

Elf Wizard, Level 1 (LoG)

CHARACTER NAME

Wizard 1

CLASS & LEVEL

PLAYER NAME

Elf

SPECIES

Sage

BACKGROUND

EXPERIENCE POINTS

STRENGTH

8

-1

DEXTERITY

12

+1

CONSTITUTION

14

+2

INTELLIGENCE

16

+3

WISDOM

14

+2

CHARISMA

12

+1

- 1 Strength
- +1 Dexterity
- +2 Constitution
- +5 Intelligence
- +4 Wisdom
- +1 Charisma

Saving Throw Modifiers
Advantage Made to avoid or end the Charmed condition

SAVING THROWS

- +1 Acrobatics DEX
- +2 Animal Handling WIS
- +5 Arcana INT
- 1 Athletics STR
- +1 Deception CHA
- +5 History INT
- +2 Insight WIS
- +1 Intimidation CHA
- +5 Investigation INT
- +2 Medicine WIS
- +5 Nature INT
- +4 Perception WIS
- +1 Performance CHA
- +1 Persuasion CHA
- +3 Religion INT
- +1 Sleight of Hand DEX
- +1 Stealth DEX
- +2 Survival WIS
- _____
- _____
- _____

SKILLS

+1
INITIATIVE

ARMOR
11
CLASS

Immunities - Magical Sleep

DEFENSES

HEROIC INSPIRATION

+2

PROFICIENCY BONUS

ABILITY SAVE DC

30 ft. (Walking)

SPEED

Max HP Current HP Temp HP
8
HIT POINTS

Total 1d6
HIT DICE

SUCCESSSES ○○○○
FAILURES ○○○○
DEATH SAVES

=== WEAPONS ===
Simple Weapons

=== TOOLS ===
Calligrapher's Supplies

=== LANGUAGES ===
Common, Draconic, Elvish

PROFICIENCIES & TRAINING

=== ACTIONS ===

Standard Actions

Attack, Magic, Dash, Disengage, Dodge, Help, Hide, Ready, Search, Utilize, Opportunity Attack, Grapple, Shove, Improvise, Two-Weapon Fighting, Interact with an Object, Study, Influence

=== SPECIAL ===

Arcane Recovery • 1 / Long Rest

Once per Long Rest, whenever you finish a Short Rest, you can choose expended spell slots to recover. The spell slots can have a combined level up to 1.

ACTIONS

14

PASSIVE PERCEPTION

12

PASSIVE INSIGHT

15

PASSIVE INVESTIGATION

Darkvision 60 ft.

SENSES

NAME	HIT	DAMAGE/TYPE	NOTES
Dagger	+3	1d4+1 Piercing	Simple, Finesse, Light, Thrown, Nick, Range (20/60)
Quarterstaff	+1	1d6-1 Bludgeoning	Simple, Versatile, Topples
Fire Bolt	+5	1d10 Fire	V/S
Ray of Frost	+5	1d8 Cold	V/S
Unarmed Strike	+1	0 Bludgeoning	

WEAPON ATTACKS & CANTRIPS



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=== WIZARD FEATURES ===

* Core Wizard Traits • free-rules 165

* Spellcasting • free-rules 165

* Ritual Adept • free-rules 166

* Arcane Recovery • free-rules 166

When you finish a Short Rest, you can choose expended spell slots to recover. The spell slots can have a combined level equal to 1, but none of the slots can be level 6 or higher.

You can use this feature once per Long Rest.

| 1 / Long Rest • Special

=== ELF SPECIES TRAITS ===

* Creature Type • free-rules 190

You are a Humanoid.

* Size • free-rules 190

You are Medium.

* Speed • free-rules 190

Your speed is 30 ft.

* Darkvision • free-rules 190

You have Darkvision with a range of 60 ft.

* Elven Lineage • free-rules 190

Choose a lineage from the Elven Lineages table. You gain the level 1 benefit of that lineage.

| High Elf Lineage •

You gain the spells outlined in the Elven Lineages table, and whenever you finish a Long Rest, you can replace the cantrip at level 1 with a different cantrip

from the Wizard spell list.

* Elven Lineage Spells • free-rules 189

| High Elf - Intelligence •

* Fey Ancestry • free-rules 190

You have Advantage on saving throws you make to avoid or end the Charmed condition.

* Keen Senses • free-rules 190

You have proficiency in the Insight, Perception, or Survival skill.

* Trance • free-rules 190

You don't need to sleep, and magic can't put you to sleep. You can finish a Long Rest in 4 hours if you spend those hours in a trancelike meditation, during which you retain consciousness.

* Languages • free-rules 37

Your character knows at least three languages: Common plus two languages you roll or choose from the Standard Languages table. Knowledge of a language means your character can communicate in it, read it, and write it.

=== FEATS ===

* Magic Initiate (Wizard) • free-rules 201

Two Cantrips. You learn two cantrips of your choice from the Wizard spell list. Int., Wis., or Cha. is your spellcasting ability for this feat's spells.

