DUNGEONS & DRAGONS®

Lilia Whiteheart (Level 5)

CHARACTER NAME

CLASS & LEVEL	BACKGROUND	PLAYER NAME
School of Evocation Wiz…	Acolyte	
RACE	**ALIGNMENT**	**EXPERIENCE POINTS**
High Elf	Lawful Neutral	10

STRENGTH -1 (8)

DEXTERITY 3 (16)

CONSTITUTION 1 (13)

INTELLIGENCE 4 (18)

WISDOM 1 (12)

CHARISMA 0 (10)

INSPIRATION

3 **PROFICIENCY BONUS**

SAVING THROWS

- -1 Strength
- 3 Dexterity
- 1 Constitution
- 7 Intelligence
- 4 Wisdom
- 0 Charisma

SKILLS

- 3 Acrobatics (Dex)
- 1 Animal Handling (…
- 7 Arcana (Int)
- -1 Athletics (Str)
- 0 Deception (Cha)
- 4 History (Int)
- 4 Insight (Wis)
- 0 Intimidation (Cha)
- 7 Investigation (Int)
- 1 Medicine (Wis)
- 4 Nature (Int)
- 4 Perception (Wis)
- 0 Performance (Cha)
- 0 Persuasion (Cha)
- 7 Religion (Int)
- 3 Sleight of Hand (…
- 3 Stealth (Dex)
- 1 Survival (Wis)

14 **PASSIVE WISDOM (PERCEPTION)**

LANGUAGE: Common, Draconic, Elvish, Halfling, Sylvan

WEAPON: Dagger, Dart, Light Crossbow, Longbow, Longsword, Quarterstaff, Shortbow, Shortsword, Sling

OTHER PROFICIENCIES & LANGUAGES

13 **ARMOR CLASS**

3 **INITIATIVE**

30 **SPEED**

Hit Point Maximum 27

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 5

HIT DICE

SUCCESSES ○○○

FAILURES ○○○

DEATH SAVES

NAME	ATK	DAMAGE/TYPE
Acid Splash	DC15	2d6 Acid
Shocking Gra…	+7	2d8 Lightning
Burning Hands		3d6 Fire
Magic Missile		1d4+1 Force
Sleep		5d8 Hit Point…
Quarterstaff (…	2	1d6-1 Bludge…
Quarterstaff (…	2	1d8-1 Bludge…

ATTACKS & SPELLCASTING

10 CP	10 SP	10 EP	15 GP	10 PP

- 1 Prayer Book
- 1 Arcane Focus
- 1 Holy Symbol
- 5 Stick of Incense
- 1 Vestments
- 1 Belt Pouch
- 1 Quarterstaff

EQUIPMENT

Nothing can shake my optimistic attitude.

I see omens in every event and action. The gods try to speak to us, we just need to listen

PERSONALITY TRAITS

Change. We must help bring about the changes the gods are constantly working in the world. (Chaotic)

IDEALS

Everything I do is for the common people.

BONDS

My piety sometimes leads me to blindly trust those that profess faith in my god.

FLAWS

- Ritual Casting
- Arcane Recovery
- Fey Ancestry
- Trance
- Darkvision
- Shelter of the Faithful
- Evocation Savant
- Sculpt Spells

FEATURES & TRAITS

NAME	ATK	DAMAGE/TYPE
Scorching Ray	+7	2d6 Fire
Fire Bolt	+7	2d10 Fire
Fireball	DC15	8d6 Fire

ATTACKS & SPELLCASTING

CP	SP	EP	GP	PP

1 Explorer's Pack
1 Spellbook
1 Common clothes
1 Backpack
1 Bedroll
1 Mess kit
1 Tinderbox
10 Torch
10 Rations
1 Waterskin
1 Hempen rope

EQUIPMENT

Total: 1

1

ARCANE RECOVERY

Total: 10

Total:

Total:

Total:

Total:

SPELLCASTING CLASS

INTELLIGENCE	15	7
SPELLCASTING ABILITY	SPELL SAVE DC	SPELL ATTACK BONUS

0 CANTRIPS

- Light
- Acid Splash
- Shocking Grasp
- Minor Illusion
- Fire Bolt

SPELL LEVEL | SLOTS TOTAL | SLOTS EXPENDED

1 — 4

- ○ Burning Hands
- ○ Find Familiar
- ○ Mage Armor
- ○ Magic Missile
- ○ Shield
- ○ Sleep

2 — 3

- ○ Darkness
- ○ Mirror Image
- ○ Scorching Ray
- ○ Web

3 — 2

- ○ Counterspell
- ○ Fireball
- ○ Haste
- ○ Hypnotic Pattern

4 — 0

5 — 0

6 — 0

7 — 0

8 — 0

9 — 0

FEATURES & TRAITS

Ritual Casting
You can cast a wizard spell as a ritual if that spell has the ritual tag and you have the spell in your spellbook. You don't need to have the spell prepared.

