

ELF MAGE

2nd-Level Medium High Elf Mage

AC 12

Hit Points 14 (1d6 Hit Die)

Speed 30 ft.

Alignment chaotic good

Languages Common, Elvish, Draconic, Dwarvish, Giant, Goblin

ABILITY SCORES

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

ATTACKS

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

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

Spell Saving Throw DC: 14 (13 without a magic focus)

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.

LORE

When you make an intelligence check to recall forbidden lore, magical lore, or planar lore, you gain a +10 bonus to the check.

CANTRIPS

Light, minor illusion, ray of frost, shocking grasp

PREPARED SPELLS

Burning hands, charm person, magic missile.

throws against the spell, and they take no damage if they would normally take half damage from the spell.

Proficiencies. You have proficiency with daggers, darts, light crossbows, quarterstaves, and slings, but no 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.

Intelligence is your magic ability for your mage spells.

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 2nd level, you have three 1st-level castings.

Spell Preparation. Whenever you complete a long rest, you prepare the list of mage spells that you can cast of 1st level. This pre-generated 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.

Spellcasting Bonus. Your spellcasting bonus is +1. If you are holding a magic focus (a component pouch, dagger, orb, rod, staff, or wand) when you cast a spell, you can add your spellcasting bonus to the spell's saving throw DC.

Rituals. You can cast any spell in your spellbook as a ritual, provided that the spell has a ritual version (see *detect magic*). To cast a spell as a ritual, you must spend 10 minutes undertaking a ceremony that includes the use of your spellbook, your magic focus, and any material components indicated in the spell description.

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.

Racial Traits

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

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

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

Proficiencies. You have proficiency with the long sword, short sword, shortbow, and longbow.

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

Arcane Tradition. Your arcane tradition is the school of evocation, which confers certain benefits as you advance.

Sculpt Spell. When you cast an evocation spell that affects other creatures, you can choose a number of creatures equal to the spell's level + 1. The chosen creatures automatically succeed on their saving

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.

Burning Hands

1st-level evocation

Casting Time: 1 action
Range: Self
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 3d6 fire damage on a failed save, and half as much damage on a successful one.

The fire ignites any flammable objects in the area that are not being worn or carried.

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 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 can be as large as 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.

Sleep

1st-level enchantment

Casting Time: 1 action

Range: 100 feet

Duration: 1 minute

The magic of this spell makes creatures drowsy, and might send them to sleep. Choose a point within range, and roll 4d8. The total is how many hit points of creatures this spell can affect. Each creature

to be affected must be within 20 feet of the point you chose. The spell ignores any creature that is unconscious, and it has no effect upon undead or constructs.

Starting with the creature that has the lowest current hit points, each creature affected by this spell falls unconscious until the spell ends, the sleeper takes damage, or someone uses an action to shake or slap the sleeper awake. Subtract each creature's hit points from the total before moving on to the creature with the next lowest hit points. A creature's hit points must be equal to or less than the remaining total for that creature to be affected.

Material Components: A pinch of fine sand, rose petals, or a live cricket.

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