

<u>Type</u>	<u>Size</u>	<u>Speed</u>
Humanoid	Medium (5-6 ft tall)	30 ft

KEEN SENSES (pick one, add your attribute modifier plus proficiency +2)

<u>Prof.</u>	<u>Expert</u>	<u>Skill</u>	<u>Attr.</u>	<u>Mod.</u>	<u>+ Prof</u>	<u>= Total</u>
<input type="radio"/>	<input type="radio"/>	Perception	WIS			
<input type="radio"/>	<input type="radio"/>	Survival	WIS			
<input type="radio"/>	<input type="radio"/>	Insight	WIS			

PROFICIENCIES

Languages: Common, Elvish,
(pick one) Sign Language — Draconic — Dwarvish — Giant — Gnomish — Goblin — Halfling — Orc

FEATURES

Darkvision: 60 feet.

Fey Ancestry: Advantage on saving throws versus Charmed.

Trance: You finish a Long Rest in 4 hours of meditation and magic can't put you to sleep.

ELVEN LINEAGE

Casting ability: (pick one) ☐ Wisdom | ☐ Intelligence | ☐ Charisma

LINEAGE (pick one)

☐ **Wood Elf**

Speed: 35 ft. You know the Druidcraft cantrip.

<u>Known</u>	<u>Level</u>	<u>Spell</u>	<u>Cast</u>	<u>Range</u>	<u>Components</u>	<u>Notes</u>
<input checked="" type="checkbox"/>	Cantrip	Druidcraft	Action	30 ft	V, S	Predict the weather, make a flower bloom, a harmless 5 ft sensory effect, or light or put out a campfire.

☐ **High Elf**

You know Prestidigitation or another Wizard cantrip. You may replace it with any other Wizard cantrip after a Long Rest.

<u>Known</u>	<u>Level</u>	<u>Spell</u>	<u>Cast</u>	<u>Range</u>	<u>Components</u>	<u>Notes</u>
<input type="checkbox"/>	Cantrip	Acid Splash	Action	60 ft	V, S	5 ft radius, DEX save for 1d6 acid
<input type="checkbox"/>	Cantrip	Fire Bolt	Action	120 ft	V, S	Attack for 1d10 fire; set unattended items alight
<input type="checkbox"/>	Cantrip	Mage Hand	Action	30 ft	V, S	Spectral hand for 1 minute, can carry 10 lbs, move 30 ft as an action, must stay in range
<input type="checkbox"/>	Cantrip	Minor Illusion	Action	30 ft	S, M	Image or sound (not both) in 5 ft cube, lasts 1 minute
<input type="checkbox"/>	Cantrip	Prestidigitation	Action	10 ft	V, S	Minor sensory effect, light/extinguish campfire, clean/soil 5 ft, or magic mark for 1 hour

☐ **Drow**

Darkvision: 120 ft. You know the Dancing Lights cantrip.

<u>Known</u>	<u>Level</u>	<u>Spell</u>	<u>Cast</u>	<u>Range</u>	<u>Components</u>	<u>Notes</u>
<input checked="" type="checkbox"/>	Cantrip	Dancing Lights	Action	120 ft	V, S, M	Create four orbs (or one humanoid form) that sheds Dim Light in 10 ft. Bonus action to move them up to 60 ft within range; must stay withing 20 ft of another orb.

