

## Zaldrel

CHARACTER NAME

### Wizard 3

CLASS & LEVEL

BACKGROUND

PLAYER NAME

### Elf Dark Elf (Drow)

RACE

ALIGNMENT

0

EXPERIENCE POINTS

STRENGTH

12

+1

DEXTERITY

12

CONSTITUTION

12

+1

INTELLIGENCE

12

+1

WISDOM

12

+1

CHARISMA

12

+1

0

INSPIRATION

+2

PROFICIENCY BONUS

- ☐ +1 Strength
- ☐ +1 Dexterity
- ☐ +1 Constitution
- ☐ +3 Intelligence
- ☐ +3 Wisdom
- ☐ +1 Charisma

SAVING THROWS

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

SKILLS

11

ARMOR CLASS

+1

INITIATIVE

30

SPEED

Hit Point Maximum 0

0

CURRENT HIT POINTS

0

TEMPORARY HIT POINTS

Total 3

1d6, 1d6, 1d6

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

NAME

ATK BONUS

DAMAGE/TYPE

ATTACKS & SPELLCASTING

PASSIVE WISDOM (PERCEPTION)

Languages: Elvish, Common  
Armor:

Weapons: shortsword, hand crossbow, rapier, dagger, dart, sling, quarterstaff, light crossbow

Tools:

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP

PP

EQUIPMENT

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

=== Racial Traits ===

**Darkvision:** 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.

**Keen Senses:** You have proficiency in the Perception skill.

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

**Trance:** You don't need to sleep. Instead, you meditate deeply for 4 hours a day.

**Superior Darkvision:** Your darkvision has a radius of 120 feet.

**Sunlight Sensitivity:** You have disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight when you, the target of your attack, or whatever you are trying to perceive is in direct sunlight.

**Drow Magic:** You know the dancing lights cantrip. When you reach 3rd level, you can cast the faerie fire spell once per day. When you reach 5th level, you can also cast the darkness spell once per day. Charisma is your spellcasting ability for these spells.

**Drow Weapon Training:** You have proficiency with rapiers, shortswords, and hand crossbows.

=== Class Features ===

**Spellcasting:** As a student of arcane magic, you have a spellbook containing spells that show the first glimmerings of your true power.

**Arcane Recovery:** 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.

**Arcane Tradition:** You choose an arcane tradition, shaping your practice of magic through one of eight schools.

FEATURES & TRAITS



Zaldrel

CHARACTER NAME

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS


NAME

SYMBOL

ADDITIONAL FEATURES & TRAITS

CHARACTER BACKSTORY

TREASURE



Wizard

Intelligence

SPELLCASTING ABILITY

11

SPELL SAVE DC

+3

SPELL ATTACK BONUS

SPELLCASTING CLASS

0

CANTRIPS

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

4

PREPARED

SPELL NAME

2

2

3

4

5

6

7

8

9

SPILLS KNOWN