Show extra features

1 LEVEL

Name: Countess Serafina Rose of House Ulhalia Player: Sarah
Class: Wizard
Experience: Add: Next level: 300
Background: Noble
Race: Moon Elf Size: Medium Height: 5' 6" Weight: 114
Gender: Female Hair: Silver Eyes: Green with Gold Skin: Pale Blue
Age: 151 Alignment: Chaotic Good Faith: Azuth, God of Wizards

Abilities

Ability		Modifier	Saving Throw	Prof. Bonus
8	STR Strength	-1	-1	☐
16	DEX Dexterity	+3	+3	☐
13	CON Constitution	+1	+1	☐
18	INT Intelligence	+4	+6	☒
11	WIS Wisdom	0	+2	☒
12	CHA Charisma	+1	+1	☐

Saving Throw Advantages / Disadvantages

Adv. vs. being charmed; Magic can't put me to sleep

Ability Save DC

Show 2nd DC

Proficiency Bonus + 8 + Int = 14

Senses

12 Passive Perception

Darkvision 60 ft

Proficiency Bonus

+2

Inspiration ☐

Limited Features

SR LR Dawn

Feature	Max. Usages	Recovery	Used
Arcane Recovery (1 level of spell slots)	1	LR	

Skills

Adv / Dis	Bonus	Name (Ability)	Prof.	Exp.
	+3	Acrobatics (DEX)	☐	☐
	0	Animal Handling (WIS)	☐	☐
	+6	Arcana (INT)	☒	☐
	-1	Athletics (STR)	☐	☐
	+1	Deception (CHA)	☐	☐
	+6	History (INT)	☒	☐
	+2	Insight (WIS)	☒	☐
	+1	Intimidation (CHA)	☐	☐
	+4	Investigation (INT)	☐	☐
	0	Medicine (WIS)	☐	☐
	+4	Nature (INT)	☐	☐
	+2	Perception (WIS)	☒	☐
	+1	Performance (CHA)	☐	☐
	+3	Persuasion (CHA)	☒	☐
	+4	Religion (INT)	☐	☐
	+3	Sleight of Hand (DEX)	☐	☐
	+3	Stealth (DEX)	☐	☐
	0	Survival (WIS)	☐	☐
		Tool	☐	☐

Combat

+8 Initiative = Dex 3 + Misc. 5

Speed 30 ft

Speed Encumbered 20 ft

Defense

13 AC

10	Armor Bonus	Unarmored
	Shield Bonus	
3	Dexterity Mod	☐ Medium Armor (max = 2) ☐ Heavy Armor (mod = 0) ☐ Stealth disadv.
	Magic	
	Misc Mod 1	
	Misc Mod 2	

AC during Rest

Resistance

Half Damage

Health

Set Max HP

HP 7 Current / Max Hit Points

Temporary HP

Wounds

Heal

Recover half of your maximum Hit Dice after a long rest.

Hit Dice	Level	Die	Con	Used
1	× d6	+ 1		
	×	+		
	×	+		

Death Saving Throws: Die — Live — DC10

Attacks

Attacks per Action: 1

Weapon / Description	Prof	Ability	Range	To Hit	Damage	Damage Type
Quarterstaff	✔	Str	Melee	+1	1d6-1	Bludgeoning
Versatile (1d8)						

Type / Total — Reload — Ammunition

Type / Total — Reload — Ammunition

Actions

Maximum of 1 Action, 1 Bonus action, and 1 Reaction per Turn.

- Attack / Cast a Spell
- Dash / Disengage / Dodge
- Escape Grapple / Help / Hide
- Ready / Search / Use Object
- Overrun / Tumble (or as bonus action)
- As 1 attack: Disarm / Grapple / Shove

Bonus Actions

Reactions ☐ Used this Round

- Opportunity Attack

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Features

Racial Traits

High Elf (+2 Dexterity, +1 Intelligence)
Trance: Elves don't need to sleep, but meditate semiconsciously, for 4 hours a day. While meditating, I can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After resting in this way, I gain the same benefit that a human does from 8 hours of sleep, but I still need 8 hours for a long rest.
Cantrip: I know one cantrip of my choice from the wizard spell list. Intelligence is my spellcasting ability for it.

Class Features

Wizard, level 1:
• Arcane Recovery (Wizard 1, PHB 115) [1 level of spell slots, 1× per long rest]
Once per day after a short rest, I can recover a number of 5th-level or lower spell slots
• Spellcasting (Wizard 1, PHB 114) [3 cantrips known]
I can cast prepared wizard cantrips/spells, using Intelligence as my spellcasting ability
I can use an arcane focus as a spellcasting focus
I can cast all wizard spells in my spellbook as rituals if they have the ritual tag

Background Feature

Position of Privilege

I am welcome in high society, and people assume I have the right to be wherever I am. The common folk make every effort to accommodate me and avoid my displeasure, and other people of high birth treat me as a member of the same social sphere. I can secure an audience with a local noble if I need to.

