

	Name: Voltage	Race: Human Male	Class: Wizard	Background: Sage	School: Evocation
	Age: 24	Height: 5'11"	Weight: 165lbs	Level: 2	Alignment: Lawful Good (Deity)
	Eyes: Blue	Skin: White	Hair: Blond	Experience: 776	Languages: Common,
	Personality Traits:				
	Hit Dice: 2d6 - Ω Ω	Hit Points: 16	Condition:		
Hit Points Max: 16	Temp Hit Points:	Death Saves: Successes: Ω Ω Ω Fails: Ω Ω Ω			

Wizard Traits	Description	Bonuses
Spell Slot Recovery	Per short rest recover spell slots of your choice where the slot levels can only total to half your wizard level	Recover 1 slot per short rest
Evocation School	Able to add your spell attack bonus to any damage done by spells	Damage + Spell Attack Bonus

Abilities & Mods	Saving Throws
Strength: 12 +1	+1
Dexterity: 14 +2	+2
Intelligence: 15 +2	P +4
Wisdom: 13 +1	P +3
Constitution: 15 +2	+2
Charisma: 13 +1	+1

Inspiration:	
Initiative (D):	+2
Proficiency Bonus:	+2
Passive Perception (w):	13

Skills				Speed: 30	
Acrobatics (D)	+2	Insight (W)	+1	Performance (Ch)	+1
Animal Handling (W)	+1	Intimidation (Ch)	+1	Persuasion (Ch)	+1
P Arcana (I)	+4	P Investigation (I)	+4	Religion (I)	+2
Athletics (S)	+1	Medicine (W)	+1	Sleight of Hand (D)	+2
Deception (Ch)	+1	Nature (I)	+2	Stealth (D)	+2
P History (I)	+2	P Perception (W)	+3	Survival (W)	+1

Armor	Armor Class: 13	Magic	Equipped	AC
Leather Armor		+0	X	11

Weapons	Proficient	Range	Attacks	Magic	Attack Bonus	Damage
Staff of Thunder & Lightning; Once per day can do Ω Lightning Strike (120'; 8d6 Damage; DC 17 Dex Save) Ω Thunder Clap (60'; 2d6 DC 17 Con Save or Deaf for 1min) Ω Lightning Strike & Thunder Clap at the same time	P	3'	1/1	+2/+2	+5	1d6 + 3 or if two handed 1d8 + 3 Extra 2d6 Lightning Damage OR Thunder Stun (DC 17 Con Save)
Dagger (Finesse)	P	20/60	1/1	+0	+4	1d4 + 2
Crossbow, Light Bolts: 100	P	30/120	1/1	+0	+4	1d4 + 2

Spell Book	Slots: Level 1: Ω Ω Ω	Level 3:	Spells Known: 8	Spell Save DC: 12	Spell Attack Mod: +4
	Level 2:		Spells Prepared: 4		

P	L	Spells	Description	Cast Time	Range	Comp	Duration	Damage	Save
P	C	Light	Make object light up 20' radius; Dexterity save if at/on a creature;	Action	Touch	V,S,M	1 Hour	no	Dex
P	C	Shocking Grasp	Touch for lightening damage; Advantage if target wearing metal armor	Action	Touch	V,S	Instant	1d8/level + 4	no
P	C	Fire Bolt	Bolt of fire at creature/object within a normal range attack;	Action	120'	V,S	Instant	1d10 fire + 4	no
1		Burning Hands	Flame from fingers; Damage + Ignite flammable objects	Action	15' Cone	V,S	Instant	3d6 + 4	Dex
1		Disguise Self	Disguise your entire person and equipment	Action	Self	V,S	1 Hour	no	no
1		Feather Fall	Up to 5 creatures in range fall slowly with no damage;	Reaction	60'	V,M	1 min	no	no
1		Mage Armor	Target gets magic armor until dismissed; AC becomes 13+Target Dex Mod	Action	Touch	V,S,M	8 hrs	no	no
1		Magic Missile	Three glowing darts from fingers at creatures of choice within range	Action	120'	V,S	Instant	1d4 + 1 + 4	no
1		Shield	Add +5 to AC; No damage from Magic Missiles	Reaction	Self	V,S	1 Round	no	no
1		Thunder Wave	Damage + Everything pushed 10'; Audible within 300'	Action	15'	V,S	Instant	2d8 + 4	Con
1		Witch Bolt	CONCENTRATION; Ranged attack; Cage of lightening;	Action	30'	V,S,M	1 min	1d12/slot + 4	no

Spell Name	Material Components Required	Quantity on Hand
Light	To cast you need firefly or phosphorescent moss	100
Feather Fall	Need feather or down to cast	2 (reusable)
Mage Armor	Need a small piece of leather	1 (reusable)
Witch Bolt	A twig from a tree that was struck by lightening	1 (reusable)

Magic Items	Description	Equipped
Scroll of Lightning	Allows walk on walls & ceilings at normal movement speed	E
Hand Grenade	Holy Hand Grenade of Antiock	

Coin & Treasure			Treasure: 4 clear gems
Platinum: 2	Silver: 60		
Gold: 100	Copper: 10		

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Pack		
Items	Description	Equipped
Healing	Healer's Kit: 10	
Potion	Grants experience enough to go up one level; Will not work above 4	
Potion	Healing potion for 2d4 per dose; Doses: 6	
Writing / Scribing	Ink & quill	
Clothing	Traveler's Clothes	x
Climbing Gear	Crowbar, hammer, 10 pitons, 50' rope, small knife	
Camping Gear	Map case & scrolls, fishing tackle, Bedroll, mess kit, tinderbox, 10 torches	
Food	Water skin; Rations: 10	

Appearance:

Background:

Ideals:
Bonds:
Flaws:

To Do List	Description
Profile	Need to pick languages
Deity	Need you to pick you deity