

Elf

Ability Scores: +2 DEX, +1 INT

Hit Dice: 1d10 per level

Hit Points (1st level): 10 + CON modifier

Hit Points (subsequent levels): 1d10 + CON modifier

Speed: 30'

Darkvision: 60'

Background

You are a fey noble from the mysterious sylvan forests or high courts of the elves.

Privilege: Your ancestry inspires awe in normal folk you encounter and makes you welcome in high society. You may be able to gain an audience with local lords.

Proficiencies

Languages: Common, Elfish, plus **choose** two extra

Arms: All armour, Shields, All weapons

Saving Throws: STR and CON

Tools: Gaming Set (dragon chess)

Skills: History, Perception, Persuasion plus **choose** two of Acrobatics, Animal Handling, Athletics, Insight, Intimidation, Survival

Features

Fighting Style: **choose** one of:

- *Archery:* +2 to ranged Attack Rolls.
- *Defence:* When wearing armour: +1 AC.
- *Duelling:* When wielding a Melee Weapon in one hand and no other weapons: +2 damage with that weapon.
- *Great Weapon Fighting:* When wielding a Two-Handed or Versatile Weapon in two hands: re-roll one 1 or 2 on a damage die.
- *Protection:* When wielding a shield: Use your Reaction to impose Disadvantage on an Attack Roll against an ally within 5'. You must be able to see the attacker.
- *Two-Weapon Fighting:* When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

Fey Ancestry: Advantage on saves against being charmed. Immune to magical sleep.

Trance: No need to sleep. Instead, meditate semi-conscious for 4 hours each day.

Cantrip: **Choose** one wizard cantrip (spellcasting ability is INT).

Second Wind: On your turn, as a Bonus Action, regain 1d10 + level HP. Long/short rest to recharge.

Equipment

A set of fine clothes, a signet ring, a scroll of pedigree, and a purse containing 25gp.

Choose either (a) chain mail or (b) leather armour, longbow, 20 arrows.

Choose either (a) a long sword and a shield or (b) a long sword and a short sword.

Choose either (a) a light crossbow and 20 bolts or (b) two handaxes.

Choose either (a) a dungeoneer's pack or (b) an explorer's pack.

Level Advancement

2nd level: *Action Surge:* On your turn, take an additional Action as a Bonus Action. Long/short rest to recharge.

3rd level: *Spellcasting:* You learn two more cantrips and three 1st level wizard spells, which you commit to memory (you do not need a spell book). INT is your spellcasting ability. As you increase in level, you also learn more spells and cantrips. The table below shows the number of spell slots, cantrips, and spells you have by level. All slots recharge after a long rest.

3rd level: *Bonded Weapon:* You can perform a 1 hour ritual to bond a weapon to yourself. This weapon cannot be removed from your grasp unless you're incapacitated and, as a Bonus Action, you can teleport it to your hand from anywhere on the same plane of existence. You may bond up to 2 weapons at a time.

4th level: Ability Score Improvement

5th level: *Extra Attack:* Attack two times per Attack Action.

6th level: Ability Score Improvement

7th level: *Battle Magic:* When you use your action to cast a cantrip, you can use a Bonus Action to make a weapon attack.

8th level: Ability Score Improvement

9th level: *Indomitable:* Re-roll a failed Save. Long rest to recharge.

10th level: *Arcane Strike:* Targets you hit with a weapon have disadvantage on saves against your spells until the end of your next turn.

11th level: Extra Attack → 3 times per Attack Action.

12th level: Ability Score Improvement

13th level: Indomitable → 2 per Long Rest.

14th level: Ability Score Improvement

15th level: *Fey Charge:* Before or after your Action Surge, teleport up to 30' to a space you can see.

16th level: Ability Score Improvement

17th level: Action Surge → 2 per rest, but still only once per turn.

17th level: Indomitable → 3 per Long Rest.

18th level: Battle Magic → cantrip or spell to make bonus attack.

19th level: Ability Score Improvement

20th level: Extra Attack → 4 times per Attack Action.

Level	Cantrips Known	Spells Known	Spell Slots per Spell Level			
			1 st	2 nd	3 rd	4 th
3	3	3	2			
4	3	4	3			
5	3	4	3			
6	3	4	3			
7	3	5	4	2		
8	3	6	4	2		
9	3	6	4	2		
10	4	7	4	3		
11	4	8	4	3		
12	4	8	4	3		
13	4	9	4	3	2	
14	4	10	4	3	2	
15	4	10	4	3	2	
16	4	11	4	3	3	
17	4	11	4	3	3	
18	4	11	4	3	3	
19	4	12	4	3	3	1
20	4	13	4	3	3	1