



DARK ELF
RACE

3RD-LEVEL WIZARD (WAR MAGIC)
LEVEL & CLASS

MERCENARY VETERAN
BACKGROUND

MEDIUM
SIZE

DESCRIPTION

PLAYER

CHARACTER NAME

STRENGTH
+0
10

DEXTERITY
+1
12

CONSTITUTION
+2
14

INTELLIGENCE
+2
15

WISDOM
+0
10

CHARISMA
+2
14

+2 PROFICIENCY BONUS

- Strength
 - Dexterity
 - Constitution
 - +4** Intelligence
 - +2** Wisdom
 - Charisma
- SAVING THROWS

- Acrobatics (Dex)
 - Animal Handling (Wis)
 - +4** Arcana (Int)
 - +2** Athletics (Str)
 - Deception (Cha)
 - +4** History (Int)
 - Insight (Wis)
 - Intimidation (Cha)
 - Investigation (Int)
 - Medicine (Wis)
 - Nature (Int)
 - +2** Perception (Wis)
 - Performance (Cha)
 - +4** Persuasion (Cha)
 - Religion (Int)
 - Sleight of Hand (Dex)
 - Stealth (Dex)
 - Survival (Wis)
- SKILLS

12 PASSIVE WISDOM (PERCEPTION)

11
ARMOR CLASS

+3
INITIATIVE

30 FEET
SPEED

Hit Point Maximum **20**

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total **1D6**

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

NAME	ATK BONUS	DAMAGE/TYPE
QUARTERSTAFF ¹	+2	1D6 BLUDGEONING
SPELLCASTING ²	+4	SPECIAL

¹ YOU CAN WIELD YOUR QUARTERSTAFF WITH BOTH HANDS TO DEAL 1D8 DAMAGE ON A HIT.

² YOUR SPELLCASTING ABILITY IS INTELLIGENCE. WHEN CASTING SPELLS THAT REQUIRE YOUR TARGET TO MAKE A SAVING THROW, YOUR SPELL SAVE DC IS 12.

CANTRIPS. YOU KNOW THE 3rd CANTRIPS.

PREPARED SPELLS. YOU HAVE BURNING HANDS, CLOUD OF DAGGERS, FLAMING SPHERE, INVISIBILITY, AND SCORCHING RAY PREPARED. YOU CAN CHOOSE A NEW LIST OF 5 SPELLS FROM YOUR SPELLBOOK (SEE THE BACK OF THIS SHEET) AFTER A LONG REST.

SPELL SLOTS
(1ST) (1ST) (1ST) (1ST) (2ND) (2ND)

ATTACKS & SPELLCASTING

YOU'RE A MARTIAL SPELLCASTER OF DARK ELF HERITAGE WITH MANY A WAR STORY TO SHARE, AND MORE THAN A FEW SORCEROUS BATTLES YET TO FIGHT.

DARKVISION. YOU CAN SEE IN DIM LIGHT WITHIN 120 FEET OF YOU AS IF IT WERE BRIGHT LIGHT, AND IN DARKNESS AS IF IT WERE DIM LIGHT.

FEY ANCESTRY. YOU HAVE ADVANTAGE ON SAVING THROWS AGAINST BEING CHARMED, AND MAGIC CAN'T PUT YOU TO SLEEP.

SUNLIGHT SENSITIVITY. YOU HAVE DISADVANTAGE ON ATTACK ROLLS AND ON PERCEPTION CHECKS THAT RELY ON SIGHT WHEN YOU, THE TARGET OF YOUR ATTACK, OR WHATEVER YOU ARE TRYING TO PERCEIVE IS IN DIRECT SUNLIGHT.

DROW MAGIC. YOU CAN CAST FAERIE FIRE (WITHOUT EXPENDING A SPELL SLOT) ONCE PER LONG REST.

RITUAL CASTING. YOU CAN CAST A SPELL FROM YOUR SPELLBOOK AS A RITUAL IF THAT SPELL HAS THE "RITUAL" TAG. RITUAL CASTING TAKES 10 MINUTES LONGER, BUT YOU DON'T NEED TO HAVE THE SPELL PREPARED AND CASTING IN THIS WAY DOES NOT USE UP A SPELL SLOT.

ARCANE RECOVERY. ONCE PER DAY, AFTER A SHORT REST, YOU CAN RECOVER ONE 1ST-LEVEL SPELL SLOT.

ARCANE REFLECTION. WHEN YOU ARE HIT BY AN ATTACK OR YOU FAIL A SAVING THROW, YOU CAN USE YOUR REACTION TO GAIN A +2 BONUS TO YOUR AC AGAINST THAT ATTACK OR A +4 BONUS TO THAT SAVING THROW. WHEN USING THIS FEATURE, YOU CAN'T CAST SPELLS OTHER THAN CANTRIPS UNTIL THE END OF YOUR NEXT TURN.

