

Reiida Nalsten : Arcanist

Male Human, any alignment

Armor Class: 13 (with mage armor)

Hit Points: 16 (3d8 +3)

Speed: 30ft (9m / 6 sqr)

Proficiency: +2

STR

9 (-1)

INT

13 (+1)

DEX

11 (+0)

WIS

11 (+0)

CON

12 (+1)

CHA

13 (+1)

Challenge: 2 (450 XP)

Actions

Quarterstaff. *Melee Weapon Attack* +1 to hit, reach 5 ft, one target. Hit: 2 (1d6 -1) bludgeoning damage.

Properties: Versatile (1d8),

Spells

Spellcasting. the Arcanist is an 3rd-level wizard. Its spellcasting ability is Intelligence (spell save DC 11, to hit with spell attacks +3)

Cantrips (at will): Poison Spray, Light, Acid Splash,

1st level (4 slots): Grease, Jump, Charm Person, Magic Missile, Mage Armor,

2nd level (2 slots): Spider Climb,

Special Abilities

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

Spellbook: The most valuable possession of a mage is his spellbook. Mostly of his spells are written there. All known spells by the arcanist and 1 extra per hit die are written there.

Racial Features

Ability Modifiers: +1 to all

Languages: speaks Common and one extra.

Character created at rpgtinker.com