

Elf Wizard

Neutral Good High Elf Wizard 1

AC 12 HP 6
Speed 30' (Hit Dice: 1d4)

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

Attacks

Shocking grasp +6; 1d8+4 lightning damage
Magic missile auto-hit; 1d4+1 force damage
Quarterstaff +1; 1d6-1 bludgeoning damage

Background: Sage

You spent many years learning the lore of the world. You have scoured manuscripts, studied scrolls, and listened to the greatest experts on the subjects that interest you. Your efforts have made you a true master in the fields you have studied.

Magical Lore +6 (+3 training, +3 Intelligence)
Forbidden Lore +6 (+3 training, +3 Intelligence)
Historical Lore +6 (+3 training, +3 Intelligence)
Undead Lore +6 (+3 training, +3 Intelligence)

Researcher

When you attempt to learn or recall a piece of lore, if you do not know that information, you always know where and from whom you can obtain that information. Usually, this information comes from a library, scriptorium, university, or a sage or other learned person or creature.

Specialty: Magic User

Arcane Dabbler

You know 2 additional minor spells that have already been factored into the spell selection of this pregenerated character.

Class and Race Features

Arcane Magic

As a 1st-level wizard, you have 3 spell slots; you can cast 3 prepared wizard spells per day.

Spell Preparation: After a long rest, you can prepare 3 spells from the spells in your spellbook, provided you have a slot free. You can prepare the same spell multiple times.

Casting a Spell: When you cast a spell, you can cast any of your prepared spells. After you cast the spell, it vanishes from your mind, and you cannot cast that prepared spell again until you next prepare spells.

You cannot cast wizard spells while wearing armor.

Magical Attacks: When you make a magical attack using a wizard spell, you use your Intelligence modifier for the attack roll, and you add a +3 bonus to that roll. This calculation has already been factored into the *shocking grasp* spell presented here.

Saving Throw DCs: When a wizard spell that you cast or a wizard feature that you use calls for a saving throw, the save DC equals 14.

Cantrips: You know cantrips (also called minor spells). You master these spells so completely that the cantrips never need to be prepared in advance. They can be cast at will as your action.

Free Spirit

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

Low-Light Vision

If there is no light within 30 feet of you, you treat shadows in that radius as normal light, and you treat darkness in that radius as shadows.

Keen Senses

You have advantage on checks made to listen, search, or notice something.

Trance

Elves do not sleep as members of the other common races do. Instead, they meditate deeply for four 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 eight hours of sleep.

Spellbook

You have a spellbook containing five 1st-level spells that you know. You also have six cantrips recorded in your spellbook (for convenience, not necessity). You know six minor spells; three from your wizard class, two from your magic user specialty, and one for being a high elf.

Cantrips	1st-Level Spells
<i>detect magic</i>	<i>alarm</i>
<i>ghost sound</i>	<i>burning hands</i>
<i>light</i>	<i>comprehend languages</i>
<i>mage hand</i>	<i>shield</i>
<i>magic missile</i>	<i>sleep</i>
<i>shocking grasp</i>	

Languages

You can speak, read, and write Common and Elven.

Equipment

Robes, quarterstaff, spellbook, light crossbow, 10 crossbow bolts, 10 candles, healing kit, magnifying lens, oddity (enigmatic carving, small fossil, code ring, or the like), 3 tomes related to lore specialties, spell components, ink, ink pen, 10 sheets of paper, and 68 gp.

Spells

Alarm

1st-level abjuration

Warding an area with an *alarm* spell gives you a mental or audible warning when an intruder draws near.

Requirement: You must cast the spell using a small silver bell, worth no less than 1 gp, as a focus.

Effect: You ward an area no larger than a 20-foot-radius sphere centered on yourself. The spell alerts you with an audible or mental alarm of your choice when a creature enters the area, but only if that creature is at least Tiny and is not ethereal. You can also choose a password that, when spoken aloud, lets a creature enter the area without triggering the spell. The area remains warded for 8 hours.

If you chose a mental alarm, you experience a mental alert that immediately awakens you from normal sleep. If you chose an audible alarm, the spell sounds a loud ringing that lasts for 1 round and automatically awakens any sleeping creatures within 60 feet of the warded area's center.

