

PREGENERATED CHARACTER

Wizard 1
CLASS & LEVEL

Outlander
BACKGROUND

PLAYER NAME

Human (Alqaadi)
RACE

Lawful Neutral
ALIGNMENT

0/300
EXPERIENCE POINTS

CHARACTER NAME

STRENGTH +0
+0
11

DEXTERITY -1
-1
9

CONSTITUTION +2
+2
14

INTELLIGENCE +5
+3
16

WISDOM +4
+2
15

CHARISMA +1
+1
13

+2 PROFICIENCY BONUS

Arcana
Insight
Investigation
Medicine
Persuasion
Survival
Language (Alqaadan)
Language (Common)
Language (Draconic)

PROFICIENCIES

12
PASSIVE PERCEPTION

SENSES

14 MAX HP

-1 INITIATIVE

30 ft. SPEED

9 ARMOR CLASS

d6 HIT DICE

CURRENT HIT POINTS

NAME	ATTACK	DAMAGE	TYPE	RANGE	AMMO
Quarterstaff	+0	1d6	bludgeoning	5 ft.	

ATTACKS

CANTRIPS

Fire Bolt Make a ranged spell attack (+5) to deal 1d10 fire damage to a creature within 120 ft.

Light An object you touch sheds light like a torch for 1 hour.

Mage Hand For 1 minute, control a ghostly hand that can move or interact with light, unattended objects within 30 ft.

1ST LEVEL ○○/day

Burning Hands Creatures in a 15-foot cone take 3d6 fire damage, or half as much if they make a Dexterity save (DC 13).

Detect Magic [R] You sense the presence of magic objects within 30 ft.; visible magic objects appear to glow.

Identify [R] Learn all of the properties of one magic object you are holding.

Mage Armor An unarmored creature you touch gains an AC of 13 + their Dexterity modifier for 8 hours.

Magic Missile Each of three magical bolts of force strikes a target you designate within 120 ft., dealing 1d4+1 force damage.

MAGIC

EQUIPMENT

CP 15 Robes, Quarterstaff, Healer's Kit, Orb (Arcane Focus), Ring of the Order of the Ruby Orb

SP 10 Spell Component Pouch

EP Pearl (100 gp), Backpack

GP 5 Bedroll, Bottle of Ink, Ink Pen, Trail Rations (10 days), Parchment (10 sheets), Spellbook, Waterskin

PP

NAME

Arcane Recovery 1/day At the end of a rest, regain 1 used spell slot.

Ritual Caster Cast certain spells as 10-minute rituals instead of using spell slots.

FEATURES



AGE	HEIGHT	WEIGHT
EYES	SKIN	HAIR

CHARACTER NAME

Race (Human). Humans are the most populous and adaptable of all the civilized races. They have spread to every corner of Aerth. Humans are naturally ambitious and have built the largest and most powerful kingdoms and empires in history. In their zeal to act, humans are capable of both great good and terrible evil.

Alqaadi. You are a human from the distant kingdom of Alqaad, which is considered exotic and mysterious by the people you travel with now. Alqaad is a shining jewel of civilization. A place of culture and learning. A place of honor and tradition. And a place ruled by the iron hand of the theocrats of the Church of the Flame of Salvation.

Appearance. Alqaad has a punishing climate and its people have dark skin, eyes, and hair as a result. They're of average height and usually have athletic builds because of the harshness of their land. Most Alqaadi take particularly good care of their appearance as a point of honor and personal pride.

Example Names. Hamid (M) or Hasti (F) a'Fardin

RACE

Arcane Recovery. If given a chance to rest, you know how to channel and store magical energy for later use. Once per day, at the end of a short rest, you can regain one expended spell slot.

Spellcasting. You can channel magical energy to create specific magical effects called spells.

- Your spells are based on your Intelligence ability.
- Your spell attack bonus is +5.
- Your spell save DC is 13.
- You can cast any number of cantrips each day.
- To cast a 1st level spell, you must expend a spell slot.
- You recover your expended spell slots when you finish a long rest.
- Some spells require only a bonus action [B] to cast. You can take one bonus action each turn in addition to your action.
- Some spells require you to concentrate [C] to maintain the spell. You can only concentrate on one such spell at a time. If you get injured or distracted while concentrating, your spell might fail.
- Some spells can be cast as a ten-minute ritual [R]. You do not have to expend a spell slot when casting a spell as a ritual.

