

Type
Humanoid

Size
Medium (5-6 ft tall)

Speed
30 ft

KEEN SENSES (pick one, add your ability 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 within 20 ft of another orb. |