MERCENARY LIFE. YOU ARE ABLE TO IDENTIFY MERCENARY COMPANIES BY THEIR EMBLEMS, AND YOU KNOW A LITTLE ABOUT ANY SUCH COMPANY, INCLUDING THE NAMES AND REPUTATIONS OF ITS LEADERS AND WHO HAS HIRED THEM RECENTLY. YOU CAN FIND WHERE MERCENARIES MEET IN ANY AREA. (SWORD COAST ADVENTURER'S GUIDE, 152)

PROFICIENCIES. RAPIERS, SHORT SWORDS, HAND CROSSBOWS; 1 TYPE OF GAMING SET; VEHICLES (LAND); DAGGERS, DARTS, SLINGS, QUARTERSTAVES, LIGHT CROSSBOWS.

LANGUAGES. COMMON, ELVISH

OTHER PROFICIENCIES & LANGUAGES

MERCENARY VETERAN EQUIPMENT:

- MILITARY UNIFORM
- INSIGNIA OF RANK
- GAMING SET
- 10 GOLD PIECES

WIZARD EQUIPMENT:

- QUARTERSTAFF
- ARCANE FOCUS
- SPELL BOOK

SCHOLAR'S PACK:

- BOOK OF LORE
- BOTTLE OF INK
- INK PEN
- 10 SHEETS OF PARCHMENT
- LITTLE BAG OF SAND
- SMALL KNIFE

EQUIPMENT

FEATURES & TRAITS

DROW MAGIC

DANCING LIGHTS

EVOCATION CANTRIP
CASTING TIME: 1 ACTION
RANGE: 120 FEET
COMPONENTS: V, S, M
DURATION: CONCENTRATION, UP TO 1 MINUTE

YOU CREATE UP TO FOUR TORCH-SIZED LIGHTS WITHIN RANGE, MAKING THEM APPEAR AS TORCHES, LANTERNS, OR GLOWING ORBS THAT HOVER IN THE AIR FOR THE DURATION. YOU CAN ALSO COMBINE THE FOUR LIGHTS INTO ONE GLOWING VAGUELY HUMANOID FORM OF MEDIUM SIZE. WHICHEVER FORM YOU CHOOSE, EACH LIGHT SHEDS DIM LIGHT IN A 10-FOOT RADIUS.

AS A BONUS ACTION ON YOUR TURN, YOU CAN MOVE THE LIGHTS UP TO 60 FEET TO A NEW SPOT WITHIN RANGE. A LIGHT MUST BE WITHIN 20 FEET OF ANOTHER LIGHT CREATED BY THIS SPELL, AND A LIGHT WINKS OUT IF IT EXCEEDS THE SPELL'S RANGE.

FAERIE FIRE

1ST-LEVEL EVOCATION
CASTING TIME: 1 ACTION
RANGE: 60 FEET
COMPONENTS: V
DURATION: CONCENTRATION, UP TO 1 MINUTE

EACH OBJECT IN A 20-FOOT CUBE WITHIN RANGE IS OUTLINED IN BLUE, GREEN, OR VIOLET LIGHT (YOUR CHOICE). ANY CREATURE IN THE AREA WHEN THE SPELL IS CAST IS ALSO OUTLINED IN LIGHT IF IT FAILS A DEXTERITY SAVING THROW.

FOR THE DURATION, OBJECTS AND AFFECTED CREATURES SHED DIM LIGHT IN A 10-FOOT RADIUS.

ANY ATTACK ROLL AGAINST AN AFFECTED CREATURE OR OBJECT HAS ADVANTAGE IF THE ATTACKER CAN SEE IT, AND THE AFFECTED CREATURE OR OBJECT CAN'T BENEFIT FROM BEING INVISIBLE.

CANTRIPS

BLADE WARD

ABJURATION CANTRIP
CASTING TIME: 1 ACTION
RANGE: SELF
COMPONENTS: V, S
DURATION: 1 ROUND

YOU EXTEND YOUR HAND AND TRACE A SIGIL OF WARDING IN THE AIR. UNTIL THE END OF YOUR NEXT TURN, YOU HAVE RESISTANCE AGAINST BLUDGEONING, PIERCING AND SLASHING DAMAGE DEALT BY WEAPON ATTACKS.

FIRE BOLT

EVOCATION CANTRIP
CASTING TIME: 1 ACTION
RANGE: 120 FEET
COMPONENTS: V, S
DURATION: INSTANTANEOUS

YOU HURL A MOTE OF FIRE AT A CREATURE OR 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 IGNITES IF IT ISN'T BEING WORN OR CARRIED.

