



Wizard 5 (Illusionist)

CLASS &amp; LEVEL

Drow Elf

RACE/ANCESTRY/HERITAGE

6,955

EXPERIENCE POINTS

Guide

BACKGROUND

Warissa

PLAYER NAME

Aetherlight Festival

CAMPAIGN or PLAYER ID

STR  
**+0**  
10**+3** PROFICIENCY  
BONUSARMOR  
CLASS  
(AC)

INITIATIVE

SPEED

12

**+2**

30 ft.

Armor Worn: none

DEX  
**+2**  
15

## SAVING THROWS

+0 Strength Saves  
+2 Dexterity Saves  
+2 Constitution Saves  
+6 Intelligence Saves \*  
+4 Wisdom Saves \*  
-1 Charisma Saves  
\* Prof. bonus added

## HIT POINTS

32

## HIT DICE

5d6

DEATH SAVES: Success O O O Fail O O O

CON  
**+2**  
15

## SKILLS

+2 Acrobatics (*Dex*)  
+1 Animal Handling (*Wis*)  
+9 Arcana (*Int*) \*\*  
+0 Athletics (*Str*)  
-1 Deception (*Cha*)  
+6 History (*Int*) \*  
+4 Insight (*Wis*) \*  
-1 Intimidation (*Cha*)  
+3 Investigation (*Int*)  
+1 Medicine (*Wis*)  
+3 Nature (*Int*)  
+4 Perception (*Wis*) \*  
-1 Performance (*Cha*)  
-1 Persuasion (*Cha*)  
+3 Religion (*Int*)  
+2 Sleight of Hand (*Dex*)  
+5 Stealth (*Dex*) \*  
+4 Survival (*Wis*) \*  
\* Prof. bonus added  
\*\* Expertise

## WEAPON &amp; UNARMED ATTACKS

Basic Attack. One target per Attack action.

**Quarterstaff.** *Melee Weapon Attack:* +3 to hit, reach 5 ft. *Hit:* 1d6+0 bludgeoning damage. (If used two-handed in melee, does 1d8+0 damage.)

**Dagger.** *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. 1d4+2 piercing damage. (If thrown, normal range to 20 ft.; disadvantage long range 21 to 60 ft.)

## FEATS &amp; SPECIAL ABILITIES

**Magic Initiate (Druid) [PHB 2024, p. 201]:**

Know the *Produce Flame* and *Guidance* cantrips, and can cast *Cure Wounds* once betw. long rests (or with a spell slot). Your spell attack bonus is +3 and Spell Save is DC 11.

**Ray Of Frost Cantrip.** *Ranged Spell Attack:* +6 to hit, targets one creature or object within 60 ft. range. *Hit:* 2d8 cold damage and target's speed reduced by 10 feet for one round.

## FEATURES, TRAITS &amp; MORE

**Alignment:** Chaotic Neutral. I follow my shifting whims with little concern about rules or later consequences.

**Guide Background [PHB 2024, p. 181]**

- **Traits:** Older sibling mind controlled by an aboleth. Wildly misinformed about life above ground.
- **Ideal:** Respect that all life is sacred.
- **Bond:** Seeks a new life mate.
- **Flaw:** Expects all to be self-sufficient.

**Drow Elf Traits [PHB 2024, p. 189-190]**

- Creature Type: Humanoid (Fey lineage)
- Age: 250 years old
- Medium Size (5' 0", 102 lbs.)
- Darkvision (120 feet)
- Elven Lineage (*Dancing Lights* cantrip; *Faerie Fire* (DC 14 DEX save) and *Darkness* each once betw. long rests or via spell slot)
- Fey Ancestry (vs. Charmed)
- Keen Senses (Insight, Perception, Survival)
- Trance (4 hrs. as 8 hrs. sleep)

**Wizard Class Features [PHB 2024, p. 165]**

- Ritual Adept (cast unprepared spells from spellbook)
- Arcane Recovery (recover 3 spell slots on short rest)
- Illusion Savant (automatic spells to spellbook)
- Improved Illusions (extended range, improved *Minor Illusion* as bonus action)
- Memorize Spell (replace prepared spell on short rest)

**Wizard's Spellbook [PHB 2024, p. 165]:**

*Blur, Color Spray, Disguise Self, Dispel Magic, Feather Fall, Fireball, Fog Cloud, Grease, Invisibility, Mage Armor, Magic Missile, Major Image, Misty Step, Shield, Suggestion*

**Spellcasting [PHB 2024, p. 235]**

**Spell Attack Modifier +6**  
**Spell Save DC 14**

**Cantrips Known:** *Guidance, Light, Mage Hand, Minor Illusion, Prestidigitation, Produce Flame, Ray of Frost*

## Prepared Spells

1st Level (4 slots): *Color Spray, Cure Wounds, Feather Fall, Mage Armor, Magic Missile, Shield*  
2nd Level (3 slots): *Invisibility, Misty Step, Mirror Image*  
3rd Level (2): *Fireball, Hypnotic Pattern*

## PROFICIENCIES &amp; LANGUAGES

**Armor:** none**Weapons:** simple weapons**Tools:** cartographer's tools**Saving Throws:** Intelligence, Wisdom**Skills:** Arcana, History, Insight, Perception, Stealth, Survival**Languages:** Common, Elvish, Halfling