

=== WEAPONS ===
Crossbow, Light, Dagger, Dart, Longbow,
Longsword, Quarterstaff, Shortbow,
Shortsword, Sling
=== TOOLS ===
Bagpipes
=== LANGUAGES ===
Common, Elvish, Orc

creatures that you can see, you can choose a number

throws against the spell, and they take no damage if

they would normally take half damage on a successful

of them equal to 1 + the spell's level. The chosen

creatures automatically succeed on their saving

=== ACTIONS ===

Standard Actions

Attack, Cast a Spell, Dash, Disengage, Dodge, Help, Hide, Ready, Search, Use an Object, Opportunity Attack, Grapple, Shove, Improvise, Two-Weapon Fighting, Interact with an Object

=== SPECIAL ===

Arcane Recovery • 1 / Long Rest

Once per day when you finish a short rest, you can choose expended spell slots to recover - up to a combined level of 2, and none of the slots can be 6th level or higher.

Sculpt Spells

When you cast an evocation spell that affects other

ACTIONS

13	PASSIVE WISDOM (PERCEPTION)				
13	PASSIVE WISDOM (INSIGHT)				
15	PASSIVE INTELLIGENCE (INVESTIGATION)				
Darkvision 60 ft.					
SENSES					

NAME	HIT	DAMAGE/TYPE	NOTES
Quarterstaff	+2	1d6 Bludgeoning	Simple, Versatile
Fire Bolt	+5	1d10 Fire	V/S
Unarmed Strike	+2	1 Bludgeoning	
	WEA	APON ATTACKS & CANTRIF	es .

Wizard 3 Michael
CLASS & LEVEL PLAYER NAME

Eladrin (Variant) Custom Background 900

RACE BACKGROUND EXPERIENCE POINTS

## === WIZARD FEATURES ===

- \* Hit Points PHB 113
- \* Proficiencies PHB 113
- \* Spellcasting PHB 114

You can cast prepared wizard spells using INT as your spellcasting modifier (Spell DC 13, Spell Attack +5) and wizard spells in your spellbook as rituals if they have the ritual tag. You can use an arcane focus as a spellcasting focus.

\* Arcane Recovery • PHB 115

Once per day when you finish a short rest, you can choose expended spell slots to recover - up to a combined level of 2, and none of the slots can be 6th level or higher.

- | 1 / Long Rest Special
- \* Arcane Tradition PHB 115
- | School of Evocation
- \* Evocation Savant PHB 117
  The gold and time you must spend to copy an
- evocation spell into your spellbook is halved.

\* Sculpt Spells • PHB 117
When you cast an evocation spell that affects other creatures that you can see, you can choose a number of them equal to 1 + the spell's level. The chosen creatures automatically succeed on their saving throws against the spell, and they take no damage if they would normally take half damage on a successful

| Special

## === ELADRIN (VARIANT) RACIAL TRAITS ===

\* Darkvision • BR 23

You can see in darkness (shades of gray) up to 60 ft.

\* Keen Senses • BR 23

You have proficiency in the Perception skill.

\* Fey Ancestry • BR 23

You have advantage on saves against being charmed, and magic can't put you to sleep.

