

Wizard 6 - Reconstruction

Sage (Wizard's Apprentice)

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Forest Gnome

RACE

ALIGNMENT

FACTION

CHARACTER NAME

STRENGTH

10

DEXTERITY

14

+2

CONSTITUTION

16

+3

INTELLIGENCE

17

+3

WISDOM

10

CHARISMA

10

INSPIRATION

+3

PROFICIENCY BONUS

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

SAVING THROWS

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

SKILLS

12

ARMOR CLASS

+2

INITIATIVE

25'

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

1/4 staff \*

+3

1d4

\*quarterstaff versatile (1d8)

ATTACKS & SPELLCASTING

10

PASSIVE WISDOM (PERCEPTION)

Common, Gnomish, Elven, Dwarven

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

OTHER PROFICIENCIES & LANGUAGES

CP

80

dagger

SP

EP

GP

PP

common clothes, bottle of 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

DARKVISION 60'

GNOME CUNNING.

You have advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

NATURAL ILLUSIONIST.

You know the minor illusion cantrip. Intelligence is your spellcasting ability for it.

SPEAK WITH SMALL BEASTS.

Through sounds and gestures, you can communicate simple ideas with Small or smaller beasts. Forest gnomes love animals and often keep squirrels, badgers, rabbits, moles, woodpeckers, and other creatures as beloved pets.

SPELLCASTING

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

The Wizard table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

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.

FEATURES & TRAITS



# Wizard (Prepare 9)

SPELLCASTING  
CLASS

Intelligence

SPELLCASTING  
ABILITY

14

SPELL SAVE DC

+6

SPELL ATTACK  
BONUS

0

CANTRIPS

MINOR IMAGE  
RESISTANCE \*  
SPARE THE DYING \*  
FIRE BOLT  
RAY OF FROST  
SHOCKING GRASP  
POISON SPRAY

SPELL  
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

4

PREPARED

SPELL NAME

- ☒ CURE WOUNDS \*
- ☐ BURNING HANDS
- ☒ MAGIC MISSILE
- ☒ THUNDERWAVE

2

3

- ☒ FLAMING SPHERE
- ☒ MELF'S ACID ARROW
- ☒ SCORCHING RAY
- ☒ SHATTER

3

3

- ☒ COUNTERSPELL
- ☒ FIREBALL

4

- ☐ \* Can't be copieD by other wizards, count as wizard's spells
- ☐ WHEN YOU CAST A WIZARD'S SPELL THAT RESTORES
- ☐ HIT POINTS THE TARGET ALSO HAS REGENERATION
- ☐ FOR 1d4 ROUNDS. WHILE REGENERATING IMMUNE TO
- ☐ DISEASE AND POISON

5

6

7

8

9

SPELLS KNOWN



CHARACTER NAME

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

CHARACTER APPEARANCE

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

### 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.

### CREATION SAVANT

Beginning when you select this school at 2nd level, the gold and time you must spend to copy an evocation spell into your spellbook is halved.

Additionally, you learn two cantrips and add one 1st-level spell to your spellbook from the cleric spell list. These spells are wizard spells for you, but other wizards can't copy cleric spells from your spellbook into their own spellbooks.

### APPLIED RECONSTRUCTION

Starting at 2nd level, you can reverse the destructive force of your evocation spells, transforming their power into healing energy. When you cast an evocation spell of 1st level or higher that targets only one creature, with an instantaneous duration, and doesn't require concentration, the target creature takes no damage and instead regains a number of hit points equal to half of the total.

If the spell requires you to make an attack roll or requires a creature to make a saving throw, the creature can choose to be hit or fail the saving throw. The spell doesn't impose any status conditions. Undead and constructs cannot regain hit points in this way.

ADDITIONAL FEATURES & TRAITS

### PROLONGED REGENERATION

Beginning at 6th level, when you cast a wizard spell that restores hit points, living creatures affected by the spell continues to regenerate over the next 1d4 rounds. The creature regains hit points equal to your Intelligence modifier at the start of its turn, provided it has at least 1 hit point remaining.

Additionally, while a creature is regenerates in this way, it's immune to disease and poison. If the creature is currently diseased or poisoned, any effects are suspended for the duration of its regeneration.

TREASURE