

Wizard 1 CLASS & LEVEL High Elf

Acolyte BACKGROUND

ALIGNMENT

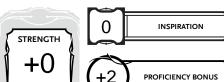
Chaotic good

Erin PLAYER NAME

75

EXPERIENCE POINTS





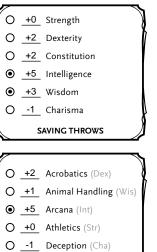
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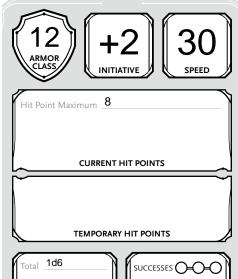
DEXTERITY

15

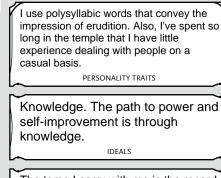
CONSTITUTION







HIT DICE



The tome I carry with me is the record of my life's work so far, and no vault is secure enough to keep it safe.

BONDS

I'll do just about anything to uncover historical secrets that would add to my research.

FLAWS

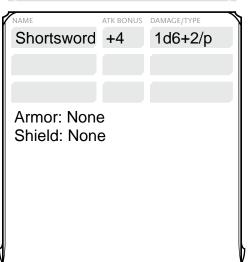




- O -1 Performance (Cha) O -1 Persuasion (Cha)
- O +2 Sleight of Hand (Dex) O +2 Stealth (Dex)
- O +1 Survival (Wis)

• +5 Religion (Int)

SKILLS



ATTACKS & SPELLCASTING

FAILURES O-O-C

DEATH SAVES

(See Features Page)

- --Arcane Recovery
- --Cantrip**
- --Darkvision (60')
- -- Fey Ancestry
- --Shelter of the Faithful
- --Trance

12

CHARISMA

PASSIVE WISDOM (PERCEPTION)

Proficiencies:

Daggers, darts, slings, quarterstaffs, light crossbows, longswords, shortswords, shortbows, longbows.

Languages: Common, Elvish, Draconic, Dwarfish, Goblin

OTHER PROFICIENCIES & LANGUAGES

0

Shortsword, component pouch, spellbook, backpack, bottle of ink, ink pen, 10 sheets of parchment, small knife, tome of historical lore, holy symbol, prayer book, set of common clothes, pouch.

EQUIPMENT

FEATURES & TRAITS

0 CANTRIPS	3 0	6 0
Mage Hand (V,S)		
Prestidigitation (V,S)	0	0
	0	0
Ray Of Frost (V,S)	0	0
Shocking Grasp (V,S)	0	0
	0	0
	0	0
	0	0
	0	0
SPELL LEVEL	0	0
SLOTS TOTAL SLOTS EXPENDED	0	
11 2 1	0	7 0
	0	
SPELL NAME	0	0
Mage Armor (V,S,M)		0
Magic Missile (V,S)	4 0	0
0		0
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Features and Magic Items

Xanaphia (Xana)

Subclasses

Features

Arcane Recovery

Source: Wizard

You have learned to regain some of your magical energy by studying your spellbook. 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. For example, if you're a 4th-level wizard, you can recover up to two levels worth of spell slots. You can recover either a 2nd-level spell slot or two 1st-level spell slots

Cantrip

Source: Race (High-Elf)

**Not included in stats on Character Sheet

You know one cantrip of your choice from the wizard spell list. Intelligence is your spellcasting ability for it.

Darkvision (60')

Source: Race

Accustomed to life underground, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Fey Ancestry

Source: Race (Elf)

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

Shelter of the Faithful

Source: Background (Acolyte)

As an acolyte, you command the respect of those who share your faith, and you can perform the religious ceremonies of your deity. You and your adventuring companions can expect to receive free healing and care at a temple,

shrine, or other established presence of your faith, though you must provide any material components needed for spells. Those who share your religion will support you (but only you) at a modest lifestyle.

You might also have ties to a specific temple dedicated to your chosen deity or pantheon, and you have a residence there. This could be the temple where you used to serve, if you remain on good terms with it, or a temple where you have found a new home. While near your temple, you can call upon the priests for assistance, provided the assistance you ask for is not hazardous and you remain in good standing with your temple.

Trance

Source: Race (Elf)

Elves don't need to sleep. Instead, they meditate deeply, remaining semiconscious, for 4 hours a day. (The Common word for such meditation is "trance.") 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.

Magic Items

Spell Descriptions

Xanaphia (Xana)

Mage Armor

Abjuration Level 1

Casting Time: 1 action Duration: 8 hours Range: Touch

Components: V, S, M (A piece of cured leather)

You touch a willing creature who isn't wearing armor, and a protective magical force surrounds it until the spell ends. The target's base AC becomes 13 + its Dexterity modifier. The spell ends it if the target dons armor or if you dismiss the spell as an action.

Mage Hand

Conjuration Cantrip
Casting Time: 1 action
Duration: 1 minute
Range: 30 feet
Components: V, S

A spectral, floating hand appears at a point you choose within range. The hand lasts for the duration or until you dismiss it as an action. The hand vanishes if it is ever more than 30 feet away from you or if you cast this spell again.

You can use your action to control the hand. You can use the hand to manipulate an object, open an unlocked door or container, stow or retrieve an item from an open container, or pour the contents out of a vial. You can move the hand up to 30 feet each time you use it.

The hand can't attack, activate magical items, or carry more than 10 pounds.

Magic Missile

Evocation Level 1

Casting Time: 1 action Duration: Instantaneous

Range: 120 feet Components: V, S

You create three glowing darts of magical force. Each dart hits a creature of your choice that you can see within range. A dart deals 1d4 + 1 force damage to its target. The darts all strike simultaneously and you can direct them to hit one creature or several.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the spell creates one more dart for each slot level above 1st.

Prestidigitation

Transmutation Cantrip
Casting Time: 1 action
Duration: Up to 1 hour

Range: 10 feet Components: V, S

This spell is a minor magical trick that novice spellcasters use for practice. You create one of the following magical effects within range: -You create an instantaneous, harmless sensory effect, such as a shower of sparks, a puff of wind, faint musical notes, or an odd odor. -You instantaneously light or snuff out a candle, a torch, or a small campfire. -You instantaneously clean or soil an object no larger than 1 cubic foot. -You chill, warm, or flavor up to 1 cubic foot of nonliving material for 1 hour. -You make a color, a small mark, or a symbol appear on an object or a surface for 1 hour. -You create a nonmagical trinket or an illusory image that can fit in your hand and that lasts until the end of your next turn. If you cast this spell multiple times, you can have up to three of its non-instantaneous effects active at a time, and you can dismiss such an effect as an action.

Ray Of Frost

Evocation Cantrip

Casting Time: 1 action Duration: Instantaneous

Range: 60 feet
Components: V, S

A frigid beam of blue-white light streaks toward a creature within range. Make a ranged spell attack against the target. On a hit, it takes 1d8 cold damage, and its speed is reduced by 10 feet until the start of your next turn.

At Higher Levels: The spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

Shocking Grasp

Evocation Cantrip

Casting Time: 1 action Duration: Instantaneous

Range: Touch Components: V, S

Lightning springs from your hand to deliver a shock to a creature you try to touch. Make a melee spell attack against the target. You have advantage on the attack roll if the target is wearing armor made of metal. On a hit, the target

takes 1d8 lightning damage, and it can't take reactions until the start of its next turn.

At Higher Levels: The spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).