

## Xanaphia (Xana)

CHARACTER NAME

Wizard 1

CLASS & LEVEL

High Elf

RACE

Acolyte

BACKGROUND

Chaotic good

ALIGNMENT

Erin

PLAYER NAME

75

EXPERIENCE POINTS

STRENGTH

+0

10

DEXTERITY

+2

15

CONSTITUTION

+2

14

INTELLIGENCE

+3

16

WISDOM

+1

12

CHARISMA

-1

8

0

INSPIRATION

+2

PROFICIENCY BONUS

- ☐ +0 Strength
- ☐ +2 Dexterity
- ☐ +2 Constitution
- ☒ +5 Intelligence
- ☒ +3 Wisdom
- ☐ -1 Charisma

SAVING THROWS

- ☐ +2 Acrobatics (Dex)
- ☐ +1 Animal Handling (Wis)
- ☒ +5 Arcana (Int)
- ☐ +0 Athletics (Str)
- ☐ -1 Deception (Cha)
- ☐ +3 History (Int)
- ☒ +3 Insight (Wis)
- ☐ -1 Intimidation (Cha)
- ☒ +5 Investigation (Int)
- ☐ +1 Medicine (Wis)
- ☐ +3 Nature (Int)
- ☐ +1 Perception (Wis)
- ☐ -1 Performance (Cha)
- ☐ -1 Persuasion (Cha)
- ☒ +5 Religion (Int)
- ☐ +2 Sleight of Hand (Dex)
- ☐ +2 Stealth (Dex)
- ☐ +1 Survival (Wis)

SKILLS

12

ARMOR CLASS

+2

INITIATIVE

30

SPEED

Hit Point Maximum 8

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1d6

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

I use polysyllabic words that convey the impression of erudition. Also, I've spent so long in the temple that I have little experience dealing with people on a casual basis.

PERSONALITY TRAITS

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

IDEALS

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

NAME

ATK BONUS

DAMAGE/TYPE

Shortsword

+4

1d6+2/p

Armor: None

Shield: None

ATTACKS & SPELLCASTING

11

PASSIVE WISDOM (PERCEPTION)

Proficiencies:

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

Languages:

Common, Elvish, Draconic, Dwarfish, Goblin

OTHER PROFICIENCIES & LANGUAGES

CP

4

SP

9

EP

0

GP

4

PP

2

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

(See Features Page)

--Arcane Recovery

--Cantrip\*\*

--Darkvision (60')

--Fey Ancestry

--Shelter of the Faithful

--Trance

FEATURES & TRAITS



# Features and Magic Items

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## 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

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## 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 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).