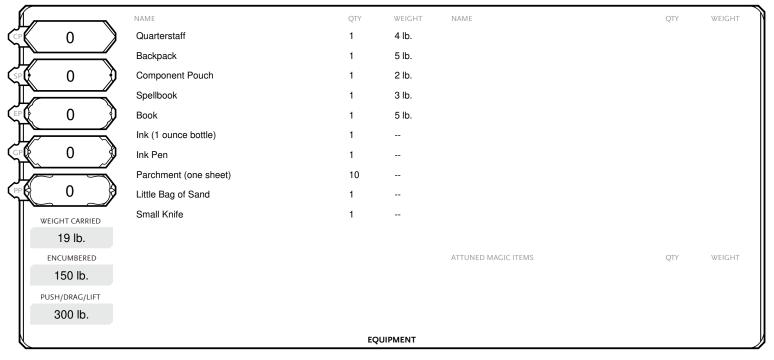
\* Trance • BR 23

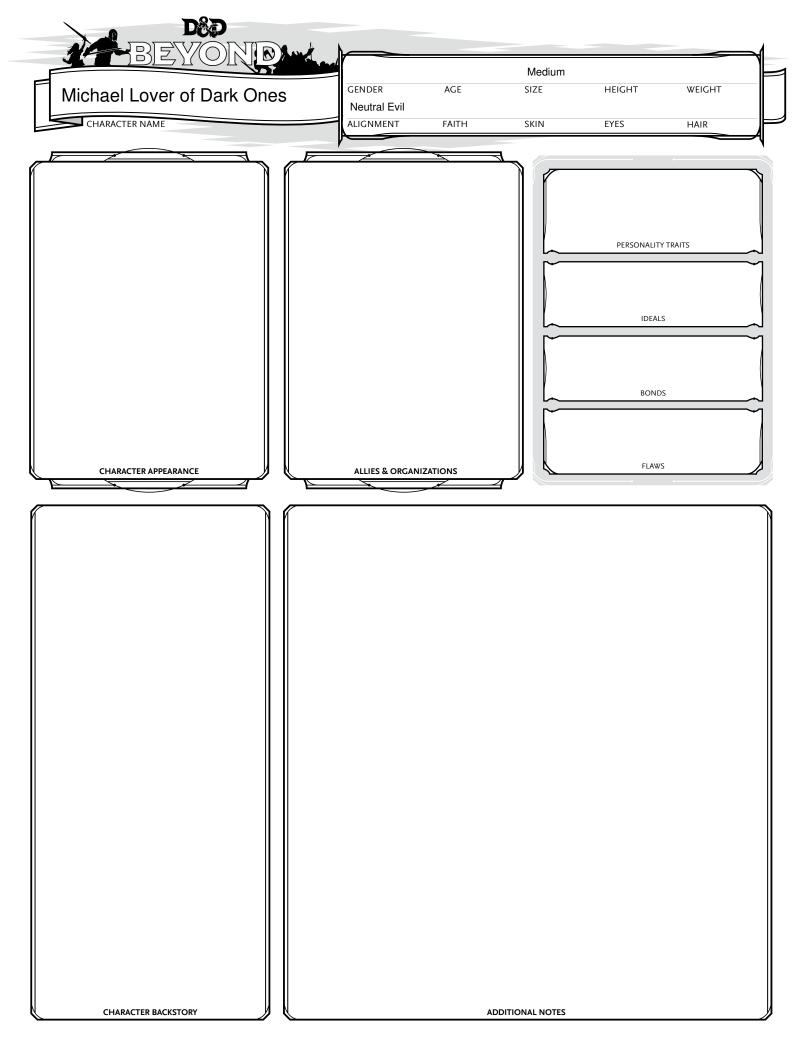
You don't need to sleep, but meditate semiconsciously for 4 hours a day. While meditating, you can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

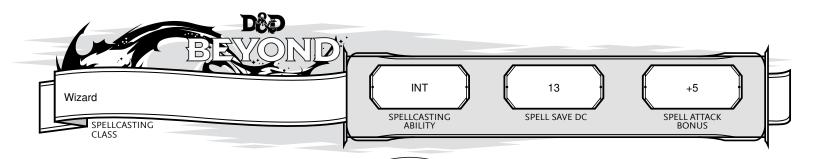
- \* Elf Weapon Training BR
- You have proficiency with the longsword, shortsword, shortbow, and longbow.
- \* Fey Step BR

Once per short rest, you can cast the misty step spell.

## FEATURES & TRAITS







PHB 211 PHB 255 US PHB 242	V/S D: 1h, 20 ft. Sphere, V/M V/S
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us PHB 242	V/S
PHB 275	D: 1Rnd, V/S
us PHB	V/S/M
	1/SR, V
	s PHB