





SPELLCASTING CLASS

INTELLIGENCE

SPELLCASTING ABILITY

17

SPELL SAVE DC

9

SPELL ATTACK BONUS

0

CANTRIPS

- Booming Blade
- Green-Flame Blade
- Ray of Frost
- Light
- Mage Hand

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

4

- Magic Missile
- Shield
- Jump
- Chromatic Orb

2

3

- Magic Weapon
- Shatter
- Hold Person
- Levitate

3

3

- Counterspell
- Dispel Magic
- Lightning Bolt
- Haste

4

3

- Watery Sphere
- Banishment

5

2

- Far Step
- Bigby's Hand

6

1

- Tenser's Transformation

7

1

- Etherealness

8

1

- Antimagic Field

9

0