TRUE STRIKE

DIVINATION CANTRIP
CASTING TIME: 1 ACTION
RANGE: 30 FEET
COMPONENTS: S
DURATION: CONCENTRATION, UP TO 1 ROUND

YOU EXTEND YOUR HAND AND POINT A FINGER AT A TARGET IN RANGE. YOUR MAGIC GRANTS YOU A BRIEF INSIGHT INTO THE TARGET'S DEFENSES. ON YOUR NEXT TURN, YOU GAIN ADVANTAGE ON YOUR FIRST ATTACK ROLL AGAINST THE TARGET, PROVIDED THAT THIS SPELL HASN'T ENDED.

SPELLS

BURNING HANDS

1ST-LEVEL EVOCATION
CASTING TIME: 1 ACTION
RANGE: SELF (15-FOOT CONE)
COMPONENTS: V, S
DURATION: INSTANTANEOUS

AS YOU HOLD YOUR HANDS WITH THUMBS TOUCHING AND FINGERS SPREAD, A THIN SHEET OF FLAMES SHOOTS FORTH FROM YOUR OUTSTRETCHED FINGERTIPS. EACH CREATURE IN A 15-FOOT CONE MUST MAKE A DEXTERITY SAVING THROW. A CREATURE TAKES 2D6 FIRE DAMAGE ON A FAILED SAVE, OR HALF AS MUCH DAMAGE ON A SUCCESSFUL ONE.

THE FIRE IGNITES ANY FLAMMABLE OBJECTS IN THE AREA THAT AREN'T BEING WORN OR CARRIED.

AT HIGHER LEVELS: WHEN YOU CAST THIS SPELL USING A 2ND LEVEL SPELL SLOT, THE DAMAGE INCREASES TO 4D6.

COMPREHEND LANGUAGES

1ST-LEVEL DIVINATION (RITUAL)
CASTING TIME: 1 ACTION
RANGE: SELF
COMPONENTS: V, S, M
DURATION: 1 HOUR

FOR THE DURATION, YOU UNDERSTAND THE LITERAL MEANING OF ANY SPOKEN LANGUAGE THAT YOU HEAR. 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 SECRET MESSAGES IN A TEXT OR A GLYPH, SUCH AS AN ARCANIC SIGIL, THAT ISN'T PART OF A WRITTEN LANGUAGE.

DETECT MAGIC

1ST-LEVEL DIVINATION (RITUAL)
CASTING TIME: 1 ACTION
RANGE: SELF
COMPONENTS: V, S
DURATION: CONCENTRATION, UP TO 10 MINUTES

FOR THE DURATION, YOU SENSE THE PRESENCE OF MAGIC WITHIN 30 FEET OF YOU. IF YOU SENSE MAGIC IN THIS WAY, 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.

IDENTIFY

1ST-LEVEL DIVINATION (RITUAL)
CASTING TIME: 1 MINUTE
RANGE: TOUCH
COMPONENTS: V, S, M
DURATION: INSTANTANEOUS

YOU CHOOSE ONE OBJECT THAT YOU MUST TOUCH THROUGHOUT THE CASTING OF THE SPELL. IF IT IS A MAGIC ITEM OR SOME OTHER MAGIC-IMBUED OBJECT, YOU LEARN ITS PROPERTIES AND HOW TO USE THEM, WHETHER IT REQUIRES ATTUNEMENT TO USE, AND HOW MANY CHARGES IT HAS, IF ANY. YOU LEARN WHETHER ANY SPELLS ARE AFFECTING THE ITEM AND WHAT THEY ARE. IF THE ITEM WAS CREATED BY A SPELL, YOU LEARN WHICH SPELL CREATED IT.

IF YOU INSTEAD TOUCH A CREATURE THROUGHOUT THE CASTING, YOU LEARN WHAT SPELLS, IF ANY, ARE CURRENTLY AFFECTING IT.

ALARM

1ST-LEVEL ABJURATION (RITUAL)
CASTING TIME: 1 MINUTE
RANGE: 30 FEET
COMPONENTS: V, S, M
DURATION: 8 HOURS

YOU SET AN ALARM AGAINST UNWANTED INTRUSION. CHOOSE A DOOR, A WINDOW, OR AN AREA WITHIN RANGE THAT IS NO LARGER THAN A 20-FOOT CUBE. UNTIL THE SPELL ENDS, AN ALARM ALERTS YOU WHENEVER A TINY OR LARGER CREATURE TOUCHES OR ENTERS THE Warded AREA. WHEN YOU CAST THE SPELL, YOU CAN DESIGNATE CREATURES THAT WON'T

SET OFF THE ALARM. YOU ALSO CHOOSE WHETHER THE ALARM IS MENTAL OR AUDIBLE.

A MENTAL ALARM ALERTS YOU WITH A PING IN YOUR MIND IF YOU ARE WITHIN 1 MILE OF THE Warded AREA. THIS PING AWAKENS YOU IF YOU ARE SLEEPING. AN AUDIBLE ALARM PRODUCES THE SOUND OF A HAND BELL FOR 10 SECONDS WITHIN 60 FEET.

