

CHARACTER LEVEL, RACE, & CLASS

EXPERIENCE

CHARACTER NAME

BACKGROUND

ALIGNMENT

DEITY

PLAYER NAME

STRENGTH

PROFICIENCY BONUS

DEXTERITY

Strength  
 Dexterity  
 Constitution  
 Intelligence  
 Wisdom  
 Charisma  
CONDITIONAL

CONSTITUTION

SAVING THROWS

INTELLIGENCE

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

WISDOM

PASSIVE PERCEPTION

CHARISMA

ARMOR

SHIELD

STEALTH DISADVANTAGE  
  
AC

**ARMOR CLASS**

MAXIMUM	HIT DICE	TEMPORARY
[ ]	[ ]	[ ]

**CURRENT HIT POINTS**

DEATH SAVING THROWS

SPEED	FLY	CLIMB	SWIM
[ ]	[ ]	[ ]	[ ]
VISION	INSPIRATION	EXHAUSTION	
[ ]	[ ]	[ ]	

**SPEED, SENSES, & CONDITIONS**

CP	SP	EP	GP	PP	WEIGHT
[ ]	[ ]	[ ]	[ ]	[ ]	[ ]

**EQUIPMENT**

**Spellcasting.** You can prepare 4 spells from the your spellbook. You use an arcane focus to cast spells, and can also cast wizard spells as a ritual.

**Arcane Recovery.** 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).

**FEATURES & TRAITS**

ADVANTAGE

**INITIATIVE**

NAME	RANGE	ATTACK	DAMAGE / TYPE

**ATTACKS & SPELLCASTING**

**Armor Proficiencies.** –

**Weapon Proficiencies.** Dagger, Dart, Sling, Quarterstaff, Crossbow, Light

**Tool Proficiencies.** Disguise kit, Forgery kit

**Languages.** Common

**PROFICIENCIES & LANGUAGES**



GENDER	AGE	HEIGHT	WEIGHT
EYES	SKIN	HAIR	

CHARACTER NAME

CHARACTER PORTRAIT

ALLIES & ORGANIZATIONS

NAME

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SYMBOL

I don't make friends easily. They're a liability I cannot afford. Risk and danger exhilarate me. Pulling off schemes and deceptions is a rush.

PERSONALITY TRAITS

Depraved: I have lost my moral compass. The ends justify most any means. (Evil)

IDEAL

The humans of Hillsfar have inflicted terrible harm on me, my family, and my race. I will have revenge.

BOND

Years of hiding have made me somewhat paranoid. I trust no one.

FLAW

BACKGROUND STORY


You have created a secret identity that you use to conceal your true race and that offers a covering explanation for your presence in Hillsfar. In addition, 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.

BACKGROUND FEATURE

TRINKET

ADDITIONAL FEATURES

ADDITIONAL TREASURE



SPELLCASTING ABILITY    SPELL ATTACK BONUS    SAVING THROW DC    SPELLS TO PREPARE

CANTRIPS

○    ○    ○

1ST LEVEL    2 SPELL SLOTS

○    ○    ○

## Control Flames

### Transmutation Cantrip

CASTING TIME	1 action
RANGE	60 feet
DURATION	Instantaneous or 1 hour (see below)
COMPONENTS	S

You choose nonmagical flame that you can see within range and that fits within a 5-foot cube. You affect it in one of the following ways:

- You instantaneously expand the flame 5 feet in one direction, provided that wood or other fuel is present in the new location.
- You instantaneously extinguish the flames within the cube.
- You double or halve the area of bright light and dim light cast by the flame, change its color, or both. The change lasts for 1 hour.
- You cause simple shapes—such as the vague form of a creature, an inanimate object, or a location—to appear within the flames and animate as you like. The shapes last for 1 hour.

If you cast this spell multiple times, you can have up to three non-instantaneous effects created by it active at a time, and you can dismiss such an effect as an action.

