



Player Name _____

Character Name _____

Race: Red Dragonborn **Class:** Wizard **Level:** 3 **Background:** Sage

30ft
 Speed

14
 Hit points

11
 Passive perception

+1
 Initiative

3d6
 Hit dice

11
 Armour class

Strength	+0	(10)
Dexterity	+1	(12)
Constitution	+0	(10)
Intelligence	+2	(15)
Wisdom	+1	(13)
Charisma	+	(15)

Proficiency +2

Arcana
History
Investigation
Religion

Saving throws:
INT & WIS

Features & Traits:

Dragon ancestry: Resistance to fire damage.

Languages: Common, Draconic, Dwarvish, Elvish

Inventory: -Rope -Tinderbox -Rations -Water
-Torches -Leather Armour -Wooden Shield

pp

13
gp

ep

sp

cp

Attacks: Weapon - {range} - (add to hit) - [Damage]

Staff - {5ft} - (+2) - [1d6 Bludgeoning]

Breath Attack - once per short rest -
{15ft cone} -[DEX save 10 or 2d6 fire]



Other combat options:
Dash, Disengage, Dodge,
Grapple, Help, Hide, Search,
Shove.

Spellcasting:

Spell Casting Ability - INT

Attack Bonus: +4 - DC 12

Spell - {range} - [Damage/Impact]

Level 1 (4 slots) ☐ ☐ ☐ ☐

Alarm - {30ft} - [20ft cube, intruders sound alarm.]

Burning Hands - {15ft cone} - DEX save or 3d6 fire.]

Detect Magic - {Self} - [See aura of magic with 30ft.]

Magic Missile - {120ft} - [3 darts of 1d4+1.]

Level 2 (2 slots) ☐ ☐

Enlarge/Reduce - {30ft} - [Double or half the size of a creature or object.]

Misty Step - {Self} - [Teleport up to 30ft to an empty space.]

Cantrips:

Create Bonfire - {60ft}
- [Dex save or 1d8]

Light - {Touch}

Ray of Frost - {60ft}

- [1d8 cold + 10ft slower]