

Iris Miritar

Woman High Elf, any alignment

Armor Class: 12 (no armor)

Hit Points: 40

Speed: 30ft (9m / 6 sqr)

Proficiency: +6

STR

8 (-1)

INT

15 (+2)

DEX

12 (+1)

WIS

10 (+0)

CON

12 (+1)

CHA

12 (+1)

Skills: *Perception* +6 *Arcana* +8 *History* +8

Challenge:

Actions

Properties: Versatile (1d8),

Spells

Spellcasting. Its spellcasting ability is Intelligence (spell save DC 16, to hit with spell attacks +8)

Cantrips (at will): Minor Illusion, Light, Friends

1st level (4 slots): Identify, Detect Magic

2nd level (3 slots): Locate Object, Darkvision, Detect thoughts

3rd level (3 slots): Clairvoyance

4th level (3 slots):

5th level (3 slots): Dream, Locate Creature, Scrying

6th level (2 slots):

7th level (2 slots):

8th level (1 slots):

9th level (1 slots):

Special Abilities

Arcane Recovery: During a short rest the arcanist can recover one spell slot of a first level.

Racial Features

Ability Modifiers: +2 Dex, +1 Int

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

Darkvision: 60ft (18m / 12sqr)

Trance: meditate for 4 hours instead of sleep.

Keen Senses: proficiency in the Perception skill.

Elf Weapon Training: proficiency with the longsword, shortsword, shortbow, and longbow. (not considered for template)

Languages: speaks Common, Elvish and one extra.

Character created at rpgtinker.com