

High Elf Wizard (Cormanthyr Refugee) 1

Abilities

Strength	+0 (10)	
Dexterity	+3 (16)	
Constitution	+1 (12)	
Intelligence	+3 (16)	Arcana +5, History +5, Nature +5, Save +5
Wisdom	+1 (13)	Perception +3, Save +3, Survival +3
Charisma	-1 (8)	

Armour Class 13	Hit Points 7	Hit Dice 1d6
Initiative +3	Speed 30 ft.	P. Perception 13

Attacks

Dagger: +5 to hit	1d4+3 piercing damage Melee: 5 ft. or Range: 20/60 ft.
Fire Bolt: +5 to hit	1d10 fire damage Range: 120 ft.
Shocking Grasp: +5 to hit	1d8 lightning damage Target can't take reactions; advantage vs. armour.

Features

Spellcasting: +5 to hit, DC 13. Slots: 2 first/day.

Prepare 4 first/day: *burning hands, charm person, magic missile, shield.*

Cantrips: *fire bolt, light, mage hand, shocking grasp*

Spellbook: *burning hands, charm person, comprehend languages, magic missile, shield, thunderwave.*

Arcane Recovery: Take a short rest to regain an expended 1st level slot (1/long rest).

Darkvision: You can see 60 ft. in the dark.

Fey Ancestry: You have advantage on saves vs charmed and can't be put to sleep.

Equipment

Dagger	Backpack
Wand	Bedroll
Spellbook	Mess Kit
2-person tent	Tinderbox
Carpentry tools	10 torches
Holy symbol	10 days rations
Traveller's clothes	Waterskin
5 gp	50 feet rope

Alignment – Chaotic Good

Faction – Harpers

The Harpers oppose the spread of tyranny. An organisation of spell-casters and spies, they work against those who would dominate Faerûn by force.

Background

You were driven from Hillsfar along with hundreds of other refugees who now shelter in hidden camps in the Cormanthyr Forest. You have been traumatised by the constant fear of raids looking for non-humans to fight in Hillsfar's Arena.

Feature: Shelter of the Elven Clergy

The clerics of Elventree have vowed to care for the Cormanthor refugees. They will help you when they can, including providing you and your companions with free healing and care at temples, shrines, and other established presences in Elventree. They will also provide you (but only you) with a poor lifestyle.

Personality Traits

I appreciate beauty in all its forms. I live in the moment, knowing my life could be turned upside-down at any time.

Ideal

Generous. I give everything I have to help those in need, regardless of who they are.

Bond

The forest has provided me with food and shelter. In return, I protect forests and those who dwell within.

Flaw

I am very uncomfortable indoors and underground.

Tool Proficiencies & Languages

Carpenter Tools. Speaks Elvish, Common, Infernal and Orc. Proficient with longsword, shortsword, shortbow and longbow.

Spells

Cantrips

Fire Bolt

Casting Time: 1 action

Range: 120 feet

Make a spell attack roll against a creature: +5 to hit. On a hit, the creature takes 1d10 fire damage.

Light

Casting Time: 1 action

Range: Touch

Duration: 1 hour

One object you touch sheds bright light in a 20 ft. radius and dim light 20 ft. beyond that in the colour of your choice. The spell ends if you recast it or dismiss it as an action. If a hostile creature is holding the object, the creature may make a Dexterity save to avoid the spell.

Mage Hand

Casting Time: 1 action

Range: 30 feet

Duration: 1 minute

You create a magical hand within range that you can use an action to manipulate. It moves up to 30 feet (but not out of range) and can interact with objects. It can't attack, activate magic items or carry more than 10 pounds.

Shocking Grasp

Casting Time: 1 action

Range: Touch

Make a spell attack roll against a creature you can touch: +5 to hit. On a hit, the creature takes 1d8 lightning damage and cannot take reactions until the start of its next turn.

You have advantage on the attack roll if the target is wearing metal armour.

First-level Spells

Burning Hands

Casting Time: 1 action

Range: Self (15-foot cone)

Deals 3d6 fire damage to each creature in cone, or half if they make a DC 13 Dexterity saving throw.

Charm Person

Casting Time: 1 action

Range: 30 ft.

Duration: 1 hour

You attempt to charm a humanoid creature you can see. If it fails a DC 13 Wisdom saving throw, it is charmed by you until you or your friends harm it or the spell ends. It regards you as a friendly acquaintance.

Comprehend Languages (ritual)

Casting Time: 1 action

Range: Self

Duration: 1 hour

You understand the literal meaning of any spoken language you hear or any written language you see. You may cast this spell as a ritual without preparing it or using a spell slot if you take 10 minutes.

Magic Missile

Casting Time: 1 action

Range: 120 feet.

You create three glowing darts that automatically hit the creature or creatures you direct them at. Each dart deals 1d4+1 force damage.

Shield

Casting Time: 1 reaction

Range: Self

You create a magical shield that gives you +5 AC until the start of your next turn, and negates any *magic missiles* aimed at you. You may cast this in response to being attacked.

Thunderwave

Casting Time: 1 action

Range: Self (15-foot cube)

A 15-foot-wide wall of force pushes away from you. Each creature in the area takes 2d8 thunder damage and is pushed back 10 feet, unless they make a DC 13 Constitution save, in which case they take half damage and are not pushed back.

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Stuck for a character name?

Male: Adran, Aramil, Carric, Himo, Peren, Rolen, Varis. **Female:** Adrie, Bethryнна, Caelynn, Enna, Keyleth, Lia, Naivara
Surnames: Amakir, Amastacia, Glanodel, Liadon, Nailo, Siannodel