Arcane Recovery
You have learned to regain some of your magical energy by studying your spellbook. Once per day when you finish a short rest, you can choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than half your wizard level (rounded up), and none of the slots can be 6th level or higher.
For example, if you're a 4th-level wizard, you can recover up to two levels worth of spell slots. You can recover either a 2nd-level spell slot or two 1st-level spell slots.

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

Trance
Elves don't need to sleep. Instead, they meditate deeply, remaining semiconscious, for 4 hours a day. (The Common word for such meditation is "trance.") 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.

Darkvision
Accustomed to twilit forests and the night sky, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet 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.

Shelter of the Faithful
As an acolyte, you command the respect of those who share your faith, and you can perform the religious ceremonies of your deity. You and your adventuring companions can expect to receive free healing and care at a temple, shrine, or other established presence of your faith, though you must provide any material components needed for spells. Those who share your religion will support you (but only you) at a modest lifestyle.
You might also have ties to a specific temple dedicated to your chosen deity or pantheon, and you have a residence there. This could be the temple where you used to serve, or a temple where you have found a new home. While near your temple, you can call upon the priests for assistance, provided the assistance you ask for is not hazardous and you remain in good standing with your temple.

Evocation Savant
Beginning when you select this school at 2nd level, the gold and time you must spend to copy an Evocation spell into your Spellbook is halved.

Sculpt Spells
Beginning at 2nd level, you can create pockets of relative safety within the effects of your Evocation Spells. When you cast an Evocation spell that affects other creatures that you can see, you can choose a number of them equal to 1 + the spell's level. The chosen creatures automatically succeed on their Saving Throws against the spell, and they take no damage if they would normally take half damage on a successful save.

SPELLS

Light
evocation cantrip
Casting Time: 1 action
Range: Touch
Target: One object that is no larger than 10 feet in any dimension
Components: V M
Duration: 1 hour
Description:
You touch one object that is no larger than 10 feet in any dimension. Until the spell ends, the object sheds bright light in a 20-foot radius and dim light for an additional 20 feet. The light can be colored as you like. Completely covering the object with something opaque blocks the light. The spell ends if you cast it again or dismiss it as an action. If you target an object held or worn by a hostile creature, that creature must succeed on a Dexterity saving throw to avoid the spell.

Acid Splash
conjuration cantrip
Casting Time: 1 action
Range: 60 feet
Target: One creature within range or two creatures within range that are within 5 feet of each other
Components: V S
Duration: Instantaneous
Description:
You hurl a bubble of acid. Choose one creature within range, or choose two creatures within range that are within 5 feet of each other. A target must succeed on a Dexterity saving throw or take 1d6 acid damage.

Shocking Grasp
evocation cantrip
Casting Time: 1 action
Range: Touch
Target: A creature you try to touch
Components: V S
Duration: Instantaneous
Description:
Lightning springs from your hand to deliver a shock to a creature you try to touch. Make a melee spell attack against the target. You have advantage on the attack roll if the target is wearing armor made of metal. On a hit, the target takes 1d8 lightning damage, and it can't take reactions until the start of its next turn.

Minor Illusion
illusion cantrip
Casting Time: 1 action
Range: 30 feet
Target: See text
Components: S M
Duration: 1 minute
Description:
You create a sound or an image of an object within range that lasts for the duration. The illusion also ends if you dismiss it as an action or cast this spell again. If you create a sound, its volume can range from a whisper to a scream. It can be your voice, someone else's voice, a lion's roar, a beating of drums, or any other sound you choose. The sound continues unabated throughout the duration, or you can make discrete sounds at different times before the spell ends. If you create an image of an object—such as a chair, muddy footprints, or a small chest—it must be no larger than a 5-foot cube. The image can't create sound, light, smell, or any other sensory effect. Physical interaction with the image reveals it to be an illusion, because things can pass through it. If a creature uses its action to examine the sound or image, the creature can determine that it is an illusion with a successful Intelligence (Investigation) check against your spell save DC. If a creature discerns the illusion for what it is, the illusion becomes faint to the creature.

Fire Bolt
evocation cantrip
Casting Time: 1 action
Range: 120 feet
Target: A creature or object within range
Components: V S
Duration: Instantaneous
Description:
You hurl a mote of fire at a creature or object within range. Make a ranged spell attack against the target. On a hit, the target takes 1d10 fire damage. A flammable object hit by this spell ignites if it isn't being worn or carried. This spell's damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).

Burning Hands
evocation 1
Casting Time: 1 action
Range: Self (15-foot cone)
Target: Self (15-foot cone)
Components: V S
Duration: Instantaneous
Description:
As you hold your hands with thumbs touching and fingers spread, a thin sheet of flames shoots forth from your outstretched fingertips. Each creature in a 15-foot cone must make a Dexterity saving throw. A creature takes 3d6 fire damage on a failed save, or half as much damage on a successful one. The fire ignites any flammable objects in the area that aren't being worn or carried.
At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.