Proficiencies

Armor: ☐ Light ☐ Medium ☐ Heavy ☐ Shields ☐ Other:
Weapons: ☐ Simple ☐ Martial ☒ Other: Dagger, Dart, Light Crossbow, Longbow, Longsword, Quarte

Languages

Common
Elvish
Celestial
Primordial

Tools & Others

Type of gaming set

Add Features

Background

Personality Traits

Despite my noble birth, I do not place myself above other folk. We all have the same blood.
My favor, once lost, is lost forever.

Ideal

Noble Obligation: It is my duty to protect and care for the people beneath me. (Good)

Bond

My house's alliance with another noble family must be sustained at all costs.

Flaw

I secretly believe that everyone is beneath me.

Feats

Feat: Alert (PHB, page 165) ☐
I can't be surprised while I'm conscious. I have a +5 bonus on initiative rolls. Other creatures don't gain advantage on attack rolls against me as a result of being hidden from me.

Feat: ☐

Feat: ☐

Feat: ☐

Feat: ☐

Add Equipment

Equipment

	Adventuring Gear	#	LBs
☐	Backpack, with		5
☐	Scroll of pedigree		
☐	Wand arcane focus		1
☐	Book of lore		5
☐	Ink, 1 ounce bottle of		
☐	Ink pen		
☐	Parchment, sheets of	10	
☐	Little bag of sand		1
☐	- Small knife		0,25
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	Subtotal		12,3

	Adventuring Gear	#	LBs
☐	Fine clothes		6
☐	Signet ring		
☐	Purse (with coins)		1
☐	Quarterstaff	1	4
☐	Spellbook		3
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CHARACTER: Countess Serafina Rose of House Ulhalia

Status

Exhaustion

LEVEL	EFFECT (CUMULATIVE)
1 ☐	Disadvantage on Ability Checks
2 ☐	Speed halved
3 ☐	Disadvantage on Attack Rolls and Saving Throws
4 ☐	Hit Point maximum halved
5 ☐	Speed reduced to 0
6 ☐	Death

FINISHING A LONG REST REDUCES THE EXHAUSTION LEVEL BY 1, PROVIDED THAT YOU ALSO INGESTED SOME FOOD AND DRINK.

Conditions

☐ **Blinded**
Fail checks involving sight. Attacks have disadvantage. Enemy attacks have advantage.

☐ **Charmed**
Can't harm/attack charmer. Charmer has advantage on ability checks to interact socially.

☐ **Deafened**
Fail checks involving hearing.

☐ **Frightened**
Disadvantage to checks/attacks while source of fear is in sight. Can't willingly move closer to the source of fear.

☐ **Grappled**
Speed drops to 0, regardless of any bonus.

☐ **Incapacitated**
Can't take actions or reactions.

☐ **Invisible**
Can't be seen, but noise and tracks. Attacks have advantage, enemy attacks disadvantage.

☐ **Paralyzed**
Incapacitated. Can't move or speak. Fail Str and Dex saving throws. Enemy attacks have advantage. Enemy attacks within 5 ft are critical hits.

☐ **Petrified**
Incapacitated. Can't move or speak. Unaware of surroundings. Resistance to all damage. Immune to poison/disease. Fail Str and Dex saving throws. Enemy attacks have advantage. Stop aging. Weight increases by factor 10.

☐ **Poisoned**
Disadvantage on attack rolls and ability checks.

☐ **Prone**
Crawl (at ½ speed) or stand up (costs ½ speed). Attacks have disadvantage. Enemy attacks have advantage within 5 ft and disadvantage if further away.

☐ **Restrained**
Speed 0, regardless of bonus. Disadvantage on Dex saving throws. Attacks have disadvantage. Enemy attacks have advantage.

☐ **Stunned**
Incapacitated. Can't move. Can speak only falteringly. Fail Str and Dex saving throws. Enemy attacks have advantage.

☐ **Unconscious**
Incapacitated. Can't move or speak. Unaware of surroundings. Drop everything. Fail Str and Dex saving throws. Enemy attacks have advantage. Enemy attacks within 5 ft are critical hits.

