

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 +4; 1d8 + 2 bludgeoning damage

Skills (+3 to checks relating to a skill)

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

Race: High Elf

Cantrip: You know the *detect magic* spell, and you can cast it at will.

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 shadows in that radius as normal light and darkness in that radius as shadows.

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

Class: Wizard

Arcane Magic: You have three 0-level spell slots and one 1st-level spell slot (plus one from Spell Mastery; see Tradition). After a long rest, you regain all your spell slots, and you can prepare spells from your spellbook. You can prepare a spell for each spell slot you have,

provided you have a slot free that is of the spell's level or higher. You can prepare the same spell in multiple slots.

Casting a Spell: You can cast any of your prepared spells. After you cast the spell, it vanishes from your mind, along with its slot.

Rituals: You can cast the ritual version of any spell in your spellbook.

Magic Attacks: When you make a magic attack, use your Intelligence modifier (+3) plus the Magic Attack bonus on the Wizard table (+3; total +6).

Saving Throw DCs: When a wizard spell that you cast or a wizard feature that you use calls for a saving throw, the save DC equals 10 + your Intelligence modifier (+3) + your save DC bonus from the Wizard table (+1; total 14).

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

At-Will Spells: While you have any 0-level wizard spell prepared, you can cast that spell at will.

Spell Mastery: You have an additional spell slot of the highest spell level that you can cast.

Wizards Knowledge: Gain training in the Knowledge skill in a field chosen from among arcana, forbidden lore, nature, and sciences.

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

Spellbook

You have a spellbook that contains the spells you know. The book starts with four 0-level spells and three 1st-level spells you choose from the wizard's spell list. You can instead use the default list here.

0-Level Spells: *mage armor*, *minor illusion*, *prestidigitation*, and *ray of frost*.

1st-Level Spells: *color spray*, *magic missile*, 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.

Specialty: Arcane Magic Specialist

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