Level 1 Spell. Choose a level 1 spell from the Wizard spell list. You always have that spell prepared. You can cast it once without a spell slot, and you regain the ability to cast it in that way when you finish a Long Rest. You can also cast the spell using any spell slots you have.

Spell Change. Whenever you gain a new level, you can replace one of the spells you chose for this feat with a different spell of the same level from the chosen spell list.

Repeatable. You can take this feat more than once, but you must choose a different spell list each time.

| Intelligence •

* Sage Ability Score Improvements • PHB-2024 183

| Increase two scores (+2 / +1) •

FEATURES & TRAITS

	NAME	QTY	WEIGHT	NAME	QTY	WEIGHT
CP	0	Dagger	1	1 lb.		
		Dagger	1	1 lb.		
SP	5	Quarterstaff	1	4 lb.		
		Backpack	1	5 lb.		
EP	0	Calligrapher's Supplies	1	5 lb.		
		Robe	1	4 lb.		
GP	13	Oil	10	10 lb.		
		Parchment	18	--		
PP	0	Tinderbox	1	1 lb.		
		Book	2	10 lb.		
		Lamp	1	1 lb.		
		Ink Pen	1	--		
		Ink	1	--		
					ATTUNED MAGIC ITEMS	QTY WEIGHT

WEIGHT CARRIED

42 lb.

ENCUMBERED

120 lb.

PUSH/DRAG/LIFT

240 lb.

EQUIPMENT

Wizard

SPELLCASTING CLASS

INT

SPELLCASTING ABILITY

13

SPELL SAVE DC

+5

SPELL ATTACK BONUS

PREP SPELL NAME	SOURCE	SAVE/ATK	TIME	RANGE	COMP	DURATION	PAGE REF	NOTES
=== CANTRIPS ===								
	(At Will)							
P Blade Ward	Wizard	--	1A	Self	V,S	Concentration, up to 1 minute	PHB-2024 247	D: 1m, V/S
P Fire Bolt	Wizard	+5	1A	120 ft.	V,S	Instantaneous	free-rules 274	V/S
P Ray of Frost	Wizard	+5	1A	60 ft.	V,S	Instantaneous	free-rules 311	V/S
P Elementalism	Magic Initiate (Wizard)	--	1A	30 ft./5 ft. Cube	V,S	Instantaneous	PHB-2024 267	5 ft. Cube, V/S
P Mage Hand	Magic Initiate (Wizard)	--	1A	30 ft.	V,S	1 minute	free-rules 293	D: 1m, V/S
P Mind Sliver	Elven Lineage Spells	INT 13	1A	60 ft.	V	1 round	PHB-2024 298	D: 1Rnd, V
=== 1st LEVEL ===								
2 Slots OO								
O Comprehend Languages [R]	Wizard	--	1A + 10m	Self	V,S,M	1 hour	free-rules 252	D: 1h, V/S/M
O Detect Magic [R]	Wizard	--	1A + 10m	Self/30 ft. Sphere	V,S	Concentration, up to 10 minutes	free-rules 262	D: 10m, 30 ft. Sphere, V/S
P Magic Missile	Wizard	--	1A	120 ft.	V,S	Instantaneous	free-rules 295	V/S
P Mage Armor	Wizard	--	1A	Touch	V,S,M	8 hours	free-rules 293	D: 8h, V/S/M
P Sleep	Wizard	WIS 13	1A	60 ft./5 ft. Sphere	V,S,M	Concentration, up to 1 minute	free-rules 317	D: 1m, 5 ft. Sphere, V/S/M
P Shield	Wizard	--	1R	Self	V,S	1 round	free-rules 316	D: 1Rnd, V/S
P Burning Hands	Magic Initiate (Wizard)	DEX 13	1A	Self/15 ft. Cone	V,S	Instantaneous	free-rules 248	1/LR, 15 ft. Cone, V/S

SPELLS

SPELLBOOK

CANTRIPS

BLADE WARD

level 0 - abjuration

Casting Time: Action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

Whenever a creature makes an attack roll against you before the spell ends, the attacker subtracts 1d4 from the attack roll.

ELEMENTALISM

level 0 - transmutation

Casting Time: Action

Range: 30 feet

Components: V, S

Duration: Instantaneous

You exert control over the elements, creating one of the following effects within range:

Beckon Air. You create a breeze strong enough to ripple cloth, stir dust, rustle leaves, and close open doors and shutters, all in a 5-foot Cube. Doors and shutters being held open by someone or something aren't affected.

Beckon Earth. You create a thin shroud of dust or sand that covers surfaces in a 5-foot-square area, or you cause a single word to appear in your handwriting in a patch of dirt or sand.

Beckon Fire. You create a thin cloud of harmless embers and colored, scented smoke in a 5-foot Cube. You choose the color and scent, and the embers can light candles, torches, or lamps in that area. The smoke's scent lingers for 1 minute.

Beckon Water. You create a spray of cool mist that lightly dampens creatures and objects in a 5-foot Cube. Alternatively, you create 1 cup of clean water either in an open container or on a surface, and the water evaporates in 1 minute.