Spellcasting (Wizard)

Xanathar's Guide to Everything

## Create Bonfire

### Conjuration Cantrip

CASTING TIME	1 action
RANGE	60 feet
DURATION	Concentration, up to 1 minute
COMPONENTS	V, S

You create a bonfire on ground that you can see within range. Until the spells ends, the bonfire fills a 5-foot cube. Any creature in the bonfire's space when you cast the spell must succeed on a Dexterity saving throw or take 1d8 fire damage. A creature must also make the saving throw when it enters the bonfire's space for the first time on a turn or ends its turn there.

The spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

Spellcasting (Wizard)

Princes of the Apocalypse

## Fire Bolt

### Evocation Cantrip

CASTING TIME	1 action
RANGE	120 feet
DURATION	Instantaneous
COMPONENTS	V, S

You hurl a mote of fire at a creature or object within range. Make a ranged spell attack against the target. On a hit, the target takes 1d10 fire damage. A flammable object hit by this spell ignites if it isn't being worn or carried.

This spell's damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).

Spellcasting (Wizard)

Player's Handbook

## Cause Fear

### 1st-level necromancy

CASTING TIME	1 action
RANGE	60 feet
DURATION	Concentration, up to 1 minute
COMPONENTS	V

You awaken the sense of mortality in one creature you can see within range. A construct or an undead is immune to this effect. The target must succeed on a Wisdom saving throw or become frightened of you until the spell ends. The frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st. The creatures must be within 30 feet of each other when you target them.

Spellcasting (Wizard)

Xanathar's Guide to Everything

## False Life

### 1st-level necromancy

CASTING TIME	1 action
RANGE	Self
DURATION	1 hour
COMPONENTS	V, S, M (a small amount of alcohol or distilled spirits)

Bolstering yourself with a necromantic facsimile of life, you gain 1d4 + 4 temporary hit points for the duration.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, you gain 5 additional temporary hit points for each slot level above 1st.

Spellcasting (Wizard)

Player's Handbook

## Feather Fall

### 1st-level transmutation

CASTING TIME	1 reaction
RANGE	60 feet
DURATION	1 minute
COMPONENTS	V, M (a small feather or piece of down)

**Reaction:** When you or a creature within 60 feet of you falls Choose up to five falling creatures within range. A falling creature's rate of descent slows to 60 feet per round until the spell ends. If the creature lands before the spell ends, it takes no falling damage and can land on its feet, and the spell ends for that creature.

Spellcasting (Wizard)

Player's Handbook

## Puppet

### 1st-level enchantment

CASTING TIME	1 action
RANGE	120 feet
DURATION	Instantaneous
COMPONENTS	S

Your gesture forces one humanoid you can see within range to make a Constitution saving throw. On a failed save, the target must move up to its speed in a direction you choose. In addition, you can cause the target to drop whatever it is holding. This spell has no effect on a humanoid that is immune to being charmed.

Spellcasting (Wizard)

Unearthed Arcana: Starter Spells

## Sleep

### 1st-level enchantment

CASTING TIME	1 action
RANGE	90 feet
DURATION	1 minute
COMPONENTS	V, S, M (a pinch of fine sand, rose petals, or a cricket)

This spell sends creatures into a magical slumber. Roll 5d8, the total is how many hit points of creatures this spell can affect. Creatures within 20 feet of a point you choose within range are affected in ascending order of their current hit points (ignoring unconscious creatures).

Starting with the creature that has the lowest current hit points, each creature affected by this spell falls unconscious until the spell ends, the sleeper takes damage, or someone uses an action to shake or slap the sleeper awake. Subtract each creature's hit points from the total before moving on to the creature with the next lowest hit points. A creature's hit points must be equal to or less than the remaining total for that creature to be affected.

Undead and creatures immune to being charmed aren't affected by this spell.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, roll an additional 2d8 for each slot level above 1st.