FIND FAMILIAR

1ST-LEVEL CONJURATION (RITUAL)
CASTING TIME: 1 HOUR
RANGE: 10 FEET
COMPONENTS: V, S, M
DURATION: INSTANTANEOUS

YOU GAIN THE SERVICE OF A FAMILIAR, A SPIRIT THAT TAKES AN ANIMAL FORM YOU CHOOSE: BAT, CAT, CRAB, FROG (TOAD), HAWK, LIZARD, OCTOPUS, OWL, POISONOUS SNAKE, FISH (QUIPPER), RAT, RAVEN, SEA HORSE, SPIDER, OR WEASEL.

APPEARING IN AN UNOCCUPIED SPACE WITHIN RANGE, THE FAMILIAR HAS THE STATISTICS OF THE CHOSEN FORM, THOUGH IT IS A CELESTIAL, FEY, OR FIEND (YOUR CHOICE) INSTEAD OF A BEAST.

YOUR FAMILIAR ACTS INDEPENDENTLY OF YOU, BUT IT ALWAYS OBEYS YOUR COMMANDS. IN COMBAT, IT ROLLS ITS OWN INITIATIVE AND ACTS ON ITS OWN TURN. A FAMILIAR CAN'T ATTACK, BUT IT CAN TAKE OTHER ACTIONS AS NORMAL. (SEE PHB 240 FOR MORE.)

CLOUD OF DAGGERS

2ND-LEVEL CONJURATION
CASTING TIME: 1 ACTION
RANGE: 60 FEET
COMPONENTS: V, S, M
DURATION: CONCENTRATION, UP TO 1 MINUTE

YOU FILL THE AIR WITH SPINNING DAGGERS IN A 5 FT. CUBE (1 SQUARE OR HEX), CENTERED ON A POINT YOU CHOOSE WITHIN RANGE. A CREATURE TAKES 4D4 SLASHING DAMAGE WHEN IT ENTERS THE SPELL'S AREA FOR THE FIRST TIME ON A TURN OR STARTS ITS TURN THERE.

FLAMING SPHERE

2ND-LEVEL CONJURATION
CASTING TIME: 1 ACTION
RANGE: 60 FEET
COMPONENTS: V, S, M
DURATION: CONCENTRATION, UP TO 1 MINUTE

A 5-FOOT-DIAMETER SPHERE OF FIRE APPEARS IN AN UNOCCUPIED SPACE OF YOUR CHOICE WITHIN RANGE AND LASTS FOR THE DURATION. ANY CREATURE THAT ENDS ITS TURN WITHIN 5 FEET OF THE SPHERE MUST MAKE A DEXTERITY SAVING THROW. THE CREATURE TAKES 2D6 FIRE DAMAGE ON A FAILED SAVE, OR HALF AS MUCH DAMAGE ON A SUCCESSFUL ONE.

AS A BONUS ACTION, YOU CAN MOVE THE SPHERE UP TO 30 FEET. IF YOU RAM THE SPHERE INTO A CREATURE, THAT CREATURE MUST MAKE THE SAVING THROW AGAINST THE SPHERE'S DAMAGE, AND THE SPHERE STOPS MOVING THIS TURN.

WHEN YOU MOVE THE SPHERE, YOU CAN DIRECT IT OVER BARRIERS UP TO 5 FEET TALL AND JUMP IT ACROSS PITS UP TO 10 FEET WIDE. THE SPHERE IGNITES FLAMMABLE OBJECTS NOT BEING WORN OR CARRIED. (SEE PHB 242 FOR MORE.)

INVISIBILITY

2ND-LEVEL ILLUSION
CASTING TIME: 1 ACTION
RANGE: TOUCH
COMPONENTS: V, S, M
DURATION: CONCENTRATION, UP TO 1 HOUR

A CREATURE YOU TOUCH BECOMES INVISIBLE UNTIL THE SPELL ENDS. ANYTHING THE TARGET IS WEARING OR CARRYING IS INVISIBLE AS LONG AS IT IS ON THE TARGET'S PERSON. THE SPELL ENDS FOR A TARGET THAT ATTACKS OR CASTS A SPELL.

SCORCHING RAY

2ND-LEVEL EVOCATION
CASTING TIME: 1 ACTION
RANGE: 120 FEET
COMPONENTS: V, S
DURATION: INSTANTANEOUS

YOU CREATE THREE RAYS OF FIRE AND HURL THEM AT TARGETS WITHIN RANGE. YOU CAN HURL THEM AT ONE TARGET OR SEVERAL. MAKE A RANGED SPELL ATTACK FOR EACH RAY. ON A HIT, THE TARGET TAKES 2D6 FIRE DAMAGE.