

Elf Wizard

Neutral Good High Elf Wizard 1

AC 12 **Hit Points** 8
Speed 30 ft. **Hit Dice** 1d6

Strength	8	(-1)
Dexterity	14	(+2)
Constitution	14	(+2)
Intelligence	17	(+3)
Wisdom	12	(+1)
Charisma	10	(+0)

Attacks

Quarterstaff +2; 1d8 + 2 bludgeoning damage

Ray of Frost (range 100) +4; 1d10 cold damage, and the target's speed is reduced by 10 feet until the end of your next turn.

Shocking Grasp +4; 1d10 lightning damage, and the target can't take reactions until its next turn.

Skills (Skill Die: 1d4)

Knowledge (Arcana)
Knowledge (Folklore)
Knowledge (Forbidden Lore)
Knowledge (History)
Knowledge (Sciences)
Listen
Spot

Race: High Elf

Cantrip: See Tradition under Class.

Free Spirit: You can't be charmed or put to sleep.

Keen Senses: You are trained in Listen and Spot.

Languages: Common, Elven.

Low-Light Vision: If no light is within 30 feet of you, you treat dim light in that radius as normal light and darkness in that radius as dim light.

Trance: You don't need to sleep. Instead, you meditate deeply for 4 hours per day.

Class: Wizard

Arcane Magic: You can have 1st-level spell slots per day. Intelligence is your magic ability score.

Spell Preparation: You must prepare your spells before casting them. After a long rest, you regain all your spell slots, and including the benefit of your tradition, you can prepare three spells, choosing any spell you wish from your spellbook.

Casting a Spell: When you cast a spell, choose one of your prepared spells and use a spell slot of that spell's level or higher. After you cast the spell, you lose the use of that slot until you prepare spells again, but you still have the spell prepared.

Your magic attack bonus is +4 (Intelligence bonus + wizard spellcasting bonus). The saving throw DC for your spells is 14 (10 + Intelligence bonus + wizard spellcasting bonus).

Armor and Weapon Proficiencies: You are proficient with daggers, slings, quarterstaves, and light crossbows, but no armor.

Tradition (Scholarly): You learned your magic in an environment of intense study.

Cantrips: Including your racial cantrip, you know *mage armor*, *minor illusion*, *prestidigitation*, *ray of frost*, and *shocking grasp*.

Rituals: You can cast any spell you have prepared as a ritual, if that the spell has a ritual version.

Spell Preparation: See Arcane Magic.

Spell Research: You started with an additional 1st-level wizard spell in your spellbook, and you learn two wizard spells every time you gain a level, instead of one.

Wizardly Knowledge: You gained training in Knowledge (Sciences).

Spellbook

You have a spellbook that contains the spells you know. It currently contains the following spells.

1st-Level Spells: *Color spray*, *magic missile*, *sleep*, and *thunderwave*.

Background: Sage

Skills: Knowledge (Arcana), Knowledge (Folklore), Knowledge (History), and Knowledge (Sciences).

Researcher: When you attempt to learn or recall a piece of lore, if you fail to do so, you know where or from whom you might obtain the lore, such as a library or another sage.

three lore tomes, ink, ink pen, ten candles, ten sheets of paper, 68 gp

Feats

Find Familiar: You have an owl familiar, a spirit that takes animal form to serve you.

Your familiar acts independently of you, but it always obeys your commands. In combat, it has its own turns and rolls its own initiative. The familiar cannot make attacks of its own.

While you are within 100 feet of your familiar, you can communicate with it telepathically. Additionally, as an action, you can see through your familiar's eyes and hear what it hears for 1 round, and you also gain the benefits of any special senses that the familiar has. During this time, you are deaf and blind with regard to your own senses.

Finally, while within 100 feet of your familiar, you can have it deliver a spell on your turn that requires touching a creature, so that it touches the creature on your behalf, provided nothing is preventing the familiar from taking actions. If the spell requires an attack roll, you use your attack modifier for the roll.

Owl Familiar

Tiny Fey

Armor Class 12

Hit Points 9 (2d8)

Speed 5 ft.; fly 25 ft.

Senses darkvision 40 ft.

Str 2 (−4) **Dex** 12 (+1) **Con** 6 (−2)

Int 2 (−4) **Wis** 10 (+0) **Cha** 2 (−4)

TRAITS

Familiar: When the familiar drops to 0 hit points or fewer, it disappears, leaving behind no physical form. The familiar reappears only after you recall it by spending 30 minutes performing a minor ritual.

Equipment

Robes, quarterstaff, spellbook, spell components, healer's kit, magnifying lens, odd knickknack,