

TYLER JACOBSON



PRESTO		4 LEVEL
CHARACTER NAME		
SCRIBE	WIZARD	
BACKGROUND	CLASS	
HUMAN		EVOKER
SPECIES		SUBCLASS

SIZE

MEDIUM

INITIATIVE

+2

SPEED

30 FEET

ARMOR CLASS

12

SHIELD

HIT POINTS

CURRENT	TEMP
	30
	MAX

HIT DICE

SPENT
4D6
MAX

DEATH SAVES

SUCCESSSES

FAILURES

WEAPON ATTACKS

Name	Atk Bonus	Damage	Properties
DAGGER	+4	1D4 + 2 PIERCING	FINESSE, LIGHT, THROWN (RANGE 20/60)

PROFICIENCY BONUS

+2

INTELLIGENCE

+4 MODIFIER

18 SCORE

- +6 Saving Throw
- +8 Arcana
- +4 History
- +6 Investigation
- +6 Nature
- +4 Religion

STRENGTH

-1 MODIFIER

8 SCORE

- 1 Saving Throw
- 1 Athletics

DEXTERITY

+2 MODIFIER

15 SCORE

- +2 Saving Throw
- +4 Acrobatics
- +4 Sleight of Hand
- +2 Stealth

WISDOM

+0 MODIFIER

10 SCORE

- +2 Saving Throw
- +0 Animal Handling
- +2 Insight
- +0 Medicine
- +2 Perception
- +0 Survival

CONSTITUTION

+1 MODIFIER

12 SCORE

- +1 Saving Throw

CHARISMA

+2 MODIFIER

14 SCORE

- +2 Saving Throw
- +2 Deception
- +2 Intimidation
- +2 Performance
- +4 Persuasion

HEROIC INSPIRATION

FEATS

ABILITY SCORE IMPROVEMENT*

SKILLED*

TOUGH*

CLASS FEATURES

SPELLCASTING

ARCANE RECOVERY

RITUAL ADEPT

SCHOLAR (ARCANA)*

EVOCATION SAVANT*

POTENT CANTRIP

ABILITY SCORE IMPROVEMENT*

SPECIES TRAITS

RESOURCEFUL

SKILLFUL*

VERSATILE*

*The effects of these rules are included in these game statistics.

LANGUAGES

COMMON, DRAGONIC, ELVISH

ALIGNMENT

NEUTRAL GOOD

EQUIPMENT TRAINING & PROFICIENCIES

ARMOR TRAINING Light Medium Heavy Shields

PROFICIENCIES

SIMPLE WEAPONS, CALLIGRAPHER'S SUPPLIES

COINS

CP	SP	EP	GP	PP
			33	

PRESTO

SPELLCASTING

Spellcasting Ability: Intelligence

Spell DC: 14 Spell Attack Modifier: +6

CANTRIPS (AT WILL)

Spell	School	Special*
<i>Fire Bolt</i>	Evocation	—
<i>Light</i>	Evocation	—
<i>Mage Hand</i>	Conjuration	—
<i>Ray of Frost</i>	Evocation	—

LEVEL 1 WIZARD SPELLS (SLOTS: 4)

Spell	School	Special*
<i>Burning Hands</i>	Evocation	—
<i>Comprehend Languages</i>	Divination	R
<i>Detect Magic</i>	Divination	C, R
<i>Feather Fall</i>	Transmutation	—
<i>Grease</i>	Conjuration	—
<i>Mage Armor</i>	Abjuration	—
<i>Magic Missile</i>	Evocation	—
<i>Shield</i>	Abjuration	—
<i>Sleep</i>	Enchantment	C
<i>Thunderwave</i>	Evocation	—

LEVEL 2 WIZARD SPELLS

Spell	School	Special*
<i>Blindness/Deafness</i>	Transmutation	—
<i>Gust of Wind</i>	Evocation	C
<i>Hold Person</i>	Enchantment	C
<i>Invisibility</i>	Illusion	C
<i>Misty Step</i>	Conjuration	—
<i>Scorching Ray</i>	Evocation	—

*In the Special column, C means the spell requires Concentration and R means it's a Ritual.