Find Familiar
conjuration 1
Casting Time: 1 hour
Range: 10 feet
Target: An unoccupied space within range
Components: V S M
Duration: Instantaneous
Description:
You gain the service of a familiar, a spirit that takes an animal form you choose: bat, cat, crab, frog (toad), hawk, lizard, octopus, owl, poisonous snake, fish (quipper), rat, raven, sea horse, spider, or weasel. Appearing in an unoccupied space within range, the familiar has the statistics of the chosen form, though it is a celestial, fey, or fiend (your choice) instead of a beast. Your familiar acts independently of you, but it always obeys your commands. In combat, it rolls its own initiative and acts on its own turn. A familiar can't attack, but it can take other actions as normal. When the familiar drops to 0 hit points, it disappears, leaving behind no physical form. It reappears after you cast this spell again While your familiar is within 100 feet of you, you can communicate with it telepathically. Additionally, as an action, you can see through your familiar's eyes and hear what it hears until the start of your next turn, gaining the benefits of any special senses that the familiar has. During this time, you are deaf and blind with regard to your own senses. As an action, you can temporarily dismiss your familiar. It disappears into a pocket dimension where it awaits your summons. Alternatively, you can dismiss it forever. As an action while it is temporarily dismissed, you can cause it to reappear in any unoccupied space within 30 feet of you. You can't have more than one familiar at a time. If you cast this spell while you already have a familiar, you instead cause it to adopt a new form. Choose one of the forms from the above list. Your familiar transforms into the chosen creature. Finally, when you cast a spell with a range of touch, your familiar can deliver the spell as if it had cast the spell. Your familiar must be within 100 feet of you, and it must use its reaction to deliver the spell when you cast it. If the spell requires an attack roll, you use your attack modifier for the roll.

Mage Armor
abjuration 1
Casting Time: 1 action
Range: Touch
Target: A willing creature who isn't wearing armor
Components: V S M
Duration: 8 hours
Description:
You touch a willing creature who isn't wearing armor, and a protective magical force surrounds it until the spell ends. The target's base AC becomes 13 + its Dexterity modifier. The spell ends if the target dons armor or if you dismiss the spell as an action.

Magic Missile
evocation 1
Casting Time: 1 action
Range: 120 feet
Target: A creature of your choice that you can see within range
Components: V S
Duration: Instantaneous
Description:
You create three glowing darts of magical force. Each dart hits a creature of your choice that you can see within range. A dart deals 1d4 + 1 force damage to its target. The darts all strike simultaneously, and you can direct them to hit one creature or several.
At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the spell creates one more dart for each slot above 1st.

Shield
abjuration 1
Casting Time: 1 reaction, which you take when you are hit by an attack or targeted by the magic missile spell
Range: Self
Target: Self
Components: V S
Duration: 1 round
Description:
An invisible barrier of magical force appears and protects you. Until the start of your next turn, you have a +5 bonus to AC, including against the triggering attack, and you take no damage from magic missile.

Sleep
enchantment 1
Casting Time: 1 action
Range: 90 feet
Target: Creatures within 20 feet of a point you choose within range (in ascending order of their current hit points, ignoring unconscious creatures)
Components: V S M
Duration: 1 minute
Description:
This spell sends creatures into a magical slumber. Roll 5d8; the total is how many hit points of creatures this spell can affect. Creatures within 20 feet of a point you choose within range are affected in ascending order of their current hit points (ignoring unconscious creatures). Starting with the creature that has the lowest current hit points, each creature affected by this spell falls unconscious until the spell ends, the sleeper takes damage, or someone uses an action to shake or slap the sleeper awake. Subtract each creature's hit points from the total before moving on to the creature with the next lowest hit points. A creature's hit points must be equal to or less than the remaining total for that creature to be affected. Undead and creatures immune to being charmed aren't affected by this spell.
At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, roll an additional 2d8 for each slot level above 1st.

Darkness
evocation 2
Casting Time: 1 action
Range: 60 feet
Target: A point you choose within range
Components: V M
Duration: ConcentrationUp to 10 minutes
Description:
Magical darkness spreads from a point you choose within range to fill a 15-foot-radius sphere for the duration. The darkness spreads around corners. A creature with darkvision can't see through this darkness, and nonmagical light can't illuminate it. If the point you choose is on an object you are holding or one that isn't being worn or carried, the darkness emanates from the object and moves with it. Completely covering the source of the darkness with an opaque object, such as a bowl or a helm, blocks the darkness. If any of this spell's area overlaps with an area of light created by a spell of 2nd level or lower, the spell that created the light is dispelled.