Sculpt Element. You cause dirt, sand, fire, smoke, mist, or water that can fit in a 1-foot Cube to assume a crude shape (such as that of a creature or an object) for 1 hour.

FIRE BOLT

level 0 - evocation

Casting Time: Action

Range: 120 feet

Components: V, S

Duration: Instantaneous

You hurl a mote of fire at a creature or an object within range. Make a ranged spell attack against the target. On a hit, the target takes 1d10 Fire damage. A flammable object hit by this spell starts burning if it isn't being worn or carried.

Cantrip Upgrade. The damage increases by 1d10 when you reach levels 5 (2d10), 11 (3d10), and 17 (4d10).

MAGE HAND

level 0 - conjuration

Casting Time: Action

Range: 30 feet

Components: V, S

Duration: 1 minute

A spectral, floating hand appears at a point you choose within range. The hand lasts for the duration. The hand vanishes if it is ever more than 30 feet away from you or if you cast this spell again. When you cast the spell, you can use the hand to manipulate an object, open an unlocked door or container, stow or retrieve an item from an open container, or pour the contents out of a vial.

As a Magic action on your later turns, you can control the hand thus again. As part of that action, you can move the hand up to 30 feet.

The hand can't attack, activate magic items, or carry more than 10 pounds.

MIND SLIVER

level 0 - enchantment

Casting Time: Action

Range: 60 feet

Components: V

Duration: 1 round

You try to temporarily sliver the mind of one creature you can see within range. The target must succeed on an Intelligence saving throw or take 1d6 Psychic damage and subtract 1d4 from the next saving throw it makes before the end of your next turn.

Cantrip Upgrade. The damage increases by 1d6 when you reach levels 5 (2d6), 11 (3d6), and 17 (4d6).

RAY OF FROST

level 0 - evocation

Casting Time: Action

Range: 60 feet

Components: V, S

Duration: Instantaneous

A frigid beam of blue-white light streaks toward a creature within range. Make a ranged spell attack against the target. On a hit, it takes 1d8 Cold damage, and its Speed is reduced by 10 feet until the start of your next turn.

Cantrip Upgrade. The damage increases by 1d8 when you reach levels 5 (2d8), 11 (3d8), and 17 (4d8).

LEVEL 1

BURNING HANDS

level 1 - evocation

Casting Time: Action

Range: Self

Components: V, S

Duration: Instantaneous

A thin sheet of flames shoots forth from you. Each creature in a 15-foot Cone makes a Dexterity saving throw, taking 3d6 Fire damage on a failed save or half as much damage on a successful one. Flammable objects in the Cone that aren't being worn or carried start burning.

Using a Higher-Level Spell Slot. The damage increases by 1d6 for each spell slot level above 1.

COMPREHEND LANGUAGES

level 1 - divination (ritual)

Casting Time: Action or Ritual

Range: Self

Components: V, S, M (a pinch of soot and salt)

Duration: 1 hour

For the duration, you understand the literal meaning of any language that you hear or see signed. You also understand any written language that you see, but you must be touching the surface on which the words are written. It takes about 1 minute to read one page of text. This spell doesn't decode symbols or secret messages.

DETECT MAGIC

level 1 - divination (ritual)

Casting Time: Action or Ritual

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

For the duration, you sense the presence of magical effects within 30 feet of yourself. If you sense such effects, you can take the Magic action to see a faint aura around any visible creature or object in the area that bears the magic, and if an effect was created by a spell, you learn the spell's school of magic.

The spell is blocked by 1 foot of stone, dirt, or wood; 1 inch of metal; or a thin sheet of lead.

MAGE ARMOR

level 1 - abjuration

Casting Time: Action

Range: Touch

Components: V, S, M (a piece of cured leather)

Duration: 8 hours

You touch a willing creature who isn't wearing armor. Until the spell ends, the target's base AC becomes 13 plus its Dexterity modifier. The spell ends early if the target dons armor.

MAGIC MISSILE

level 1 - evocation

Casting Time: Action

Range: 120 feet

Components: V, S

Duration: Instantaneous

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

Using a Higher-Level Spell Slot. The spell creates one more dart for each spell slot level above 1.

SHIELD

level 1 - abjuration

Casting Time: Reaction, which you take when you are hit by an attack roll or targeted by the *Magic Missile* spell

Range: Self

Components: V, S

Duration: 1 round

An imperceptible barrier of magical force protects you. Until the start of your next turn, you have a +5 bonus to AC, including against the triggering attack, and you take no damage from *Magic Missile*.

SLEEP

level 1 - enchantment

Casting Time: Action

Range: 60 feet

Components: V, S, M (a pinch of sand or rose petals)

Duration: Concentration, up to 1 minute

Each creature of your choice in a 5-foot-radius Sphere centered on a point within range must succeed on a Wisdom saving throw or have the Incapacitated condition until the end of its next turn, at which point it must repeat the save. If the target fails the second save, the target has the Unconscious condition for the duration. The spell ends on a target if it takes damage or someone within 5 feet of it takes an action to shake it out of the spell's effect.

Creatures that don't sleep, such as elves, or that have Immunity to the Exhaustion condition automatically succeed on saves against this spell.