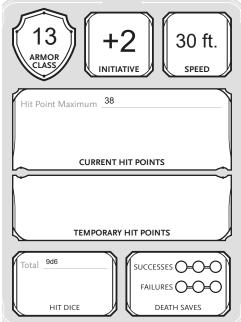
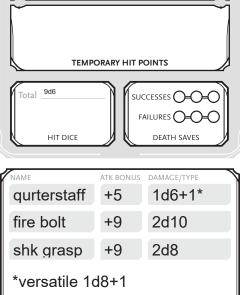


Wizard 9 Sage CLASS & LEVEL BACKGROUND PLAYER NAME Githyanki Lawful Neutral 48,000 **EXPERIENCE POINTS** RACE ALIGNMENT







. . slowly . . . when talking . . . to . speak . idiots, . . . which . . . almost . . . everyone . . . is . . . compared . . . to me. There's nothing I like more than a good mystery. PERSONALITY TRAITS

The path to power and self-improvement is through knowledge.

IDEALS

I work to preserve a library, university, scriptorium, or monastery.

BONDS

I can't keep a secret to save my life, or anvone else's.

FLAWS

Ritual Casting.

You can cast a wizard spell as a ritual if that spell has the ritual tag and you have the spell in your spellbook. You don't need to have the spell prepared.

Arcane Recovery.

Once per day when you finish a short rest, you can choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than half your wizard level (rounded up), and none of the slots can be 6th level or higher.

Enchantment Savant.

The gold and time you must spend to copy an enchantment spell into your spellbook is halved.

As an action, choose one creature that you can see within 5 feet of you. If the target can see or hear you, it must succeed on a Wisdom saving throw against your wizard spell save DC or be charmed by you until the end of your next turn. The charmed creature's speed drops to 0, and the creature is incapacitated and visibly dazed.

On subsequent turns, you can use your action to maintain this effect, extending its duration until the end of your next turn. However, the effect ends if you move more than 5 feet away from the creature, if the creature can neither see nor hear you, or if the creature takes damage

Once the effect ends, or if the creature succeeds on its initial saving throw against this effect, you can't use this feature on that creature again until you finish a long rest.

Instinctive Charm.

When a creature you can see within 30 feet of you makes an attack roll against you, you can use your reaction to divert the attack, provided that another creature is within the attack's range. The attacker must make a Wisdom saving throw against your wizard spell save DC. On a failed save, the attacker must target the creature that is closest to it, not including you or itself. If multiple creatures are closest, the attacker chooses which one to target. On a successful save, you can't use this feature on the attacker again until you finish a long

You must choose to use this feature before knowing whether the attack hits or misses. Creatures that can't be charmed are immune to this effect.

FEATURES & TRAITS

CHARISMA

PASSIVE WISDOM (PERCEPTION)

O +0 Persuasion (Cha)

+8 Religion (Int)

O _+2 Stealth (Dex)

O _+2 Survival (Wis)

+2 Sleight of Hand (Dex)

SKILLS

Armor

Light Armor, Medium Armor

Weapons

Dagger, Dart, Sling, Quarterstaff, Light Crossbow, Shortsword, Longsword, Greatsword

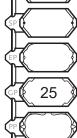
Tools.

Alchemy Supplies

Languages.

Common, Draconic, Gith, Gnomish

OTHER PROFICIENCIES & LANGUAGES



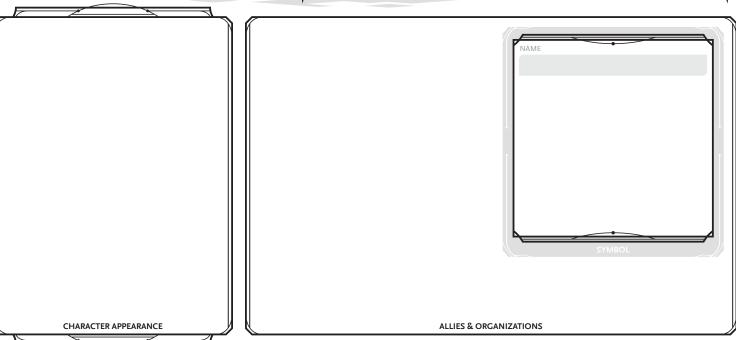
quarterstaff, arcane focus (crystal), traveler's clothes, belt pouch, wand of the war mage +1 (see reverse)

ATTACKS & SPELLCASTING

backpack- bedroll, mess kit, tinderbox, 10 days rations, waterskin, bottle of ink, ink pen, small knife, letter from a dead colleague posing a question you haven't been able to answer, spellbook, alchemy supplies, 2 potions of healing

EOUIPMENT





Researcher.

When you attempt to learn or recall a piece of lore, if you do not know that information, you often know where and from whom you can obtain it. Usually, this information comes from a library, scriptorium, university, or a sage or other learned person or creature. Your DM might rule that the knowledge you seek is secreted away in an almost inaccessible place, or that it simply cannot be found. Unearthing the deepest secrets of the multiverse can require an adventure or even a whole campaign.

Decadent Mastery.

You learn one language of your choice, and you are proficient with one skill or tool of your choice. In the timeless city of Tu'narath, githyanki have bountiful time to master odd bits of knowledge (already figured in).

Martial Prodigy.

You are proficient with light and medium armor and with shortswords, longswords, and greatswords (already figured in).

Githyanki Psionics.

You know the mage hand cantrip, and the hand is invisible when you cast the cantrip with this trait

When you reach 3rd level, you can cast the jump spell once with this trait, and you regain the ability to do so when you finish a long rest.

When you reach 5th level, you can cast the misty step spell once with this trait, and you regain the ability to do so when you finish a long rest.

Intelligence is your spellcasting ability for these spells. When you cast them with this trait, they don't require components.

ADDITIONAL FEATURES & TRAITS

wand of the war mage +1

While holding this wand, you gain a bonus to spell attack rolls (already figured in). In addition, you ignore half cover when making a spell attack.

CHARACTER BACKSTORY

TREASURE

