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Perception +10

Languages Common, Elven, Goblin, Varisian, Thassilonian

Skills Arcana +12, Crafting +10, Medicine +8, Nature +8, Occultism +10, Performance +8, Religion +8, Thassilon Lore +10

Str +0, **Dex** +0, **Con** +1, **Int** +4, **Wis** +2, **Cha** +2

Improved Familiar cat named Skivver (25 feet, darkvision, speak common). Tiny, HP20, saves and AC as per Lyrie Akenja, Attack +4; Perception 8 (low-light vision), Acrobatics 8, Stealth 8. Communicates empathically, sharing emotions, as long as it's within 1 mile of Lyrie Akenja. Skivver stays close to Lyrie, though none of the goblins or other intelligent denizens of Thistletop would be stupid enough to harm it. Skivver gives Lyrie Akenja an extra pair of eyes and forewarning especially with its darkvision.

Spellbook 2nd: Invisibility, Hideous Laughter, Mirror Image, Blur, Darkvision, Dispel Magic; 1st: Grease, Burning Hands, Magic Missile, Charm, Fear, Color Spray, Illusory Disguise, Longstrider, Magic Weapon; Cantrips: Shield, Light, Mage Hand, Electric Arc, Telekinetic Projectile, Prestidigitation, Read Aura, Message, Ghost Sound, Produce Flame

Items Spellbook, Wand of Mage Armor

AC 17 (Mage Armor, 18 if Shield Spell); **Fort** +7, **Ref** +6, **Will** +10

HP 36

Shield Block ➤ Hardness 5

Recognize Spell ➤ (General,Secret,Skill); **Trigger** A creature within line of sight casts a spell that you don't have prepared or in your spell repertoire, or a trap or similar object casts such a spell. You must be aware of the casting.

Critical Success You correctly recognize the spell and gain a +1 circumstance bonus to your saving throw or your AC against it.

Success You correctly recognize the spell.

(Cannot get a worse result than success on all common spells up to 2nd level, and common arcane spells up to 4th level)

Failure You fail to recognize the spell.

Critical Failure You misidentify the spell as another spell entirely, of the GM's choice.

Counterspell ➤ (Abjuration,Arcane,Wizard) When a foe Casts a Spell and you can see its manifestations, you can use your own magic to disrupt it. You expend a prepared spell to counter the triggering creature's casting of that same spell. You lose your spell slot as if you had cast the triggering spell. You then attempt to counteract the triggering spell.

Shield ➤ (Verbal, Abjuration,Cantrip,Force) Lyrie Akenja uses her shield cantrip whenever she has actions remaining at the end of her turn. Hardness 5

Speed 25 feet

Melee ➤ dagger +6 (Agile, Versatile S), **Damage** 1d4 piercing

Ranged ➤ dagger +6 (Agile, Thrown 10 ft., Versatile S), **Damage** 1d4 piercing

Arcane Spells DC 20, attack +10 ; **2nd** *Invisibility, Hideous Laughter, Mirror Image*; **1st** *Grease, Burning Hands, Magic Missile*; **Cantrips (2nd)** *Shield, Light, Mage Hand, Electric Arc, Telekinetic Projectile*

Arcane Innate Spells DC 18 , attack +8; Charisma **Cantrips (2nd)** *Detect Magic*

Drain Bonded Familiar ➤ Recall a spell that has already been cast today. Can be used once for each spell level per day.

Hand of the Apprentice ➤ (Somatic,Uncommon,Attack,Evocation) Focus spell, once per combat. Range 500 feet. Targeted creature: 10 damage 1d4 + 4

feet; targets 1 creature. 10 dagger 1d4+4

On a critical success, you deal double damage, and you add the weapon's critical specialization effect: 1d6 persistent bleed damage. Regardless of the outcome, the weapon flies back to you and returns to your hand.

Reach Spell ◆ (Concentrate, Metamagic) If the next action you use is to Cast a Spell that has a range, increase that spell's range by 30 feet. As is standard for increasing spell ranges, if the spell normally has a range of touch, you extend its range to 30 feet.

Widen Spell ◆ (Manipulate, Metamagic) If the next action you use is to Cast a Spell that has an area of a burst, cone, or line and does not have a duration, increase the area of that spell. Add 5 feet to the radius of a burst that normally has a radius of at least 10 feet (a burst with a smaller radius is not affected). Add 5 feet to the length of a cone or line that is normally 15 feet long or smaller, and add 10 feet to the length of a larger cone or line.

Trick Magic Item ◆ (Manipulate) You examine a magic item you normally couldn't use in an effort to fool it and activate it temporarily.

Success For the rest of the current turn, you can spend actions to activate the item as if you could normally use it.

Failure You can't use the item or try to trick it again this turn, but you can try again on subsequent turns.

Critical Failure You can't use the item, and you can't try to trick it again until your next daily preparations.

Magic Missile ◆◆◆ (somatic, verbal, Evocation, Force) 120 feet, 1 creature, auto hit, 3d4+3 damage. Lyrie Akenja prefers to fight at long range and uses magic missile as her primary offensive spell. She recalls it for a second use with her Drain Bonded Familiar ability.

Ancestry: Human (Versatile Heritage)

Background: Scholar of Thassilon (Quick Identification)

Initial Ancestry Feat: Natural Ambition (Reach Spell)

Class: Wizard (Universalist) (Hand of the Apprentice)

Arcane Thesis: Improved Familiar Attunement (Cat, Darkvision, Speech)

Initial Ability Scores: STR: 10; DEX:10 ; CON:12 ; INT:18 ; WIS:14 ; CHA:15

Initial Skills: Trained in Arcana, Thassilon Lore, Crafting, Medicine, Nature, Occultism, Performance, Religion, Society

Initial Feats: Canny Acumen (Perception), Hand of the Apprentice, Quick Identification, Reach Spell

2nd: Skill Feat: Trick Magic Item; Class Feat: Widen Spell

3rd: General Feat: Recognize Spell; Expert in Arcana

4th: Skill Feat: Arcane Sense; Class Feat: Counterspell