

=== WEAPONS ===
Crossbow, Light, Dagger, Dart, Longbow,
Longsword, Quarterstaff, Shortbow,
Shortsword, Sling
=== LANGUAGES ===
Abyssal, Common, Draconic, Elvish, Infernal

creatures that you can see, you can choose a number

they would normally take half damage on a successful

of them equal to 1 + the spell's level. The chosen

creatures automatically succeed on their saving throws against the spell, and they take no damage if

=== ACTIONS ===

Standard Actions

Attack, Cast a Spell, Dash, Disengage, Dodge, Help, Hide, Ready, Search, Use an Object, Opportunity Attack, Grapple, Shove, Improvise, Two-Weapon Fighting, Interact with an Object

=== SPECIAL ===

Arcane Recovery • 1 / Long Rest

Once per day when you finish a short rest, you can choose expended spell slots to recover - up to a combined level of 3, and none of the slots can be 6th level or higher.

Sculpt Spells

When you cast an evocation spell that affects other

ACTIONS

PASSIVE WISDOM (PERCEPTION)							
11 PASSIVE WISDOM (INSIGHT)							
14 PASSIVE INTELLIGENCE (INVESTIGATION)							
Darkvision 60 ft.							
SENSES							

			7
NAME	HIT	DAMAGE/TYPE	NOTES
Quarterstaff	+2	1d6-1 Bludgeoning	Simple, Versatile
Fire Bolt	+8	2d10 Fire	V/S
Shocking Grasp	+8	2d8 Lightning	V/S
Unarmed Strike	+2	0 Bludgeoning	
	WEA	PON ATTACKS & CANTRIF	×s ,



=== WIZARD FEATURES ===

\* Hit Points • PHB 113

\* Proficiencies • PHB 113

\* Spellcasting • PHB 114

You can cast prepared wizard spells using INT as your spellcasting modifier (Spell DC 15, Spell Attack +7) and wizard spells in your spellbook as rituals if they have the ritual tag. You can use an arcane focus as a spellcasting focus. You can prepare 9 spells.

\* Arcane Recovery • PHB 115

Once per day when you finish a short rest, you can choose expended spell slots to recover - up to a combined level of 3, and none of the slots can be 6th level or higher.

- | 1 / Long Rest Special
- \* Arcane Tradition PHB 115
- | School of Evocation
- \* Evocation Savant PHB 117

The gold and time you must spend to copy an evocation spell into your spellbook is halved.

\* Sculpt Spells • PHB 117

When you cast an evocation spell that affects other creatures that you can see, you can choose a number of them equal to 1 + the spell's level. The chosen creatures automatically succeed on their saving throws against the spell, and they take no damage if they would normally take half damage on a successful save.

| Special

\* Ability Score Improvement • PHB 115

=== HIGH ELF RACIAL TRAITS ===

\* Darkvision • PHB 23

You can see in darkness (shades of gray) up to 60 ft.

\* Keen Senses • PHB 23

You have proficiency in the Perception skill.

\* Fey Ancestry • PHB 23

You have advantage on saves against being charmed, and magic can't put you to sleep.

\* Trance • PHB 23

You don't need to sleep, but meditate semiconsciously for 4 hours a day. 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.

\* Elf Weapon Training • PHB 23

You have proficiency with the longsword, shortsword, shortbow, and longbow.

\* Cantrip • PHB 24

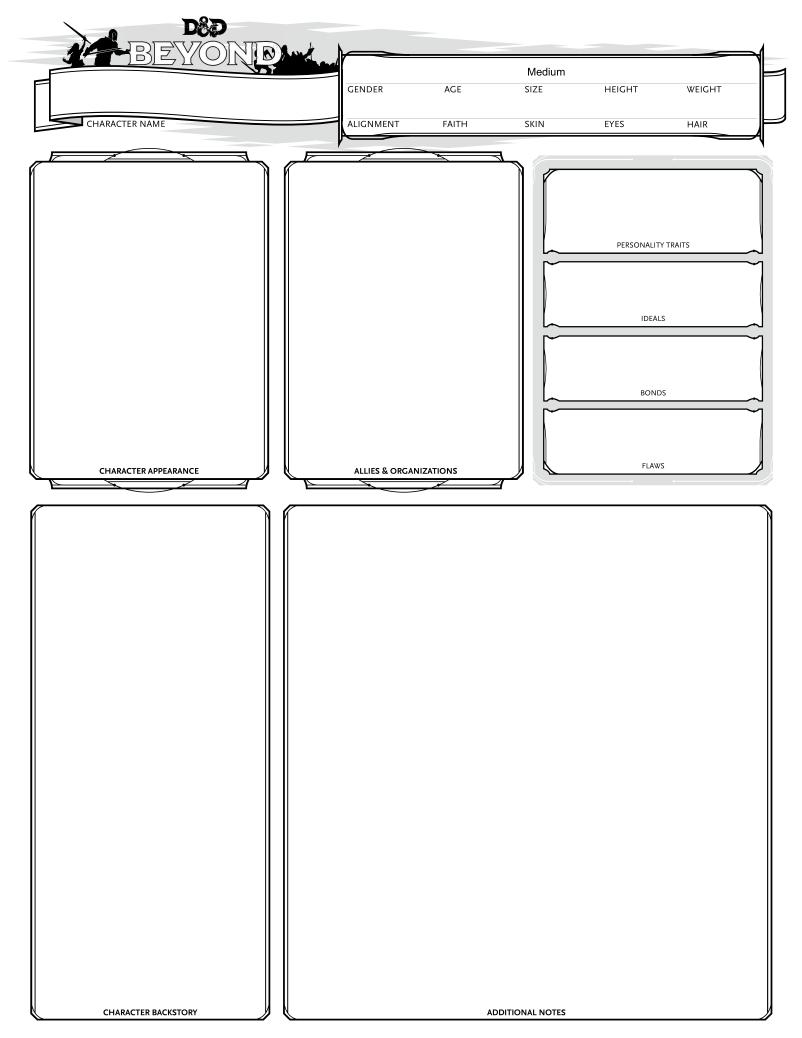
You know one cantrip of your choice from the wizard spell list. INT is your spellcasting ability for it.

