduced by your Intelligence modifier (minimum of 1).

You can use this feature twice, after which you regain all expended uses when you finish a short or long rest.

ADDITIONAL FEATURES & TRAITS

### HUNTER'S ATMAMENT

At 6th level, you can forge a magical bond with a weapon you have chosen to combat renegade spellcasters and otherworldly beasts. Choose a melee weapon in which you are proficient. Performing the bonding ritual takes 1 hour, which may be done during a short rest. The weapon must be within your reach throughout the ritual.

You can't be disarmed of your bonded weapon unless you are incapacitated. If it is on the same plane of existence, you can summon that weapon as a bonus action on your turn, causing it to teleport instantly to your hand. If you attempt to bond to another weapon, you must break the bond with the first.

While your bond exists, you can use your spellcasting ability instead of Strength for the attack and damage rolls of melee attacks using that weapon. The weapon also becomes magical, if it isn't already. At 10th level, your effectiveness with the weapon improves as it gains a bonus of +1 to attack and damage rolls, and then again to a +2 bonus at 14th level.

TREASURE