EQUIPMENT

HAT OF MANY SPELLS (ARCANES FOCUS)

2 DAGGERS

ROBE

SPELLBOOK

SCHOLAR'S PACK

CALLIGRAPHER'S SUPPLIES

FINE CLOTHES

LAMP

OIL (3 FLASKS)

PARCHMENT (12 SHEETS)

HAT OF MANY SPELLS

Wondrous Item, Very Rare (Requires Attunement by a Wizard)

This pointed hat has the following properties.

Spellcasting Focus. While holding the hat, you can use it as a Spellcasting Focus for your Wizard spells. Any spell you cast using the hat gains a special Somatic component: you must reach into the hat and “pull” the spell out of it.

Unknown Spell. While holding the hat, you can try to cast a level 1+ spell you don't know. The spell must be on the Wizard spell list, it must be of a level you can cast, and it can't have Material components costing more than 1,000 GP. Once you decide on the spell, you must expend a spell slot of the spell's level. Then, to determine whether you cast the spell, make an Intelligence (Arcana) check (DC 10 plus the spell's level). On a successful check, you cast the spell using its normal casting time, and you can't use this property again until you finish a Short or Long Rest. On a failed check, you fail to cast the spell and a random effect occurs instead, determined by rolling on the following table.

Any spell you cast from the hat uses your spell save DC and spell attack bonus.

1d100 Effect

01–50 You cast a random spell determined by rolling 1d10: on a **1**, *Enlarge/Reduce* (enlarge effect); on a **2**, *Enlarge/Reduce* (reduce effect); on a **3**, *Faerie Fire*; on a **4**, *Fireball*; on a **5**, *Gust of Wind*; on a **6**, *Invisibility* (cast on yourself); on a **7**, *Lightning Bolt*; on an **8**, *Phantasmal Force*; on a **9**, *Polymorph*; on a **10**, *Stinking Cloud*.

PRESTO



1d100 Effect

- 51–55 You have the Stunned condition until the end of your next turn, believing something awesome just happened.
- 56–60 A harmless swarm of butterflies fills a 10-foot Cube within 30 feet of yourself. The swarm disperses after 1 minute.
- 61–65 You pull a nonmagical object out of the hat. Roll 1d4 to determine the object: on a **1**, a vial of Acid; on a **2**, a flask of Alchemist's Fire; on a **3**, a Crowbar; on a **4**, a lit Torch.
- 66–70 You suffer a bout of "magic sickness" and have the Poisoned condition for 1 hour.
- 71–75 You have the Petrified condition until the end of your next turn.
- 76–80 You pull a nonmagical object out of the hat. Roll 1d4 to determine the object: on a **1**, a Dagger; on a **2**, a Rope with a Grappling Hook tied to one end; on a **3**, a bag of Caltrops; on a **4**, a gem worth 50 GP.
- 81–85 A creature appears in an unoccupied space as close to you as possible. The creature isn't under your control and acts as it normally would, and it disappears after 1 hour or when it drops to 0 Hit Points. Roll 1d4 to determine the creature: on a **1**, a **Camel**; on a **2**, a **Constrictor Snake**; on a **3**, an **Elephant**; on a **4**, a **Mule**.
- 86–90 A Hostile **Swarm of Bats** flies out of the hat, occupies your space, and attacks you.
- 91–95 A vertical, 10-foot-diameter, two-way portal to another plane of existence opens in an unoccupied space within 30 feet of you and remains open until the end of your next turn. The DM determines where it leads.
- 96–00 You pull a magic item out of the hat. Roll 1d6 to determine the item's rarity: on a **1–3**, Common; on a **4–5**, Uncommon; on a **6**, Rare. The DM chooses the item, which disappears after 1 hour if it's not consumed or destroyed before then.

Magic Item Attunement

 *HAT OF MANY SPELLS*

