

**Azelin**

CHARACTER NAME

Wizard 4  
CLASS & LEVEL

OldSchoolNPC  
PLAYER NAME

High Elf  
RACE

Archaeologist  
BACKGROUND

(Milestone)  
EXPERIENCE POINTS

STRENGTH

**+1**

13

DEXTERITY

**+1**

12

CONSTITUTION

**+2**

14

INTELLIGENCE

**+4**

19

WISDOM

**+1**

13

CHARISMA

**+1**

12

- +1 Strength
- +1 Dexterity
- +2 Constitution
- +6 Intelligence
- +3 Wisdom
- +1 Charisma

Saving Throw Modifiers

**Advantage against being charmed**

SAVING THROWS

- +1 Acrobatics DEX
- +1 Animal Handling WIS
- +6 Arcana INT
- +1 Athletics STR
- +1 Deception CHA
- +6 History INT
- +1 Insight WIS
- +1 Intimidation CHA
- +6 Investigation INT
- +1 Medicine WIS
- +4 Nature INT
- +3 Perception WIS
- +1 Performance CHA
- +1 Persuasion CHA
- +4 Religion INT
- +1 Sleight of Hand DEX
- +1 Stealth DEX
- +3 Survival WIS
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_

SKILLS

**+1**  
INITIATIVE

ARMOR  
**11**  
CLASS

**Immunities - Magical Sleep**

DEFENSES

INSPIRATION

**+2** PROFICIENCY BONUS

ABILITY SAVE DC

**30 ft. (Walking)**  
SPEED

Max HP **26** Current HP Temp HP **--**  
HIT POINTS

Total **4d6**  
HIT DICE

SUCCESSES      
FAILURES      
DEATH SAVES

=== WEAPONS ===  
Crossbow, Light, Dagger, Dart, Longbow, Longsword, Quarterstaff, Shortbow, Shortsword, Sling

=== TOOLS ===  
Cartographer's Tools

=== LANGUAGES ===  
Common, Dwarvish, Elvish, Goblin

PROFICIENCIES & LANGUAGES

=== ACTIONS ===  
Standard Actions  
Attack, Cast a Spell, Dash, Disengage, Dodge, Help, Hide, Ready, Search, Use an Object, Opportunity Attack, Grapple, Shove, Improve, 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 2, and none of the slots can be 6th level or higher.

Grim Harvest  
Once per turn when you kill one or more creatures

with a spell of 1st level or higher, you regain HP equal to twice the spell's level, or three times its level if the spell belongs to the School of Necromancy. You don't gain this benefit for killing constructs or undead.

ACTIONS

**13** PASSIVE WISDOM (PERCEPTION)

**11** PASSIVE WISDOM (INSIGHT)

**16** PASSIVE INTELLIGENCE (INVESTIGATION)

Darkvision 60 ft.

SENSES

NAME	HIT	DAMAGE/TYPE	NOTES
Quarterstaff	+3	1d6+1 Bludgeoning	Simple, Versatile, Booming Blade: Thunder, 1d8 Thunder
Fire Bolt	+6	1d10 Fire	V/S
Unarmed Strike	+3	2 Bludgeoning	

WEAPON ATTACKS & CANTRIPS

## Azelin

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(Milestone)

EXPERIENCE POINTS

### === 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 14, Spell Attack +6) and wizard spells in your spellbook as rituals if they have the ritual tag. You can use an arcane focus as a spellcasting focus.

\* 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 2, and none of the slots can be 6th level or higher.

| 1 / Long Rest • Special

\* Arcane Tradition • PHB 115

| School of Necromancy

\* Necromancy Savant • PHB 118

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

\* Grim Harvest • PHB 118

Once per turn when you kill one or more creatures with a spell of 1st level or higher, you regain HP equal to twice the spell's level, or three times its level if the spell belongs to the School of Necromancy. You don't gain this benefit for killing constructs or undead.

| Special

\* Ability Score Improvement • PHB 115

### === HIGH ELF RACIAL TRAITS ===

\* Darkvision • BR 23

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

\* Keen Senses • BR 23

You have proficiency in the Perception skill.

\* Fey Ancestry • BR 23

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

\* Trance • BR 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 • BR 23

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

\* Cantrip • BR 24

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

\* Extra Language • BR 24

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

### FEATURES & TRAITS

	NAME	QTY	WEIGHT	NAME	QTY	WEIGHT
CP	0	Quarterstaff	1	4 lb.		
		Backpack	1	5 lb.		
SP	0	Clothes, Traveler's	1	4 lb.		
		Lantern, Bullseye	1	2 lb.		
EP	0	Pick, Miner's	1	10 lb.		
		Shovel	1	5 lb.		
GP	25	Spellbook	1	3 lb.		
		Tent, Two-Person	1	20 lb.		
PP	0	Staff	1	4 lb.		
		Book	1	5 lb.		
	WEIGHT CARRIED					
	62 lb.	Ink (1 ounce bottle)	1	--		
	ENCUMBERED					
	195 lb.	Ink Pen	1	--	ATTUNED MAGIC ITEMS	QTY WEIGHT
		Parchment (one sheet)	10	--		
	PUSH/DRAG/LIFT					
	390 lb.	Little Bag of Sand	1	--		
		Small Knife	1	--		