Ritual: You can cast this spell as a ritual by spending at least 10 minutes preparing special material components that include chalk, additional bells, and a silver cord, all worth no less than 25 gp.

Burning Hands

1st-level evocation

Holding your hands with your thumbs touching and fingers spread, a thin sheet of flames shoots forth from your outstretched fingertips.

Effect: Each creature in a 15-foot cone originating from you must make Dexterity saving throws. If a creature fails its saving throw, it takes 4d4 fire damage. If it succeeds, it takes half that much damage.

The spell ignites unattended flammable objects in the area.

Comprehend Languages

1st-level divination

The world is home to countless languages and dialects, tongues that are beyond counting and whose meaning is lost on even the most erudite scholars. *Comprehend languages* makes the incomprehensible comprehensible.

Effect: For the next hour, you understand the literal meaning of spoken language you hear and written language you see if you are touching the surface on which the words are written. It takes about a minute to read one page of text (about 250 words).

This spell does not decipher codes or reveal messages concealed in otherwise normal text. Certain magical wards might foil this spell by concealing text, trapping it, or making the text nonsensical.

Ritual: You can cast this spell as a ritual by spending at least 10 minutes preparing material components worth no less than 25 gp.

Detect Magic

Minor divination

Upon casting *detect magic*, you immediately perceive any objects, fields, or creatures affected or created by magic as having a flickering aura. Studying the auras can give you clues into the nature of the magic such as its school and power.

Effect: You detect the presence of any magic in a 30-foot cone originating from you. You can ignore the presence of magic that you are already aware of.

If the magic you sense belongs to a school of magic, you learn what that school is.

This spell does not reveal invisible creatures, or magic that conceals spells, objects, or creatures.

Ghost Sound

Minor illusion

You can create a sound as quiet as a ghostly whisper or as loud as someone screaming in terror.

Effect: You can create a sound within 100 feet of you that lasts until your next turn. The volume of the sound you can produce is similar to a dozen normal humans talking excitedly or one human screaming at the top of his lungs. You determine whether the sound rises, recedes, approaches, or remains at a fixed place, and whether it changes character. You can use this spell to produce intelligible speech.

Light

Minor evocation

You cause an object you touch to shine with light for a time.

Effect: You touch an object. It emits bright light in a 20-foot radius. The light lasts for 1 hour or until you cast this spell again.

Mage Hand

Minor conjuration

The spectral hand you create with *mage hand* can manipulate objects, open doors, and retrieve small items for you. Many wizards use *mage hand* to retrieve items from their pouches to keep their hands free.

Effect: A spectral, floating hand appears at a point you choose within 50 feet of you. The hand remains for 1 minute or until you cast this spell again. While the hand is present, you can control it as an action. You can use the hand to manipulate an object, stow an item, open a door, or pour the contents from a vial. You can also move the hand up to 30 feet, but no farther than 50 feet away from you.

The hand cannot attack, use magic items, or carry more than 10 pounds.

Magic Missile

Minor evocation

A spell made famous by wizards for its reliability, *magic missile* unerringly strikes its target.

Effect: Choose a creature within 100 feet of you. Provided that there is an unobstructed path between you and that creature, it takes $1d4 + 1$ force damage.

Shield

1st-level conjuration

You create an invisible, mobile disk of force that hovers near you to intercept attacks.

Effect: For 10 minutes, you have half cover and take no damage from *magic missiles*.

Shocking Grasp

Minor evocation

Lightning wreathes your hand and delivers a brutal shock to the creature you touch.

Effect: You make a magical attack against a creature within your reach. On a hit, the target takes $1d8 + 4$ lightning damage and can't take reactions until its next turn.

Sleep

1st-level enchantment

The fine sand you fling into the air glitters when this spell's magic takes hold. Creatures touched by the sparkling granules grow drowsy and might fall asleep.

Effect: Choose a point that you can see within 100 feet of you and roll $3d8$; the result is how many hit points worth of monsters within 20 feet of the point you chose that this spell can affect. Starting with the creature with the lowest hit points, each creature affected by this spell falls unconscious for 1 minute or until it takes damage or until someone else uses an action to shake or slap the creature awake.