

Wonderland

A Fantasy Role-Playing Setting

Character Name

Player Name

Human, Wizard (Illusionist), 3

Ancestry, Class (Subclass), Level

Sage

Background

950

Experience

STR
+0
11

PROFICIENCY BONUS
+2

Saving Throws

+0 Strength
+2 Dexterity
+2 Constitution
+5 Intelligence*
+3 Wisdom*
+1 Charisma
**prof. bonus added*

DEX
+2
14

Skills

+2 Acrobatics
+1 Animal Handling
+5 Arcana*
+2 Athletics*
-1 Deception
+5 History*
+1 Insight
-1 Intimidation
+5 Investigation
+3 Medicine*
+3 Nature
+1 Perception
-1 Performance

CON
+2
15

INT
+3
16

-1 Persuasion
+5 Religion*
+2 Sleight of Hand
+2 Stealth
+1 Survival
**prof. bonus added*

WIS
+1
13

CHA
-1
9

PASSIVE WISDOM
11

ARMOR

12
None

HP

20
HD 3D6

INITIATIVE

+2

SPEED

30ft

LANGUAGES Common
ALIGNMENT Lawful Good
SIZE Medium

ACTION

- **Quarterstaff** melee, +2 to hit, 1D6+0 (if using two-handed, 1D8+0)
- **Dagger** melee/ranged, +4 to hit, 1D4+2
- **Cast Spell** see Magic

MAGIC

- **Spell Attack Modifier** +5
- **Spell Save** DC13
- **SPELLS**
 - **CANTRIPS**
 - Fire Bolt
 - Minor Illusion
 - Prestidigitation
 - **1ST LEVEL (4 SLOTS)**
 - Detect Magic
 - Disguise Self
 - Mage Armor
 - Silent Image
 - **2ND LEVEL (2 SLOTS)**
 - Invisibility
 - Phantasmal Force

CLASS FEATURE

- **Ritual Casting**
- **Arcane Recovery** (1/day) regain spell slots totaling 2 levels after short rest
- **Illusion Savant** Copy evocation spells in half the time and half resources
- **Improved Minor Illusion** Minor Illusion cantrip does image and sound simultaneously

BACKGROUND FEATURE

- **Researcher**

PROFICIENCIES

- **Armor** none
- **Weapons** dagger, dart, light crossbow, quarterstaff, sling
- **Tools** none

HEAD SCRATCHER

As a wizard's apprentice, you were tasked with all sorts of mundane tasks. Sort the quills, feed the fish, and worst of all: give the old oaf his daily scalp massages. At least he paid well.

But when he disappeared and left you all of his belongings, as well as his debts, you were truly puzzled. You may need to pay off his loans but what's most intriguing are the magically locked chapters of his spell book.

PERSONALITY TRAIT

You tend to hang back and observe others before speaking but most can tell you're deep in thought by the way you rest your hands on your head.

IDEAL

Knowledge. Peace only comes from resolution.

BOND

You want to find, or find out what happened to, the wizard that employed you.

FLAW

You can't ignore a puzzle, riddle, or game.

NOTES

EQUIPMENT

- **Carrying** 2 daggers, quarterstaff, light crossbow and 20 bolts, belpouch, set of common clothes, bottle of black ink, quill, small knife, personal papers (records of debts)
- **Coins & Gems** 13 gold pieces (GP), 4 gems (each worth 10 GP)