

Character Name

Human

Race

Wizard - 1

Class & Level

8

STR

-1

15

CON

+2

10

DEX

-

Initiative

+1

Level + Dex Mod.
Roll twice and take
roll you want.

19

INT

+4

11

WIS

--

12

CHA

+1

Hit Points

24

Maximum

Recoveries

1d6+2

Feat: Reroll one die
and take higher result

Death Saves

Saving Throws

Easy: 6+

Normal: 11+

Hard: 16+

PD

11

AC

11

MD

14

Icon Relationships

One Unique Thing

Backgrounds

Talents & Features

Cantrips: (Feature) Most wizards can cast a number of cantrips equal to their INT modifier each battle. If you're out of battle, that's about 3-6 cantrips every five minutes. Cantrips are intentionally left open for flexibility in their description and last 10 min-60 min or unless canceled.

Cantrip Mastery: (Talent) All of your cantrips are at will quick actions. If you want to do something particularly cunning or surprising with one of your cantrips, roll a save (11+) to cast the spell the way you envision it.

Cyclic Spells: (Feature) Spells that have a cyclic usage can always be cast at least once per battle, and are only expended in that battle if they are cast when the escalation die is 0 or odd. In other words, if you cast a cyclic spell when the escalation die is even, the spell is not expended.

Evocation: (Talent) Once per battle, when you cast a spell that targets physical defense, before rolling for the number of targets or making the spells' attack roll, you can expend your quick action to evoke the spell. Hit or miss, you'll max out the spell's damage dice. (A natural roll of 1 should probably damage you a bit)

High Arcana: (Talent) Your study of the highest orders of magic give you options lesser wizards cannot match. Whenever you memorize spells you can select any daily wizard spell twice. You gain the ability to use the Counter-Magic spell against enemy spell casters.

Ritual Magic: (Feature) You can cast your spells at greater effect with the right planning, time, and reagents. Your GM should be able to assist you with what you need.

Melee Basic Attack

At-Will

Standard Action

Target: One Engaged Creature

Attack: + 0 vs AC

Hit: 1d8+1 damage (Spear)

Miss: n/a

Ray of Frost

At-Will

Ranged Spell (At-Will)

Target: One Nearby Enemy

Attack: + 5 vs PD

Hit: 3d6 cold damage

Natural even hit: If attacked creature is staggered after taking damage, it is also dazed.

Miss: 1 damage

Color Spray

1 / Battle (Cyclic)

☐

Close-Quarters Spell

Cyclic

Target: 1d4 nearby enemies in a group

Attack: + 5 vs MD

Hit: 2d8 psychic damage, and if the target has 10hp or less after the attack, it is *weakened* until the end of your next turn.

Miss: n/a

Ranged Basic Attack

At-Will

Standard Action

Target: One Creature

Attack: + 1 vs AC

Hit: 1d4 damage (Hand Crossbow)

Miss: n/a

Shocking Grasp

At-Will

Close-Quarters Spell

Target: One creature engaged with you

Attack: + 5 vs PD

Hit: 1d4 Lightning damage, and the target pops free of you.

Miss: You take damage equal to the target's level from botched feedback.

Counter-Magic

1/Battle

☐

Free Action (Interrupt)

Trigger: A nearby creature you can see casts a spell.

Attack: + 5 vs MD

Hit: The target's spell is cancelled, and the caster loses the action they were using for the spell. If the spell had a limited use, and your *natural attack roll was even*, then they lose the use of the spell.

Acid Arrow

Daily

☐

Ranged Spell

Target: One nearby or far away target.

Attack: + 5 vs PD

Hit: 4d10 acid damage, and 5 ongoing acid damage.

Miss: 5 ongoing acid damage, and you regain the spell after your next quick rest.

Feats

Ray of Frost (A)
Strong Recovery (A)

Gear, Equipment & Money

Magic Items

Cantrips

At-Will

Alarm: Create a minor watch-sprite instructed to scream if someone comes through an area or touches an object.

Arcane Mark: Creates a magical sigil on an object. Invisible marks are hard to notice.

Ghost Sound: Creates false noises emanating from somewhere nearby. The effect is like an very good version of throwing your voice.

Knock: Conjures a large force, usually a fist, that breaks doors and chests at your command. Unlike rogues, this will trigger traps.

Light: Creates a fairly wide field of light up to 30 feet or so. Source of light varies.

Mage Hand: Creates a small telekinetic effect that lasts a round at most. Enough to lift small objects or deliver a very wimpy slap.

Mending: Summons a variety of tiny sprites who will repair broken objects. Larger the object, the longer it takes to repair.

Prestidigitation: Produce magic tricks like juggling, pulling coins out of ears, and small illusions. Basic but impressive magic.

Spark: The most minor of fire creation spells, enough to light a pipe, campfire, or pages of a book. It does not work on living beings, its mainly used to show off.