



NAME _____

DESCRIPTION

Align _____ Gender _____
Hgt _____ Wgt _____
Eyes _____ Hair _____
Size Medium

EXPERIENCE POINTS

Class Wizard Level 1
XP _____ NL 2,000
CURRENT XP _____ REQUIRED FOR NEXT LEVEL _____

ABILITIES

STR 8 (–1)
DEX 13 (+1)
CON 14 (+2)
INT 17 (+3)
WIS 12 (+1)
CHA 10 (+0)

ATTRIBUTES

Speed 30 feet
Hit Dice d4
Initiative +1

SENSES

Low-light vision

ATTACKS

Weapon (Atk) (Damage)

Quarterstaff (+1) (1d8 – 1 bludgeoning)
Ray of frost (+6) (special)
Shocking grasp (+6) (1d8 + 3 lightning)

LANGUAGES

Common, Elven

FEATURES, BACKGROUND, AND THEME

RACE: HIGH ELF

Elves are known for their poetry, dance, song, lore, and magical arts. When danger threatens their woodland homes, however, elves reveal a more martial side, demonstrating skill with sword, bow, and battle strategy. Elves gain the following features.

- * Free Spirit
- * Keen Senses
- * Low-Light Vision

See page 2 for details.

CLASS: WIZARD

Wizards cast arcane spells of searing fire, unerring missiles, sands of sleep, and more. Wizards gain the following features.

- * Arcane Magic
- * Cantrips
- * Spellbook
- * Weapon Proficiencies

See page 2 for details.

BACKGROUND: SAGE

You're a student of lore. You've scoured manuscripts, studied scrolls, and listened to great experts. Others sometimes come to you for answers to obscure questions. You have training in the skills listed below, and you gain the indicated bonus on any check involving that skill.

- * Forbidden Lore +3
- * Magical Lore +3
- * Natural Lore +3
- * Religious Lore +3

You also gain the background feature called Researcher. See page 2 for details.

THEME: MAGIC-USER

You are a student of magic. Through diligent academic study, you've learned to cast additional minor spells.

You gain the Arcane Dabbler feat.

ARCANE DABBLER: Your study of magic rewards you with two minor spells. Your mastery of them allows you to use them as often as you like.

Benefit: You know two more cantrips than you would have known otherwise. These have been added to the Cantrips class feature.

FOR A MORE OLD-SCHOOL EXPERIENCE, DON'T USE BACKGROUND AND THEME.

EQUIPMENT & TREASURE

Scholars' robes, spellbook, backpack, mess kit, 50 feet of hempen rope, tinderbox, 10 torches, 7 days of rations, waterskin, belt pouch.

SPELLS

SPELLS OR SPELL SLOTS PER DAY

SPELL ATK (+6)

SAVE DC (13)

1ST	2ND	3RD	4TH	5TH	6TH	7TH
3						

SPELLS KNOWN/PREPARED

1ST LEVEL: *burning hands, comprehend languages, shield, sleep*

MINOR SPELLS

You know the cantrips *detect magic*, *light*, *magic missile*, *mage hand*, *ray of frost*, and *shocking grasp*. You have mastered these so completely that you can cast them at will.

RACIAL FEATURES

FREE SPIRIT

You are immune to the charmed condition and to effects that put you to sleep.

KEEN SENSES

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

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.

CLASS FEATURES

ARCANE MAGIC

You can cast a number of wizard spells per day as indicated on the table below. Intelligence is your magic ability.

—SPELL PER DAY BY SPELL LEVEL—

Level	1st	2nd
1st	3	—
2nd	4	—
3rd	4	2

Spell Preparation: Each day, after a long rest, you can prepare a number of spells from your spellbook (see below) equal to the number of spells you can cast each day. Preparing spells requires you to study your spellbook and memorize the incantations and gestures you must make to cast the spell, taking 1 minute per spell level for each spell you prepare. You can prepare the same spell multiple times.

Casting a Spell: You can cast one of your prepared spells. After you cast the spell, it vanishes from your mind, and you cannot cast that prepared spell until after you next prepare spells. If you take damage, you become disrupted on your next turn. While disrupted, you must succeed on a DC 10 Constitution check to cast any spell other than a minor spell (a cantrip). If you fail the check, your action is wasted, but you retain the spell. You can't cast wizard spells while wearing armor.

Magical Attacks: Whenever you make an attack granted by a spell, you use your Intelligence modifier for the attack roll and the damage roll. You gain an additional +2 bonus to the attack rolls of your spells.

Saving Throw Difficulty Class: Whenever an effect from a spell you cast calls for a saving throw, the saving throw DC equals 10 + your Intelligence modifier.

SPELLBOOK

You have a spellbook that contains the spells *burning hands*, *comprehend languages*, *shield*, and *sleep*.

WEAPON PROFICIENCIES

You can use daggers, slings, and quarterstaves.

BACKGROUND FEATURE

RESEARCHER

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

ADDITIONAL LEVELS

When you reach the next level or start your character at a higher level, with your DM's approval, make the adjustments noted for each level.

LEVEL 2 (2,000 XP)

Increase your total Hit Dice to 2d4. Increase your maximum hit points to 18. Add the spells *alarm*, *charm person*, and *grease* to your spellbook.

LEVEL 3 (6,000 XP)

Increase your total Hit Dice to 3d4. Increase your maximum hit points to 20. Add the spells *arc lightning*, *hold person*, and *mirror image* to your spellbook. In addition, you gain the Find Familiar feat as part of your background.

FIND FAMILIAR: You have a cat familiar.

Benefit: Your familiar appears only when you summon it as an action, and you can dismiss the familiar with another action, causing it to return to an extradimensional space. It acts independently of you, but it always obeys your commands.

While you are within 100 feet of your familiar, you gain additional telepathic benefits. You can communicate telepathically. Additionally, as an action, you can see through your familiar's eyes and hear what it hears for 1 round, and you also gain the benefits of any special senses that the familiar has. During this time, you are deaf and blind with regard to your own senses.

Finally, while within 100 feet of your familiar, you can deliver spells that require you to touch a creature through your familiar, by having your familiar touch the creature.

CAT FAMILIAR

XP –

Tiny magical beast

AC 12 HP 9

Str 2 (–4) Dex 12 (+1) Con 6 (–2)

Int 2 (–4) Wis 10 (+0) Cha 2 (–4)

Initiative +1; Space / Reach 2½ feet / 2½ feet

Speed 20 feet

Special Traits familiar traits, +5 bonus to checks made to sneak or hide, ignores the first 20 feet of a fall when determining falling damage

Familiar Traits When a familiar drops to 0 hit points or fewer, the familiar disappears, leaving behind no physical form. The familiar cannot reappear until its master recalls it by spending 30 minutes performing a minor ritual.

PLAYTEST NOTES