

The Elf

Hit Points

Hit Dice: 1d8 per elf level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per elf level after 1st.

Proficiencies

Armour: Light armour, medium armour, and shields

Weapons: Simple weapons

Tools: Herbalism kit

Saving Throws: Dexterity, Intelligence

Skills: Choose two from Arcana, Animal Handling, Athletics, Insight, Investigation, Nature, Stealth, and Survival

Level	Prof. Bonus	Features	Spell Slots per Spell Level						
			Cantrips Known	Spells Known	1st	2nd	3rd	4th	5th
1	+2	Spellcasting, Subrace Ability	2	4	2	-	-	-	-
2	+2	Fighting Style, Sharpened Senses	2	5	3	-	-	-	-
3	+2	-	2	6	4	2	-	-	-
4	+2	Ability Score Improvement	3	7	4	3	-	-	-
5	+3	-	3	8	4	3	2	-	-
6	+3	Subrace Ability	3	9	4	3	3	-	-
7	+3	-	3	10	4	3	3	1	-
8	+3	Ability Score Improvement	3	11	4	3	3	2	-
9	+4	-	3	12	4	3	3	3	1
10	+4	Subrace Ability	4	13	4	3	3	3	2

Spellcasting

Most elves draw upon druidic spells for their magic to some extent. See your subrace for details on your magic. Each time you gain a level, you may replace a spell with another of a level which you are capable of casting.

Fighting Style

Choose a fighting style from: Archery, Dueling, or Two-Weapon Fighting

Sharpened Senses.

Your Perception is enhanced beyond most members of your race. You have Expertise in Perception checks.

Subrace

DARK ELF

SPIDER'S TOUCH

At 1st level, you may expend a spell slot to deal an additional 2d6 poison damage when you hit a creature with a melee weapon attack. You deal an additional 1d6 damage for each spell slot above 1st to a maximum of 5d6.

DARK GIFTS OF THE SPIDER QUEEN

At 1st level, you select your spells from the Cleric list. You may choose your cantrips from the warlock spell list in addition to the cleric spell list.

At 1st level and again at levels 3, 5, 7, and 9, you may choose a single warlock spell in place of a cleric spell. Charisma is your spellcasting ability.

EXTRA ATTACK

At 6th level, when you use the Attack action, you make two attacks instead of one.

DARK ELVEN MAGIC RESISTANCE

At 10th level, you have advantage on all saving throws against spells and other magical effects.

HIGH ELF

ARCANE SECRETS

At 1st level, you select your spells from the druid list. You may choose your cantrips from the wizard spell list in addition to the druid spell list. At 1st level and again at levels 3, 5, 7, and 9, you may choose a single wizard spell in place of a druid spell. Intelligence is your spellcasting ability.

ARCANE STUDY

At 1st level, high elves are you are trained in Arcana.

You also own a ritual book with two rituals written in it and you may add any spell with the ritual tag to your ritual book. You may only cast these spells as rituals.

WAR MAGIC

At 6th level, when you use your action to cast a cantrip, you can make a weapon attack as a bonus action.

MAGICAL SECRETS

At 10th level, you learn an additional 2 spells from the Wizard spell list. These do not count against your spells known.

WOOD ELF

NATURE'S GUARDIAN

At 1st level, you select your spells from the druid and ranger spell lists. Wisdom is your spellcasting ability.

ELVEN ACCURACY

At 1st level, when you hit a target within 30 feet with a ranged weapon attack from a shortbow or longbow you deal an additional die of damage.

EXTRA ATTACK

At 6th level, when you use the Attack action, you make two attacks instead of one.

RAPID SHOT

At 10th level, when you hit a creature with a ranged weapon attack from a shortbow or longbow, you may use your bonus action to make an additional ranged weapon attack from the same weapon against the same target or a different target within 30 feet of the original target.