Mirror Image
illusion 2
Casting Time: 1 action
Range: Self
Target: Self
Components: V S
Duration: 1 minute
Description:
Three illusory duplicates of yourself appear in your space. Until the spell ends, the duplicates move with you and mimic your actions, shifting position so it's impossible to track which image is real. You can use your action to dismiss the illusory duplicates. Each time a creature targets you with an attack during the spell's duration, roll a d20 to determine whether the attack instead targets one of your duplicates. If you have three duplicates, you must roll a 6 or higher to change the attack's target to a duplicate. With two duplicates, you must roll an 8 or higher. With one duplicate, you must roll an 11 or higher. A duplicate's AC equals 10 + your Dexterity modifier. If an attack hits a duplicate, the duplicate is destroyed. A duplicate can be destroyed only by an attack that hits it. It ignores all other damage and effects. The spell ends when all three duplicates are destroyed. A creature is unaffected by this spell if it can't see, if it relies on senses other than sight, such as blindsight, or if it can perceive illusions as false, as with truesight.

Scorching Ray
evocation 2
Casting Time: 1 action
Range: 120 feet
Target: Targets (one or several) within range
Components: V S
Duration: Instantaneous
Description:
You create three rays of fire and hurl them at targets within range. You can hurl them at one target or several. Make a ranged spell attack for each ray. On a hit, the target takes 2d6 fire damage.
At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, you create one additional ray for each slot level above 2nd.

Web
conjuration 2
Casting Time: 1 action
Range: 60 feet
Target: A point of your choice within range
Components: V S M
Duration: ConcentrationUp to 1 hour
Description:
You conjure a mass of thick, sticky webbing at a point of your choice within range. The webs fill a 20-foot cube from that point for the duration. The webs are difficult terrain and lightly obscure their area. If the webs aren't anchored between two solid masses (such as walls or trees) or layered across a floor, wall, or ceiling, the conjured web collapses on itself, and the spell ends at the start of your next turn. Webs layered over a flat surface have a depth of 5 feet. Each creature that starts its turn in the webs or that enters them during its turn must make a Dexterity saving throw. On a failed save, the creature is restrained as long as it remains in the webs or until it breaks free. A creature restrained by the webs can use its action to make a Strength check against your spell save DC. If it succeeds, it is no longer restrained. The webs are flammable. Any 5-foot cube of webs exposed to fire burns away in 1 round, dealing 2d4 fire damage to any creature that starts its turn in the fire.

Counterspell
abjuration 3
Casting Time: 1 reaction, which you take when you see a creature within 60 feet of you casting a spell
Range: 60 feet
Target: A creature in the process of casting a spell
Components: S
Duration: Instantaneous
Description:
You attempt to interrupt a creature in the process of casting a spell. If the creature is casting a spell of 3rd level or lower, its spell fails and has no effect. If it is casting a spell of 4th level or higher, make an ability check using your spellcasting ability. The DC equals 10 + the spell's level. On a success, the creature's spell fails and has no effect. At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the interrupted spell has no effect if its level is less than or equal to the level of the spell slot you used.

Fireball
evocation 3
Casting Time: 1 action
Range: 150 feet
Target: A point you choose within range
Components: V S M
Duration: Instantaneous
Description:
A bright streak flashes from your pointing finger to a point you choose within range and then blossoms with a low roar into an explosion of flame. Each creature in a 20-foot-radius sphere centered on that point must make a Dexterity saving throw. A target takes 8d6 fire damage on a failed save, or half as much damage on a successful one. The fire spreads around corners. It ignites flammable objects in the area that aren't being worn or carried.
At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for each slot level above 3rd.

Haste
transmutation 3
Casting Time: 1 action
Range: 30 feet
Target: A willing creature that you can see within range
Components: V S M
Duration: ConcentrationUp to 1 minute
Description:
Choose a willing creature that you can see within range. Until the spell ends, the target's speed is doubled, it gains a +2 bonus to AC, it has advantage on Dexterity saving throws, and it gains an additional action on each of its turns. That action can be used only to take the Attack (one weapon attack only), Dash, Disengage, Hide, or Use an Object action. When the spell ends, the target can't move or take actions until after its next turn, as a wave of lethargy sweeps over it.

Hypnotic Pattern
illusion 3
Casting Time: 1 action
Range: 120 feet
Target: A 30-foot cube within range
Components: S M
Duration: ConcentrationUp to 1 minute
Description:
You create a twisting pattern of colors that weaves through the air inside a 30-foot cube within range. The pattern appears for a moment and vanishes. Each creature in the area who sees the pattern must make a Wisdom saving throw. On a failed save, the creature becomes charmed for the duration. While charmed by this spell, the creature is incapacitated and has a speed of 0. The spell ends for an affected creature if it takes any damage or if someone else uses an action to shake the creature out of its stupor.