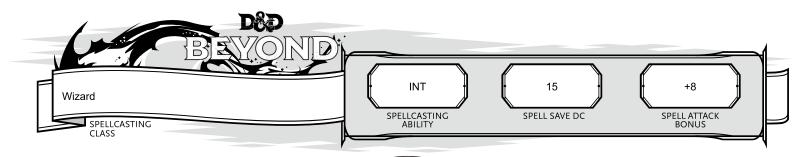
\* Extra Language • PHB 24

You can speak, read, and write one extra language of your choice.

## FEATURES & TRAITS

		NAME	QTY	WEIGHT	NAME	QTY	WEIGHT	
	0	Quarterstaff	1	4 lb.				
		Book	1	5 lb.				
SP(	0	Ink (1 ounce bottle)	2					
		Ink Pen	1					
	0	Parchment (one sheet)	10					
		Backpack	1	5 lb.				
	180	Clothes, Common	1	3 lb.				
		Potion of Healing	3	1.5 lb.				
	_ 0	Spellbook	1	3 lb.				
	WEIGHT CARRIED	Little Bag of Sand	1					
	21.5 lb.	Small Knife	2					
	ENCUMBERED				ATTUNED MAGIC ITEMS	QTY	WEIGHT	
	120 lb.				Wand of the War Mage, +1	1		
	PUSH/DRAG/LIFT							
	240 lb.							
	EQUIPMENT							





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PRE	SPELL NAME		SAVE/ATK	TIME	RANGE	COMP	DURATION	PAGE REF	NOTES
	=== CANTRIPS ===	(At Will)	DEV 45		00.5			DUD 044	N/O
1	Acid Splash	Wizard	DEX 15		60 ft.	V,S	Instantaneous	PHB 211	V/S
1 -	Fire Bolt	Wizard		1A	120 ft.	V,S	Instantaneous	PHB 242	V/S
1	Light	Wizard	DEX 15	1A	Touch/20 ft. Sphere	V,M	1 hour	PHB 255	D: 1h, 20 ft. Sphere, V/M
0	Prestidigitation	Wizard		1A	10 ft.	V,S	1 hour	PHB 267	D: 1h, V/S
0	Shocking Grasp	High Elf	+8	1A	Touch	V,S	Instantaneous	PHB 275	V/S
	=== 1st LEVEL ===	4 Slots OOOO							
0	Burning Hands	Wizard	DEX 15	1A	Self/15 ft. Cone	V,S	Instantaneous	PHB 220	15 ft. Cone, V/S
0	Cause Fear <c></c>	Wizard	WIS 15	1A	60 ft.	V	Concentration, up to 1 minute	XGtE 151	D: 1m, V
0	Charm Person	Wizard	WIS 15	1A	30 ft.	V,S	1 hour	PHB 221	D: 1h, V/S
0	Comprehend Languages [R]	Wizard		1A + 10m	Self	V,S,M	1 hour	PHB 224	D: 1h, V/S/M
0	Shield	Wizard		1R	Self	V,S	1 round	PHB 275	D: 1Rnd, V/S
0	Find Familiar [R]	Wizard		1h + 10m	10 ft.	V,S,M	Instantaneous	PHB 240	V/S/M
0	Thunderwave	Wizard	CON 15	1A	Self/15 ft. Cube	V,S	Instantaneous	PHB 282	15 ft. Cube, V/S
0	Magic Missile	Wizard		1A	120 ft.	V,S	Instantaneous	PHB 257	V/S
	=== 2nd LEVEL ===	3 Slots OOO							
0	Invisibility <c></c>	Wizard		1A	Touch	V,S,M	Concentration, up to 1 hour	PHB 254	D: 1h, V/S/M
0	Acid Arrow	Wizard	+8	1A	90 ft.	V,S,M	Instantaneous	PHB	V/S/M
10	Gust of Wind <c></c>	Wizard	STR 15	1A	Self	V,S,M	Concentration, up to 1 minute	PHB 248	D: 1m, V/S/M
1 0	Shatter	Wizard	CON 15	1A	60 ft./10 ft. Sphere	V,S,M	Instantaneous	PHB 275	10 ft. Sphere, V/S/M
	=== 3rd LEVEL ===	2 Slots OO							
0	Haste <c></c>	Wizard		1A	30 ft.	V,S,M	Concentration, up to 1 minute	PHB 250	D: 1m, V/S/M
1 ^	Lightning Bolt	Wizard	DEX 15	1A	Self/100 ft. Line	V.S.M	Instantaneous	PHB 255	100 ft. Line, V/S/M