Choose Visible Sections

Combat Rules

Dash	Action	Gain your speed as extra movement for this turn.
Disengage	Action	Your movement doesn't provoke opportunity attacks for this turn.
Dodge	Action	Attack rolls from attackers you can see have disadvantage and you have advantage on Dex saving throws until the start of your next turn.
Escape	Action	Escape a grapple by winning a Str (Athletics) or Dex (Acrobatics) check vs. grappler's Str (Athletics) check.
Help	Action	Give an ally advantage on next ability check or attack roll vs. an opponent within 5 ft of you, if done before the start of your next turn.
Hide	Action	Hide from those that can't perceive you. Your Dex (Stealth) check is the DC for anybody's Wis (Perception) check to discover you.
Overrun*	Action or Bonus Action	Move through opponent's space once by winning opposing Str (Athletics) check. Advantage if you are larger and disadvantage if you are smaller.
Ready	Action	Choose an action that you will take in response to a set trigger. Taking the action uses your reaction. Readying a spell requires concentration.
Search	Action	Search for something with a Wis (Perception) or Int (Investigation) check.
Tumble*	Action or Bonus Action	Move through opponent's space once this turn by winning opposing Dex (Acrobatics) check.
Use Object	Action	You can interact with an object once per turn for free. A second interaction and special cases take an action to complete (e.g. draw a second weapon, equip a shield, drink a potion, retrieve an item from a backpack).
Disarm*	Attack	Knock an item from grasp by winning weapon attack roll vs. opponent's Str (Athletics) or Dex (Acrobatics) check. Disadvantage if item is held by two hands. A larger opponent has advantage, smaller has disadvantage.
Grapple	Attack	With a free hand, give the grappled condition to an opponent that is within reach and up to one size larger than you by winning Str (Athletics) check vs. opponent's Str (Athletics) or Dex (Acrobatics) check.
Mark*	Melee Attack	Mark target of a melee attack. Next opportunity attack against the mark before the end of your next turn has advantage and doesn't use a reaction.
Shove	Attack	Move opponent 5 ft or make prone by winning opposing Str (Athletics) check. Disadvantage if trying to move the opponent to a side.*
Move Grappled	Move	Bring grappled opponent along as part of your move. You move at half speed unless the opponent is two or more sizes smaller than you.

*This action is an optional rule introduced in the Dungeon Master Guide (and is therefore not eligible in Adventurer's League play).

Half Cover	Gain +2 to AC and +2 to Dex saving throws.
Three-Quarters Cover	Gain +5 to AC and +5 to Dex saving throws.
Total Cover	Can't be targeted directly by attack or spell. Some spells can reach you by including you in its area of effect.

Possessions

Magic Items

MAGIC ITEM: ☐ ATTUNED

MAGIC ITEM: ☐ ATTUNED

MAGIC ITEM: ☐ ATTUNED

MAGIC ITEM: ☐ ATTUNED

MAGIC ITEM: ☐ ATTUNED

MAGIC ITEM: ☐ ATTUNED

MAGIC ITEM: ☐ ATTUNED

Extra Equipment

GEAR	#	LBS
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TOTAL WEIGHT		

GEAR	#	LBS
TOTAL WEIGHT		

Other Holdings

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Background

Character History

I am Countess Serafina Rose of House Ulhalia.
My family once ruled these lands, long before the Humans named it "Crow's Reach."

So perhaps I'd resent the current human King, Phillip Strenger. Perhaps I still do. But I cannot deny that I at least do respect him. He ended the Long War that began long before my entrance into this world with an honest alliance strewn from genuine love to my Aunt Radelia, who is sister to my Mother Lydia.

Though I cannot pretend to trust our male and human King, I long for the day when his heir, and my ward, Tamara Strenger, takes the Throne. I know that the other High-Elves of Ulhalian feel this way too, as we have long-held the stance that angry men be left to their battlefields, whilst far-wiser women rule the lands.

I know that when my mother Lydia, the Duchess of High-Ulhalian should pass, I shall inherit her title. Everyone expects me to be ready for this, and I suppose I will have to be some day... but Mother, a wizard herself, taught me all of what I am today, and I truthfully do not know how I will lead my people without her at my side.

Still even despite all that, the treasonous thoughts still cross my mind. Had my aunt Radelia not betrayed my family name, I--- and though none should ever dare accuse her of it now, that is what she did in marrying the enemy, at the time. She did betray her house and people, even if it did broker a peace thought to be impossible. --- If Radelia hadn't done this, and the Ulhalian's instead somehow been successful in stomping out the Human's rebellion for equality of man and race... I wouldn't be inheriting the Duchy of Ulhalian from my Mother, but instead the Kingdom of Crow's Reach. I'd be a Princess today, and not a Countess. Alas, the war needed an end, and yes, while I'd make a better Queen than any King ever could, the people of the realm needed what they wanted: equality. The men needed a chance to be King, and the women a chance to be warriors.