### EQUIPMENT

Wizard

SPELLCASTING CLASS

INT

SPELLCASTING ABILITY

14

SPELL SAVE DC

+6

SPELL ATTACK BONUS

PREP SPELL NAME	SOURCE	SAVE/ATK	TIME	RANGE	COMP	DURATION	PAGE REF	NOTES
=== CANTRIPS ===		(At Will)						
P Minor Illusion	Wizard	--	1A	30 ft./5 ft. Cube	S,M	1 minute	PHB 260	D: 1m, 5 ft. Cube, S/M
P Shape Water	Wizard	--	1A	30 ft./5 ft. Cube	S	Instantaneous	EE 164	5 ft. Cube, S
P Prestidigitation	Wizard	--	1A	10 ft.	V,S	1 hour	PHB 267	D: 1h, V/S
P Fire Bolt	Wizard	+6	1A	120 ft.	V,S	Instantaneous	PHB 242	V/S
O Booming Blade	Cantrip	+6	1A	Self/5 ft. Sphere	S,M	1 round	SCAG 142	D: 1Rnd, 5 ft. Sphere, S/M
=== 1st LEVEL ===		4 Slots OOOO						
P Catapult	Wizard	DEX 14	1A	60 ft.	S	Instantaneous	EE 150	S
O Disguise Self	Wizard	--	1A	Self	V,S	1 hour	PHB 233	D: 1h, V/S
P Magic Missile	Wizard	--	1A	120 ft.	V,S	Instantaneous	PHB 257	V/S
P Fog Cloud <C>	Wizard	--	1A	120 ft./20 ft. Sphere	V,S	Concentration, up to 1 hour	PHB 243	D: 1h, 20 ft. Sphere, V/S
O Cause Fear <C>	Wizard	WIS 14	1A	60 ft.	V	Concentration, up to 1 minute	XGtE 151	D: 1m, V
P Shield	Wizard	--	1R	Self	V,S	1 round	PHB 275	D: 1Rnd, V/S
O Tasha's Hideous Laughter <C>	Wizard	WIS 14	1A	30 ft.	V,S,M	Concentration, up to 1 minute	PHB 280	D: 1m, V/S/M
O Mage Armor	Wizard	--	1A	Touch	V,S,M	8 hours	PHB 256	D: 8h, V/S/M
O Snare	Wizard	DEX 14	1m	Touch	S,M	8 hours	XGtE 165	D: 8h, S/M
=== 2nd LEVEL ===		3 Slots OOO						
O Nystul's Magic Aura	Wizard	--	1A	Touch	V,S,M	24 hours	PHB 263	D: 24h, V/S/M
O Detect Thoughts <C>	Wizard	WIS 14	1A	Self	V,S,M	Concentration, up to 1 minute	PHB 231	D: 1m, V/S/M
P Spider Climb <C>	Wizard	--	1A	Touch	V,S,M	Concentration, up to 1 hour	PHB 277	D: 1h, V/S/M
P Arcanist's Magic Aura	Wizard	--	1A	Touch	V,S,M	24 hours	PHB	D: 24h, V/S/M
O Flock of Familiars <C>	Wizard	--	1m	Touch	V,S	Concentration, up to 1 hour	LLoK	D: 1h, V/S
P Cloud of Daggers <C>	Wizard	--	1A	60 ft./5 ft. Cube	V,S,M	Concentration, up to 1 minute	PHB 222	D: 1m, 5 ft. Cube, V/S/M
P Shatter	Wizard	CON 14	1A	60 ft./10 ft. Sphere	V,S,M	Instantaneous	PHB 275	10 ft. Sphere, V/S/M
O Acid Arrow	Wizard	+6	1A	90 ft.	V,S,M	Instantaneous	PHB	V/S/M
O Scorching Ray	Wizard	+6	1A	120 ft.	V,S	Instantaneous	PHB 273	V/S
O Gust of Wind <C>	Wizard	STR 14	1A	Self	V,S,M	Concentration, up to 1 minute	PHB 248	D: 1m, V/S/M
O Magic Weapon <C>	Wizard	--	1BA	Touch	V,S	Concentration, up to 1 hour	PHB 257	D: 1h, V/S
O Web <C>	Wizard	DEX 14	1A	60 ft./20 ft. Cube	V,S,M	Concentration, up to 1 hour	PHB 287	D: 1h, 20 ft. Cube, V/S/M
O Crown of Madness <C>	Wizard	WIS 14	1A	120 ft.	V,S	Concentration, up to 1 minute	PHB 229	D: 1m, V/S
O Darkness <C>	Wizard	--	1A	60 ft./15 ft. Sphere	V,M	Concentration, up to 10 minutes	PHB 230	D: 10m, 15 ft. Sphere, V/M
O Levitate <C>	Wizard	CON 14	1A	60 ft.	V,S,M	Concentration, up to 10 minutes	PHB 255	D: 10m, V/S/M

SPELLS