

ELEMENTALIST

CLASS: WIZARD

PLAYSTYLE: SHOOTER

RACE: _____

DIFFICULTY: MEDIUM

APPEARANCE

ROLEPLAYING

IDEALS:

LANGUAGES:

1) Common

3)

2)

4)

BONDS:

PERSONALITY:

FLAWS:

ALIGNMENT: _____

- I

+ I

+ 3

+ 6

+ 2

- I

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

(30 FT.)
+ I
INIT

II
AC

/23
HP

ITEMS

EQUIPMENT:

Main Hand. Wand.

Off-Hand.

Armor. Unarmored.

TOOLS/KITS:

Calligrapher's Supplies. Ink, quills, parchments, tools to analyze scripts and writings.

Hit Dice.

During a short rest (1 hr.), heal yourself for 1d6+3.

BACKPACK:

Scholar's Pack.

- book of lore
- ink, quill, parchment (10)
- bag of sand
- small knife

SPECIAL

Line of Fire.

As an action, summon a 30-ft. long, 5-ft. wide line of scorching flame in one direction. [30 ft. range, 3d8 fire (DEX save: 1/2 dmg)].

REACTIONS

ATTACKS (+6)

Fire Bolt. ∞

Ranged (120 ft.), 1d10 fire.

Ray of Frost. ∞

Ranged (60 ft.), 1d8 cold. Target loses 10 ft. move speed for 1 turn.

Lightning call. ∞

Melee, 1d8 lightning. Target cannot react for 1 turn.

BONUS ACTIONS

Move Dancing Lights. If dancing lights are active, you may move each of them.

ABILITIES (DC 14)

Dancing Lights. ∞

Create 4 torch-sized lights that cast dim light in a 10-ft. radius. [120 ft. range, lasts 1 min.].

Freezing Hands.

Unleash a 15-ft. cone of frost in front of you. [Self range, 3d6 cold (DEX save: 1/2 dmg)].

Thunderwave.

A thunderous force sweeps out in a 15-ft. cube in front of you, pushing creatures and objects 10 ft. away. [Self range, 2d8 thunder (CON save: 1/2 dmg, no push)].

FEATURES

Arcane Recovery. You regain 2 of your ability uses after a short rest.

Magic Adept. You have advantage on all INT, WIS, and CHA saves against magic.

Sculpt Spells. When casting an area of effect spell, you may select any affected targets that you can see – they take no damage.