

PUB HEROES

Player Name: _____

Character Name: _____

Class & Ancestry: Human Wizard

STRENGTH

-1

9

☐ Saving Throw

☐ Athletics

DEXTERITY

+0

11

☐ Saving Throw

☐ Acrobatics

☐ Sleight of Hand

☐ Stealth

CONSTITUTION

+1

13

☐ Saving Throw

INTELLIGENCE

+3

17

☒ Saving Throw

☒ Arcana

☒ History

☒ Investigation

☐ Nature

☐ Religion

WISDOM

+2

15

☒ Saving Throw

☒ Insight

☐ Medicine

☐ Animal Handling

☐ Perception

☐ Survival

CHARISMA

+0

11

☐ Saving Throw

☐ Deception

☐ Intimidation

☐ Performance

☐ Persuasion

PROFICIENCY BONUS

+2

Add this to all skills and saves that are marked above.

ARMOR CLASS

10



No Armor

HIT POINTS

Total

7

S



F

Current

Hit Die:



SPEED

30ft.



Walking Speed

Weapon Attack: Fire Bolt

To hit:



+

5

Damage:

1



+

0

Weapon Attack: Staff

To hit:



+

1

Damage:

1



+

-1

Spell Attack:

To hit:



+

+5

Spell Save DC:

13

SPECIAL ABILITIES

- Arcane Recovery (1 use)

After a short rest, you regain 1 level 1 spell slot.

- Ritual Caster

You can cast Ritual Spells without spending spell slots by spending 10 minutes extra casting time. Check your spell sheet to see which spells are Ritual Spells.

INVENTORY

Staff (Arcane Focus)

Spell Book

Inkwell, Quill & Parchment

Small Knife



PUB HEROES

WIZARD SPELL SHEET

CANTRIP SPELLS

Cantrip spells can be cast as many times as you want, and don't use up spell slots.

Fire Bolt

Time: 1 action
Range: 120 ft.
Components: V, S
Duration: instant

You hurl a mote of fire at a creature or object. 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.

Mage Hand

Time: 1 action
Range: 30 ft.
Components: V, S
Duration: 1 minute

A spectral, floating hand appears at a point you choose. You can use your action to control the hand and move it up to 30 feet. It cannot attack or cast spells, but otherwise it can do whatever a normal hand can. It can carry up to 10 pounds.

Minor Illusion

Time: 1 action
Range: 30 ft.
Components: S, M
Duration: 1 minute

You create either a sound or image of an object. Sounds can range in volume from a whisper to a scream, but can be any sound you choose. Images can be up to 5 ft. big, and give no other sensory effect such as sound, light, smell or touch.

The Time listed in the spells represents the time you need to cast the spell.

The Range is the maximum distance between you and the target.

Components means what you need to cast the spell; V stands for Verbal (spoken or sung incantations), S for Somatic (complicated movements and gestures), and M for Material (spell components or a spell focus like a staff or holy symbol).

Duration means how long the spell lasts. If the Duration starts with a "C", that means that you must actively Concentrate on the spell to keep it up. If you are damaged while doing this, your concentration might break and the spell fizzles!

LEVEL 1 SPELLS

Level 1 spells use a spell slot when cast. You regain all spent spell slots after a long rest, so use these spells sparingly!

You have two spell slots which you can tick off here: ☐ ☐

Burning Hands

Time: 1 action
Range: self/ 15 ft. cone
Components: V, S
Duration: instant

You shoot a cone of flames from your hands. Each creature in the 15 ft. cone must make a Dexterity save. A creature takes 3d6 fire damage, or half as much on a successful save. The fire ignites any flammable objects in the area that aren't being worn or carried.

Detect Magic

Time: 1 action
Range: self/ 30 ft.
Components: V, S
Duration: C, 10 minutes
- Ritual Spell -

For the duration, you sense the presence of magic within 30 ft. of you. You see a faint aura around any visible creatures or objects in the area that bears magic, and you learn the school of magic, if any. The spell penetrates most barriers, but is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead or 3 feet of wood or dirt.

Mage Armor

Time: 1 action
Range: touch
Components: V, S, M
Duration: 8 hours

You touch a willing creature who isn't wearing armour, and a protective magical force surrounds it until the spell ends. The target's Armor Class becomes 13 + its Dexterity modifier. The spell ends if the target dons armour or if you dismiss the spell as an action.

Magic Missile

Time: 1 action
Range: 120 ft.
Components: V, S
Duration: instant

You create three glowing darts of magical force. Each dart automatically hits a creature of your choice that you can see within range. A dart deals 1d4+1 force damage to its target. The darts all strike simultaneously, and you can direct them to hit one creature or several.

