

## ELF WIZARD 6

“So you clothe yourself in steel and cured leather, jab pointy sticks at your enemies, and think yourself mighty? Fool. My weapons are the building blocks of creation, the forces of the universe. Seek not to impress me with muscle and bone.”



Little about your demeanor or appearance would suggest that you are a professional adventurer. Your fine clothes are evidence of your privileged upbringing, your speech hints at your impressive education. Yet adventure is the surest, if cruelest, method of refining your arcane skills, as adversity traditionally allows one to reap the greatest benefits. Let those of limited scope spend their time poring over worn tomes from the safety of a library. You crave the arcane knowledge of past eons long forgotten, and the means to achieve the heights of untold glory of which you have always dreamed.

### BACKGROUND (NOBLE)

You were raised wanting for nothing, giving you a clarity of purpose that outweighs pedestrian survival. You know that your potential is limitless, and you aim to make use of your god-given talents.

**Position of Privilege.** You are welcome in high society, and people assume you have the right to be wherever you are. The common folk make every effort to accommodate you and avoid your displeasure, and other people of high birth treat you as a member of the same social sphere. You can secure an audience with a local noble if you need to.

**Faction.** You are a member of the Lord's Alliance, a group of allied political powers concerned with mutual security and prosperity.

**Personality Trait.** No one could doubt by looking at your regal bearing that you are a cut above the unwashed masses.

**Ideal.** It is your duty to protect and care for the people beneath you.

**Bond.** The common folk must see you as a hero of the people.

**Flaw.** You too often hear veiled insults and threats in every word addressed to you, and you are quick to anger.

## CHARACTER NAME

Medium humanoid (high elf), lawful good

**Armor Class** 13 or 16 (*mage armor*)

**Hit Points** 32 (Hit Dice 6d6)

**Speed** 30 ft.

STR	DEX	CON
10 (0)	16 (+3)	12 (+1)

INT	WIS	CHA
18 (+4)	13 (+1)	8 (-1)

**Proficiencies** (+3 proficiency bonus)

**Saving Throws** Int +7, Wis +4;

advantage on saves against being charmed.

**Skills** Arcana +7, History +7, Investigation +7, Perception +4, Persuasion +2

**Armor** None.

**Weapons** Daggers, darts, slings, quarterstaves, longswords, shortbows, longbows.

**Tools** Playing cards.

**Senses** Darkvision, Passive

Perception 14

**Languages** Common, Elvish, Draconic.

### ACTIONS

**Attack.** You can attack when you take this action, using the following:

**Shortsword.** *Melee Weapon Attack:*

+6 to hit, reach 5 ft., one target.

*Hit:* 1d6 + 3 piercing damage.

**Fire bolt.** *Ranged Spell Attack:*

+7 to hit, range 120 ft., one target.

*Hit:* 2d10 fire damage.

### OPTIONS

**Fey Ancestry.** High elf trait

**Sculpt Spells.** Arcane Tradition feature.

**Spellcasting.** Wizard feature.

**Spell Save DC:** 15

**Spell Attack Modifier:** +7

**Spell Slots:** 1st-level (4), 2nd-level (3), 3rd-level (3)

**Spell Save DC:** 15

**Spell Attack Modifier:** +7

**Spell Slots:** 1st-level (4), 2nd-level (3), 3rd-level (3)

**Arcane Recovery.** 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 equal to or less than 3.

### ARCANE TRADITION: SCHOOL OF EVOCATION

**Evocation Savant.** The gold and time you must spend to copy an evocation spell into your spellbook is halved.

**Sculpt Spells.** You can create pockets of relative safety within the effects of your evocation spells. When you cast an evocation spell that affects other creatures that you can see, you can choose a number of them equal to 1 + the spell's level. The chosen creatures automatically succeed on their saving throws against the spell, and they take no damage if they would take half damage on a successful save.

**Potent Cantrip.** Your damaging cantrips affect even creatures that avoid the brunt of the effect. When a creature succeeds on a saving throw against your cantrip, the creature takes half the cantrip's damage (if any) but suffers no additional effect from the cantrip.

### HIGH ELF TRAITS

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

**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. You can't discern color in darkness, only shades of gray.

**Trance.** You don't require sleep. Instead, you meditate deeply, semiconscious, for 4 hours a day. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

### WIZARD FEATURES

**Spellcasting Ability.** You have the ability to cast spells. Intelligence is your spellcasting ability for your wizard spells. You use your Intelligence whenever a spell refers to your spellcasting ability.

You prepare the list of wizard spells that are available for you to cast. To do so, choose 10 spells. The spells must be of a level for which you have spell slots.

To cast a spell, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

You can use an arcane focus as a spellcasting focus for your wizard spells.

You can cast any wizard spell in your spellbook as a ritual if that spell has the ritual tag.

## SPELLS KNOWN

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**Cantrips (at-will):** acid splash, fire bolt, poison spray, ray of frost, shocking grasp

**1st-level spells:** burning hands, detect magic, identify, mage armor, magic missile, shield, thunderwave

**2nd-level spells:** arcane lock, flaming sphere, misty step, shatter, web

**3rd-level spells:** dispel magic, fireball, fly, lightning bolt

## EQUIPMENT

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Spellbook, shortsword, component pouch, wand, scholar's pack, Three-Dragon Ante set, *potion of healing* (2), 100 gp worth of gold dust, pearl worth 100 gp (3), money (114 gp)