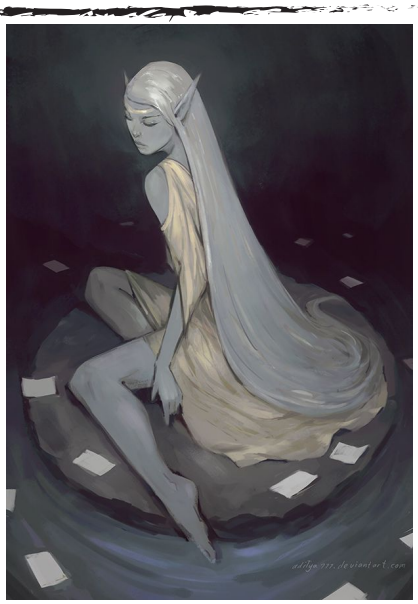
I could have one day been Queen Serafina Rose of House Ulhalia, First of her Name, High-Crow for the Gods, Queen of the High-Elves, Dwarrian's, and the First Women, Protector of the Reach, Queen from the Endless Forest to the Spire of Mystra in the independent realm of Crow's Reach.

Instead, my cousin Tamara Strenger will get that title, and I'll just be Duchess Serafina Rose of High-Ulhalian.

I think though that beyond those treasonous thoughts of what could be, I am truthfully okay with Tamara being Queen. Her heart is a great one, I've seen it first hand. She will make a good Queen, and I know I'll see that first hand as well.

- Serafina Rose

Allies & Organizations



Character Portrait

Appearance

Enemies

Click Here to change this Icon

Organization Symbol

MorePurpleMoreBetter's D&D 5th edition Character Record Sheet v12.997 (Colorful - A4)

Notes

Notes Page Options

Character: Countess Serafina Rose of House Ulhalia

Spell Slots

1st level	2nd level	3rd level	4th level	5th level	6th level	7th level	8th level	9th level
☐ ☐								

Wizard Spells

Spells to prepare: 5
Spell attack modifier: +6
Spell save DC: 14
Spellcasting ability: Intelligence

Cantrips (0 Level)

Me	Spell	Description	Save	School	Time	Range	Comp	Duration	B	Pg.
At Will	Blade Ward	Until the end of your next turn, Bludgeoning, Piercing, and Slashing dmg resist. vs. weapons	—	Abjur	1 a	Self	V,S	1 rnd	P	218
At Will	Mending	Repair a single broken object no larger than 1 cu ft; can't restore magic to broken magic item	—	Trans	1 min	Touch	V,S,M	Instantaneous	P	259
At Will	Minor Illusion	5-ft cube illusion includes visible or audible; Int(Investigation) check vs. Spell DC; see book	—	Illus	1 a	30 ft	S,M	1 min (D)	P	260

High elf Spells

Spell attack modifier: +6
Spell save DC: 14
Spellcasting ability: Intelligence

Cantrips (0 Level)

Kn	Spell	Description	Save	School	Time	Range	Comp	Duration	B	Pg.
At Will	Prestidigitation	Minor trick; harmless sensory effect, illusory image, snuff light, clean/soil/chill/warm/flavor etc.	—	Trans	1 a	10 ft	V,S	1 h (D)	P	267

Glossary of Abbreviations used in this Spell Sheet

(R)	Ritual	**dis.**	Disadvantage	**(D)**	The spell can be dismissed by the caster as 1 action
1 a	1 action	**dmg**	Damage	**+1d4/SL**	Extra 1d4 for every Spell Level that is used to cast the spell that is higher than the spell's original Spell Level
1 bns / bns a	1 bonus action	**h**	Hour(s)	**10 crea**	Up to 10 creatures in the spells area, 1 of which may be you, the caster
1 rea	1 reaction	**Kn**	Known	**30-ft rad**	30-foot radius sphere. In the 'Range' column it means it is centered on you In the 'Description' column it means it can be centered on a point in space within the spell's range
20 cu ft	20 cubic feet	**Me**	Memorized		
20 sq ft	20 square feet	**min**	Minute(s)	**all**	All creatures within the spell's area
adv.	Advantage	**obj**	Object(s)	**any**	Any creatures of your choosing that are within the spell's area
atk	Attack	**obsc.**	Obscured	**cons.**	The material component is consumed by the spell
CL	Character Level	**rnd**	Round(s)	***Mf***	Material component is costly, but is not consumed upon casting
dif. ter.	Difficult terrain	**SL**	Spell Level	***M†***	Material component is costly and is consumed upon casting
conc, 1 min	Concentration, up to 1 minute			**see book / B**	The short spell description here is very incomplete, so beware

Sources ('B' Column)

- **E** Elemental Evil Player's Companion
- **P** Player's Handbook D&D 5th edition
- **S** Sword Coast Adventure Guide
- **U** Unearthed Arcana

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