

Dappled Moonlight upon the Water (Moonlight)

Lawful Good Eladrin Wizard (Bladesinger) 5

STR 9 (-1) DEX 18 (+4) CON 12 (+1)

INT 16 (+3) WIS 12 (+1) CHA 10 (+0)

Saving Throws: Intelligence +6, Wisdom +4

Speed: 30 feet

Passive Perception: 14

Fey Ancestry: advantage on saves vs charm, magic cannot put me to sleep.

Fey Step: cast *misty step* once per short rest.

Arcane Recovery: regain 3 levels of spell slots during a short rest. 1/long rest.

Weapon Proficiency: dagger, dart, longbow, longsword, quarterstaff, rapier, shortbow, short sword, sling

Armour Proficiency: light

Proficiency Bonus: +3

Skills: Arcana +6, Athletics +2, History +6, Perception +4, Performance +3, Survival +4

Languages: Common, Elvish, Sylvan

Hit Dice: 5d6

Hit Points: 27

Armour Class: 17 (studded leather +1 plus Dexterity bonus)

Actions:

Short sword +7, melee weapon attack, 1d6+4 piercing damage

Short bow +7, ranged weapon attack, 1d6+4 piercing damage

Blade Song (bonus action); +3 to AC, +10ft movement, advantage on dexterity (acrobatics checks), and +3 to concentration checks for 1 minute; ends if incapacitated or I use a weapon 2 handed. Unusable with medium and heavy armour or shields. 2/short rest.

Equipment: studded leather +1, shortsword, wand, spellbook, diamond (worth 50gp, spell component for chromatic orb), short bow, 20 arrows

Currency: 7gp

Spellcasting/spell attack +6/save DC 14

Spell Slots: 4/3/2

Cantrips

Fire Bolt, ranged spell attack; 120ft; 2d10 fire damage.

Greenflame Blade, melee weapon attack +7, 1d6+4 piercing plus 1d8 fire damage, 1 creature within 5ft. takes 1d8+3 fire damage.

Mage Hand, move 30 feet with an action, carry 10lb maximum

Sword Burst, 5ft radius burst, dexterity save, take 2d6 force damage on a fail.

Prepared Spells

1st-level: Absorb Elements, Burning Hands, Shield, Thunderwave

2nd-level: Blur, Misty Step

3rd-level: Haste, Fireball

Inquisitive, enjoys learning of this new world.

Eager to strike against the foes of the elven people.

Hopes to find another way back to the Feywild.

Casts Alarm during every long rest.

Spellbook (22/100 pages used)

1st-level

Absorb Elements. S; reaction; self; 1 round; gain resistance to acid, cold, fire, lightning, or thunder; first melee attack next round deal +1d6 damage of the same type. Higher level: +1d6 damage.

Alarm. VSM, Ritual; 1 minute; 30ft; ward a door, window, or 20ft cube; audible alarm if non-designated creature enters.

Burning Hands. VS; action; 15ft cone; 3d6 fire damage, dexterity save (half). Higher level: +1d6 damage.

Chromatic Orb. VSM; action; 90ft; ranged spell attack; deal 3d8 acid, cold, fire, lightning, poison, or thunder damage. Higher level: +1d8

Detect Magic. VS, Ritual; action; self; sense magic within 30ft; use action to see aura of object or creature and learn the school of magic.

Mage Armour. VSM; action; self; 8 hours; set AC to 13 + dexterity modifier.

Shield. VS; reaction; self; 1 round; +5 AC and no damage from magic missiles.

Thunderwave. VS; action; self (15ft cube); 2d8 thunder damage and push 10ft; constitution save (half and no push). Higher level: +1d8 damage.

2nd-level

Blur. V; action; self; 1 minute (concentration); disadvantage on attack rolls against me.

Web. VSM; action; 60ft (20ft cube); 1 minute (concentration); must be anchored; Dex save or restrained; action to use strength vs. spell DC to break free.

Flaming Sphere. VSM; action; 60ft; 1 minute (concentration); end turn within 5ft and take 2d6 fire; bonus action ram creature for 2d6 fire; dex save (half). Higher level: +1d6

Misty Step. V; bonus action; self; teleport up to 30ft.

3rd-level

Haste. VSM; action; 1 willing creature; 30ft; 1 minute (concentration); +2 AC, x2 speed, advantage on dexterity saves, +1 action (1 attack, dash, disengage, hide, use object).

Fireball. VSM; action; 150ft; 8d6 fire damage, dexterity save (half). Higher level: +1d6 damage.