

Level 3 Elf Wizard

AC 12 **Hit Points** 20
Speed 30 ft. **Hit Dice** 3d6

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

Attacks

Long Sword +0; 1d8 slashing damage

See also **Ray of Frost** and **Shocking Grasp**

Skills

Skills: Persuade, recall lore (magical lore), recall lore (folklore), recall lore (natural lore), recall lore (religious lore), and search.

Keen Senses: You have advantage on all Wisdom checks to listen and spot.

Wizardly Knowledge: You have advantage on all Intelligence checks to recall magical lore.

Race: High Elf

Languages: Common, Dwarvish, Elvish, Goblin, Orcish

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

Elf Weapon Training: You are proficient with the long sword, short sword, shortbow, and longbow.

Free Spirit: You are immune to the charmed condition and to any effect that would put you to sleep.

Trance: Elves do not need to sleep. Instead, they meditate deeply for 4 hours a day. (The Common word for such meditation is “trance.”) While meditating, you can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

Class: Wizard

Armor and Weapon Proficiencies: Daggers, darts, slings, quarterstaves, and light crossbows

Spellcasting: You can prepare up to six spells per day, one of which must be 1st-level and one of which must be 2nd-level.

You have four 1st-level spell slots that you can use to cast 1st-level spells you’ve prepared, and two 2nd-level spell slots that you can use to cast 2nd-level spells.

Spell Preparation: You must prepare your spells before casting them. You prepare spells by choosing spells from your spellbook (see “Spellbook” below). Preparing a spell requires you to study your spellbook and memorize the incantations and gestures you must make to cast the spell, taking at least one minute per spell level for each spell you prepare. If your spellbook is unavailable when you prepare spells, you can prepare only the spells that you prepared the day before.

Casting a Spell: When you cast a spell, choose one of your prepared spells and expend a spell slot of that spell’s level or higher. Some spells have improved effects when they are cast at higher levels. After you cast the spell, you lose the use of the slot you expended until you prepare spells again, but you still have the spell prepared.

You can use your spell slots to cast any combination of spells you have prepared, as long as you respect the limit on spells you can cast of a specific level. For example, if you have *burning hands* and *thunderwave* prepared and have two 1st-level spell slots available, you can cast each spell once or cast one of those spells twice.

Rituals: You can cast any spell in your spellbook as a ritual, provided that the spell has a ritual version.

Saving Throw DCs: When a wizard spell that you cast calls for a saving throw, the save DC equals 15.

Arcane Recovery: Twice per day, you can recover one of your expended slots during a short rest, and one of the slots you recover can be 2nd level.

Spells

Cantrips: You know the *light*, *mage armor*, *mage hand*, *minor illusion*, *shocking grasp*, and *ray of frost* cantrips.

Spellbook: You have a spellbook containing the following wizard spells that you know, other than your cantrips.

Level 1 Spells

Burning Hands
Comprehend Language
Detect Magic
Disguise Self
Magic Missile
Sleep

Level 2 Spells

Invisibility
Scorching Ray

Background: Sage

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.

Equipment

Robes, quarterstaff, spellbook, ten candles, tome related to magical lore, ink, ink pen, paper (ten sheets), a belt pouch containing 20 gp, 6 sp, and 8 cp, and an adventurer's kit consisting of a backpack, a healer's kit, a mess kit, 50 feet of hempen rope, a tinderbox, ten torches, ten days of rations, and a waterskin