Spellcasting (Wizard)

Player's Handbook

## Unseen Servant

### 1st-level conjuration (ritual)

CASTING TIME	1 action
RANGE	60 feet
DURATION	1 hour
COMPONENTS	V, S, M (a piece of string and a bit of wood)

This spell creates an invisible, mindless, shapeless force that performs simple tasks at your command until the spell ends. The servant springs into existence in an unoccupied space on the ground within range. It has AC 10, 1 hit point, and a Strength of 2, and it can't attack. If it drops to 0 hit points, the spell ends.

Once on each of your turns as a bonus action, you can mentally command the servant to move up to 15 feet and interact with an object. The servant can perform simple tasks that a human servant could do, such as fetching things, cleaning, mending, folding clothes, lighting fires, serving food, and pouring wine. Once you give the command, the servant performs the task to the best of its ability until it completes the task, then waits for your next command.

If you command the servant to perform a task that would move it more than 60 feet away from you, the spell ends.

Spellcasting (Wizard)

Player's Handbook

A book might contain poetry, historical accounts, information pertaining to a particular field of lore, diagrams and notes on gnomish contraptions, or just about anything else that can be represented using text or pictures. A book of spells is a spellbook (described later in this section).

A holy symbol is a representation of a god or pantheon. It might be an amulet depicting a symbol representing a deity, the same symbol carefully engraved or inlaid as an emblem on a shield, or a tiny box holding a fragment of a sacred relic. Appendix PH-B "Fantasy-Historical Pantheons" lists the symbols commonly associated with many gods in the multiverse. A cleric or paladin can use a holy symbol as a spellcasting focus. To use the symbol in this way, the caster must hold it in hand, wear it visibly, or bear it on a shield.

This staff can be wielded as a magic quarterstaff that grants a +2 bonus to attack and damage rolls made with it. While you hold it, you gain a +2 bonus to spell attack rolls. The staff has 50 charges for the following properties. It regains 4d6 + 2 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 20, the staff regains 1d12 + 1 charges.

**Spell Absorption.** While holding the staff, you have advantage on saving throws against spells. In addition, you can use your reaction when another creature casts a spell that targets only you. If you do, the staff absorbs the magic of the spell, canceling its effect and gaining a number of charges equal to the absorbed spell's level. However, if doing so brings the staff's total number of charges above 50, the staff explodes as if you activated its retributive strike (see below).

**Spells.** While holding the staff, you can use an action to expend some of its charges to cast one of the following spells from it, using your spell save DC and spellcasting ability: *conjure elemental* (7 charges), *dispel magic* (3 charges), *fireball* (7th-level version, 7 charges), *flaming sphere* (2 charges), *ice storm* (4 charges), *invisibility* (2 charges), *knock* (2 charges), *lightning bolt* (7th-level version, 7 charges), *passwall* (5 charges), *plane shift* (7 charges), *telekinesis* (5 charges), *wall of fire* (4 charges), or *web* (2 charges).

You can also use an action to cast one of the following spells from the staff without using any charges: *arcane lock*, *detect magic*, *enlarge reduce*, *light*, *mage hand*, or *protection from evil and good*.

**Retributive Strike.** You can use an action to break the staff over your knee or against a solid surface, performing a retributive strike. The staff is destroyed and releases its remaining magic in an explosion that expands to fill a 30-foot-radius sphere centered on it.

You have a 50 percent chance to instantly travel to a random plane of existence, avoiding the explosion. If you fail to avoid the effect, you take force damage equal to 16 x the number of charges in the staff. Every other creature in the area must make a DC 17 Dexterity saving throw. On a failed save, a creature takes an amount of damage based on how far away it is from the point of origin, as shown in the following table. On a successful save, a creature takes half as much damage.

Distance from Origin	Damage
10 ft. away or closer	8 x the number of charges in the staff
11 to 20 ft. away	6 x the number of charges in the staff
21 to 30 ft. away	4 x the number of charges in the staff

As an action, a character can throw a grenade at a point up to 60 feet away.

One round after a smoke grenade lands, it emits a cloud of smoke that creates a heavily obscured area in a 20-foot radius. A moderate wind (at least 10 miles per hour) disperses the smoke in 4 rounds; a strong wind (20 or more miles per hour) disperses it in 1 round.