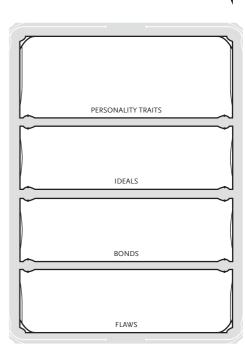
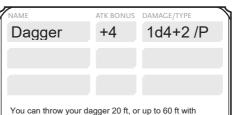


CLASS & LEVEL BACKGROUND PLA	
	YER NAME
Half-elf Lawful Neutral	
RACE ALIGNMENT EXP	PERIENCE POINTS









You can throw your dagger 20 ft, or up to 60 ft with disadvantage on the attack roll.

### Cantrips

You know three cantrips and can cast them at will: Mage Hand, Prestidigitation, Fire Bolt.

### > Prepared Spells & Spellbook

You prepare four 1st-level spells to cast, choosing from spells in your spellbook. Your spellbook contains these 1st-level spells: Burning Hands,Comprehend Languages, Detect Magic, Mage Armor, Magic Missile.

ATTACKS & SPELLCASTING

> Spell Slots - 1st-level --- 2

# > Darkvision

You can see in dim light within 60 ft of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

## > Fey Ancestry

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

### > Spellcasting Ability

Intelligence is your spellcasting ability for your spells. The saving throw DC to resist a spell you cast is 13. Your attack bonus when you make an attack with a spell is +5. See the rulebook for rules on casting your spells

### Arcane Recovery

You can regain some of your magical energy by studying your spellbook. Once per day during a short rest, you can choose to recover expended spell slots with a combined level equal to or less than half your wizard level (rounded up).

### > Guild Membership (Merchants)

As an established and respected member of the merchant's guild, you can rely on certain benefits that membership provides. Your fellow guild members will provide you with lodging and food if necessary, and pay for your funeral if needed. In some cities and towns, a guildhall offers a central place to meet other members of your profession, which can be a good place to meet potential clients, or allies, or hirelings. If you are accused of a crime, your guild will support you if a good case can be made for your innocence or the crime is justifiable. You can also gain access to powerful political figures through the guild, if you are a member in good standing, but such connections might require the donation of money or magic items to the guild's coffers. You must pay dues of 5 GP per month to the guild. If you miss payments, you must make up back dues to remain in the guild's good graces

Dagger, arcane focus, spellbook, backpack, a book of lore, small knife, bottle of ink, an ink pen, a little bag of sand, a letter of introduction from the Merchants' Guild, a set of traveler's clothes, cook's utensils.

15

Parchment sheets x10

**EOUIPMENT** 

**FEATURES & TRAITS** 

Daggers, darts, slings, quarterstaffs, light crossbows

Common, Elvish, Dwarvish, Draconic.

> Proficiencies

cook's utensils.

> Languages