

ELF MAGE

1st-Level Medium High Elf Mage

AC 12

Hit Points 8 (1d6 Hit Die)

Proficiency Bonus +1

Speed 30 ft.

Alignment chaotic good

Languages Common, Celestial, Draconic, Dwarvish, Elvish, Giant, Goblin, Sylvan, Undercommon

ABILITY SCORES

Strength	8	(-1)
Dexterity	14	(+2)
Constitution	14	(+2)
Intelligence	17	(+3); add proficiency bonus to saves
Wisdom	12	(+1); add proficiency bonus to saves
Charisma	10	(+0)

ATTACKS

Melee Attack: Short sword (+3 to hit; 1d6 + 2 piercing)

Ranged Attack: Longbow (ranged 150 ft./600 ft.; +3 to hit; 1d8 + 2 piercing)

Spell Saving Throw DC: 12 (11 without a magic focus)

SKILLS (ADD PROFICIENCY BONUS TO RELATED ABILITY CHECKS)

Arcana, History, Insight, Search

CANTRIPS

Light, minor illusion, ray of frost, shocking grasp

PREPARED SPELLS

Charm person, magic missile

EQUIPMENT

Robes, short sword, longbow (20 arrows), wand, *potion of healing*, healer's kit, backpack, bedroll, belt pouch, candles (5), clothes, component pouch, ink pen, ink, mess kit, paper (10 sheets), rations (4 days), spellbook, tinderbox, waterskin, 7 gp, 9 sp.

Racial Traits

Fey Ancestry: You have advantage on saving throws against being charmed, and magic cannot put you to sleep.

Keen Senses. You have advantage on Wisdom (Perception) checks.

Low-Light Vision. You can see in dim light as well as you do in bright light.

Proficiencies. Add your proficiency bonus to attack rolls you make using long swords, short swords, shortbows, and longbows (included in "Attacks").

Trance. You do not need to sleep. Instead, you meditate deeply for 4 hours a day. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

Class Features

Proficiencies. Add your proficiency bonus to attack rolls you make using daggers, darts, light crossbows, quarterstaves, and slings. You also add your proficiency bonus to ability checks made to use your skills (noted in "Skills"), and to your Intelligence and Wisdom saving throws (noted in "Ability Scores"). You have no proficiency with armor or shields.

Spellcasting

As a student of arcane magic, you have a spellbook containing mage cantrips, which you can cast at will, and more powerful mage spells that you can cast a certain number of times per day. Your spellbook initially contains the spells included with this character.

Spells per Day. Your mage level determines the number of mage spells that you can cast of 1st level or higher. You must complete a long rest to regain any castings—also called spell slots—that you use.

At 1st level, you have two 1st-level castings.

Spell Preparation. Whenever you complete a long rest, you prepare the list of mage spells that you can cast. Your list can contain a number of mage spells equal to 1 + your mage level, and the spells can be of any spell level that is available to you (currently 1st). This character already has a list of prepared spells, but you can alter the list each day, choosing from among the spells in your spellbook.

Preparing your spells requires time spent studying your spellbook: at least one minute per spell level for each mage spell you prepare. You don't have to prepare all your spells at once. If you like, you can prepare some later in the day.

Casting a Prepared Spell. When you cast one of your prepared spells, you expend a casting of the spell's level or higher. The spell itself is not expended. For example, if you have the 1st-level spells *charm person* and *magic missile* prepared and have two 1st-level castings, you can cast both spells once or one spell twice.

Magic Ability. Intelligence is your magic ability for your mage spells. The saving throw DC to resist one of your spells equals 8 + your Intelligence modifier. If you are holding a magic focus—a component pouch, orb, rod, staff, wand, or your spellbook—when you cast a spell, you add your proficiency bonus to the spell's saving throw DC.

Rituals. You can cast any mage spell as a ritual if you have the spell in your spellbook and the spell has a ritual version, such as *detect magic*. To cast a spell as a ritual, you must add 10 minutes to the spell's casting time, during which you undertake a prescribed ceremony that includes your spellbook.

Arcane Recovery. Once per day, if you spend one hour studying your spellbook, you can regain the use of one casting of a 1st-level spell.

Background: Sage

You have spent many years scouring manuscripts, studying scrolls, and listening to the greatest experts on the subjects that interest you.