FEATURES

Cantrips

Fire Bolt. Speak a word of power and throw your hand out toward a creature within 120 feet to send a gout of flame at them. If you hit with a ranged spell attack, the target takes 1d10 fire damage.

Light. Whisper a word of power and touch an object – such as your quarterstaff – to make it shine like a torch for one hour. You can only have one active light spell at a time.

Mage Hand. Whisper a few syllables of power to will a ghostly hand into being. It moves at your direction but must remain within 30 feet of you. The hand can lift or manipulate small, unattended objects, open containers, or perform other similar tasks. It can't lift an object heavier than 10 pounds or force something that's stuck or locked.

1st Level Spells

Burning Hands. Speak a phrase of power and fan your hands out before you to send forth a sheet of flame. Creatures in a 15-foot-cone take 3d6 fire damage or half as much if they succeed on a Dexterity saving throw.

Detect Magic [C] [R]. Speak a phrase of power and draw your hand across your eyes to open your senses to magical energy. For up to 10 minutes, you can feel the presence of active spells and magical objects within 30 feet of you. If the object affected is in your view, you can see a glow around it.

Identify [R]. Take a magical object in hand, rub it with a pearl, focus your vision through your orb, and chant a phrase of power. You learn all the object's magical properties including how to activate them and any restrictions on who can use the object.

Mage Armor. Focus magical energy through your orb and wave your hand over an unarmored creature – or over yourself – to grant the target an Armor Class of 13 plus their Dexterity modifier for 8 hours. If an affected creature dons any kind of armor, the spell is ruined.

Magic Missile. With three flicks of your wrist and three words of power, you conjure three magical bolts of pure force. Each bolt strikes a target you designate within 120 feet and deals 1d4+1 force damage. The bolts never fail to find their targets.

SPELLS

Class (Wizard). Wizards are students of arcane magic and can unleash magical energy to create diverse magical spells and effects.

Links in a Long Chain. The mysterious art of arcane magic has been studied for countless ageless by countless practitioners. And the complex formulae and methods that allow wizards to shape reality to their will have been passed down from master to student and through secretive orders and wizarding circles. Every wizard receives the knowledge of their forebears, adds to it, and eventually passes it off to the next generation of students.

Tools of the Trade. It takes a brilliant mind to master magic, and long years of study, but it also requires the right tools. A wizard's spellbook contains the formulae for every spell they have mastered. Such formulae are too complex to memorize and wizards must constantly study their spellbooks to keep their spells fresh in their minds. Likewise, wizards require arcane implements – such as the palm-sized crystalline orb you carry – to help them channel and shape. And some spells require rare and valuable reagents and components to fuel them.

Exile. You were forced to leave your homeland and have spent most of your life on the open road.

Forbidden Study. Your family has long had ties to the magical arts, so it makes sense that you were honored with an invitation to study with the wizards of Order of the Ruby Orb. But such orders have to operate in secret in Alqaad given that the theocrats who rule it have outlawed the study and practice of arcane magic. Punishable by death.

Smuggled Away. Just as you were finishing your apprenticeship, the order's sanctum was raided. Many were put to death, but not before being forced to tell the theocrats everything. Your name was certainly among the secrets divulged. Death would come for you and your family. And while your family didn't have the means to flee, they could send you away. Under an assumed name and the cloak of night, they smuggled you onto a ship bound for distant Zethinia. They warned you to keep moving and to shun the biggest cities, lest the theocrats' soldiers find you. The lands of central and western Aerth were uncivilized, uncultured, and barbaric compared to your home, but they had one advantage. Magic wasn't outlawed, it was just mistrusted.

Done Running. For years, you stayed on the move, exhausting the money your family had provided. The open road was your only home. In time, you realized that you probably weren't being hunted. You're beneath the theocrats' notice. You can't let your guard down, but if you want to grow in power and master your art, you need to stay in one place and start stockpiling money and resources. There's a merchant, Oona Tealeaf, who is traveling to some town in the Asternian highlands and she's hiring guards. Coin and travel to an out-of-the-way place.