

Darkvision - 60' Fey Ancestry - Advantage vs charm. Immune to magical sleep Keen senses - Proficiency in Perception Trance - 4 hour trance instead of sleep Elf Weapon Training, Cantrip, Extra Language Background: Sage

Class: Wizard Spellcasting (DC 13) Ritual Casting

Feature: Researcher

Arcane Recovery - 1/day after short rest recover 1/2 wizard level (round up)

worth of spell slots.

Arcane Tradition - School of Abjuration

- Abjuration Savant

- Arcane Ward - Max HP 9 (2x wizrd lvl + int mod), recharge (HP = 2x abjuration spell level)

Languages: Common, Elvish, Sylvan, Dwarvish, Draconic Proficiencies: Longsword, longbow, Shortsword,

SKILLS

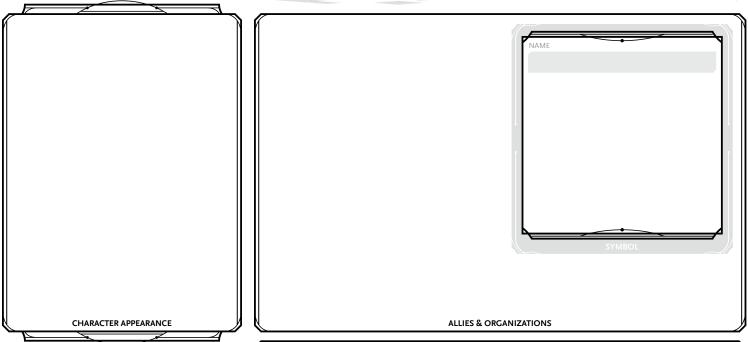
PASSIVE WISDOM (PERCEPTION)

Shortbow, Dagger, Dart, Sling, Quarterstaff, Light Crossbow

OTHER PROFICIENCIES & LANGUAGES







By elvish standards, Nerrisan is impatient. He feels he has done his time under his mentor studying and researching. The books hea has read on hman mages mastering aspects of the art in as little as 50 years has him wanting to head out into the world and advance his studies through hands on experience.

To the dismay of his prim and proper family, he has packed his things and taken his leave with promises of returning to show what he has learned.

Homeland: Forest of Lollen'del

Former sage of the Twilight Grove

4 Arcane (300 GP each)

2 Pearls (100 GP each)

Explorer's pack: Backpack, Bedroll, Mess Kit, 10x torches, tinderbox, 10 days rations, waterskin, 45' hempen rope

**ADDITIONAL FEATURES & TRAITS** 

Sending Stone

Gold belt buckle - rose insignia

Gun/Handcrossbow (5 ammo - Crystal Balls) 6d4 dmg, autohit, range 160 Minor Bag of Holding (1,000 lb)

**TREASURE** 

1 Goblin Bomb, 3d8 dmg

CHARACTER BACKSTORY

| 0 CANTRIPS                             | 3        | 6   |
|--|----------|-----|
| Blade Ward                             |          |     |
| Mage Hand                              | 0        | 0   |
| Ray of Frost                           | 0        | 0   |
| Prestidigitation                       | 0        | 0   |
|  | 0        | 0   |
|  | 0        | 0   |
|  | 0        | 0   |
|  | 0        | 0   |
| =                                      | 0        | 0   |
| SPELL LEVEL SLOTS TOTAL SLOTS EXPENDED | 0        | 0   |
|  | 0        |     |
| 1) 4                                   | 0        | [7] |
| SPELL NAME                             | 0        | 0   |
| Detect Magic (R)                       |          | 0   |
| Feather Fall                           | 4        | 0   |
| Mage Armor                             |          | 0   |
| Magic Missile                          | 0        | 0   |
| <b>⊚</b> Sleep                         | 0        | 0   |
| Shield                                 | 0        | 0   |
| O Comprehend Languages                 | 0        | 0   |
| O_ldentify                             | 0        | 0   |
| O                                      | 0        |     |
| 0                                      | O        |     |
| 0                                      | O        |     |
| 0                                      | 0        | 0   |
|  | 0        | 0   |
| 2 2                                    | 0        | 0   |
|  | 0        | 0   |
| O Misty Step                           | 0        | 0   |
| Shatter                                |          | 0   |
| O                                      | [5]      | 0   |
| 0                                      |          |     |
| 0                                      | 0        | [9] |
| 0                                      | 0        |     |
| 0                                      | 0        | 0   |
| 0                                      | 0        | 0   |
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