Researcher. When you attempt to learn or recall a piece of lore, if you do not know that information, you often know where and from whom you can obtain it. Usually, this information comes from a library, scriptorium, university, or a sage or other learned person or creature. Your DM might rule that the knowledge you seek is secreted away in an almost inaccessible place, or that it simply cannot be found. Unearthing the deepest secrets of the universe can require an adventure or even a whole campaign.

Spells

You have the following spells and cantrips available.

Charm Person

1st-level enchantment

Casting Time: 1 action

Range: 25 feet

Duration: 1 hour

Choose a living humanoid within range. It must make a Wisdom saving throw, and does so with advantage if you or your companions are fighting it. If it fails the saving throw, it is charmed by you until the spell ends or until you or your companions do anything harmful to it. The charmed creature regards you as a friendly acquaintance.

Detect Magic

1st-level divination (ritual)

Casting Time: 1 action

Range: Self

Duration: Concentration, up to 10 minutes

For the duration, you sense the presence of magic within 25 feet of you. If you sense magic, you can use your action to see a faint aura around any visible creature or object in the area that bears magic, and you learn its school of magic, if any.

The spell can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

Light

Evocation cantrip

Casting Time: 1 action

Range: Touch

Duration: 1 hour

You touch an object. Until the spell ends, the object emits bright light in a 20-foot radius and dim light for an additional 20 feet. The spell ends early if you dismiss it (no action required) or cast it again.

The light can be colored as you like and can be covered by an opaque object.

Material Components: A firefly or a piece of phosphorescent moss.

Magic Missile

1st-level evocation

Casting Time: 1 action

Range: 100 feet

Duration: Instantaneous

You create three glowing blue darts of magical force. Each dart hits a creature of your choice within range that you can see. A dart deals 1d4 + 1 force damage to its target. The darts strike simultaneously, and you can direct them to hit one creature or several.

Minor Illusion

Illusion cantrip

Casting Time: 1 action

Range: 25 feet

Duration: 1 minute

You create a ghost sound or a silent image within range that lasts for the duration or until you dismiss it (no action required) or cast this spell again. If a creature uses its action to examine the sound or image, the creature can determine that it is an illusion with a Wisdom (Perception) check against your spell save DC.

Ghost Sound: You create a sound that originates from a point of your choice within range. The sound's volume can range from a whisper to a scream. It can be your voice, someone else's voice, a lion's roar, a beating of drums, or any other sound you choose. The sound continues unabated throughout the duration, or you can make discrete sounds at different times before the spell ends.

Silent Image: You create the image of an object, a creature, or some other visible phenomenon at a spot within range. The illusion does not create sound or any other effect aside from its image. The image must fit within a 10-foot cube. Any physical interaction with the image reveals it to be an illusion, because objects pass through it.

You can use your action to cause the image to move to any spot within 25 feet of you. As the image changes location, you can alter its appearance so that its movements appear natural for the image. For

example, if you create an image of a creature and move it, you can alter the image so that it appears to be walking as you move it.

Material Components: A bit of fleece.

Ray of Frost

Evocation cantrip

Casting Time: 1 action

Range: 50 feet

Duration: Instantaneous

A beam of blue-white light streaks toward a creature within range. Make a ranged attack roll against that creature, with a bonus to the roll equal to your magic ability modifier + your spellcasting bonus, if any. On a hit, the target takes 1d8 cold damage, and its speed is reduced by 10 feet until your next turn.

Shocking Grasp

Evocation cantrip

Casting Time: 1 action

Range: 5 feet

Duration: Instantaneous

Lightning springs from your hand to deliver a brutal shock to a creature within range that you can see. The target must succeed on a Dexterity saving throw. Otherwise, the target takes 1d8 lightning damage, and it can't take reactions until its next turn. A target wearing heavy armor made of metal has disadvantage on the saving throw.

Thunderwave

1st-level evocation

Casting Time: 1 action

Range: 15 feet

Duration: Instantaneous

With a loud crack, a wave of thunderous force sweeps out from you. Each creature in a 15-foot cube originating from you must make a Constitution saving throw. On a failed save, a creature takes 2d8 thunder damage and is pushed 10 feet away from you. On a successful one, it takes half as much damage and is not pushed.

In addition, unsecured objects that are completely within the area of effect are automatically pushed 10 feet away from you by the spell's effect, and the spell emits a thunderous boom audible within 300 feet of you.