



Elf Wizard

Level 5 Player Character (Sage Background)

AC	Hit Points	Hit Dice	Prof. Bonus
13	22	5d6	+3

Ability Scores

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	10 (+0)	18 (+4)	13 (+1)	12 (+1)

Saving Throws

STR	DEX	CON	INT	WIS	CHA
-1	+3	+0	+7	+4	+1

Skill Proficiencies

Arcana +7	Perception +4
History +7	Religion +7
Investigation +7	

Other Proficiencies

Daggers	Quarterstaffs
Darts	Shortbows
Light Crossbows	Shortswords
Longbows	Slings
Longswords	

Equipment

Arcane Focus (Rod)†	Spell Scroll of Mage Armor†
Common Clothes	Spell Scroll of Magic Missile†
Scholar's Pack	10 Gold Pieces (in pouch)
Spellbook†	5 Pearls (for Identify spells)

Spell Scroll of Invisibility†

†These items are represented by LEGO® pieces.

Favorite Attacks

Chill Touch. *Range Spell Attack:* 1d20 + 7, range 120 ft., one creature. *Hit:* 2d8 necrotic damage, and the target can't regain hit points until the start of your next turn. Also, if the target is Undead, it has disadvantage on attack rolls against you until the end of your next turn.

Shocking Grasp. *Melee Spell Attack:* 1d20 + 7 (with advantage if the target is wearing armor made of metal), reach 5 ft., one creature. *Hit:* 2d8 lightning damage, and the target can't take reactions until the start of its next turn.

Spells

Spell Attack Roll

1d20 + 7

Spell Save DC

15

Cantrips Known: 5

Acid Splash—Splash one or two creatures with acid.

Chill Touch—See "Favorite Attacks" above.

Mage Hand—Create a floating, spectral hand that lasts for 1 minute.

Prestidigitation—Create a harmless, minor magical effect.

Shocking Grasp—See "Favorite Attacks" above.

1st-Level Spell Slots: 4 □□□□

Identify—Expend a pearl to learn a magic item's properties.

Jump—Enable the recipient to leap great distances for 1 minute.

Mage Armor—Encase a creature in magical armor for 8 hours.

Magic Missile—Strike enemies with magical darts that never miss.

2nd-Level Spell Slots: 3 □□□

Knock—Magically open a locked door, container, or other object.

Invisibility—Render a creature invisible for the spell's duration.

Levitate—Cause a creature or object to rise vertically.

3rd-Level Spell Slots: 2 □□

Dispel Magic—End the effect of another spell.

Fireball—Engulf objects and creatures in massive ball of fire.

Class Features

Arcane Recovery

School of Evocation Tradition: Evocation Savant

School of Evocation Tradition: Sculpt Spells

Other Features

Speaks Common, Draconic, Dwarvish, Elvish, and Orc

Speed 30 ft.

Darkvision 60 ft.

Fey Ancestry

Trance