

Wizard (Order of Scribes), level 3: ◆ Arcane Recovery (Wizard 1, PHB 115) [2 levels 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 for my wizard spells I can cast all wizard spells in my spellbook as rituals if they have the ritual tag ◆ Awakened Spellbook (Order of Scribes 2, TCoE 77) [fast ritual cast, 1× per long rest] My spellbook gains sentience and grants me the following benefits while I am holding it: • I can use the book as a spellcasting focus for my wizard spells • When I cast a wizard spell using a spell slot, I can temporarily replace its damage type The new type must appear in my spellbook in a spell of the same level as the spell slot • Once per long rest, I can ritual cast a wizard spell without 10 min extra casting time I can replace it over a short rest, transferring its spells and sentience to a blank book • Wizardly Quill (Order of Scribes 2, TCoE 77) As a bonus action, I can magically create a Tiny quill with the following properties: • It doesn't require ink and produces ink in the color of my choice when writing with it • I require only 2 minutes per spell level to transcribe spells into my spellbook with it • As a bonus action, I can use it to erase a text written with it if within 5 ft of the text The quill disappear if I create another or if I die **CLASS FEATURES** 

I use polysyllabic words that convey the impression of great erudition. I . . . speak . . . slowly . . . when talking . . . to idiots, . . . which . . . almost. . . everyone . . . is . . . compared . . . to me

### PERSONALITY TRAITS

Self-Improvement: The goal of a life of study is the betterment of oneself. (Any)

## IDEALS

I have an ancient text that holds terrible secrets that must not fall into the wrong hands.

### BONDS

Unlocking an ancient mystery is worth the price of a civilization.

FLAWS

## Feature Name: Researcher

When I attempt to learn or recall a piece of lore, if I do not know that information, I often know where and from whom I can obtain it. Usually, this information comes from a library, scriptorium, university, or a sage or other learned person or creature. Unearthing the deepest secrets of the multiverse can require an adventure or even a whole campaign.

## BACKGROUND FEATURE

Mountain Dwarf (+2 Intelligence, +2 Constitution)

Stonecunning:

Whenever I make an Intelligence (History) check related to the origin of stonework, I am considered proficient in the History skill and add double my proficiency bonus to the check, instead of my normal proficiency bonus.

RACIAL TRAITS

ADVENTURING GEAR	#	LB	ADVENTURING GEAR	# LB	ADVENTURING GEAR # LB	
Backpack, with:		5	Human Eyes	3	Common clothes	3
Ink, 1 ounce bottle of	2		Goblin Eyes	1	Belt pouch (with coins)	
Ink pen (quill)	2				Spellbook	3
Small knife	2	0.5			Quarterstaff	4
Letter from dead colleague					War pick	2
Component pouch		2			Plate Mail 6	5
Book of lore		5				
Parchment, sheets of	15					_
Little bag of sand		1				
Goodberry	1					
						— WEIGHT CARRIED — 92.1 lb
					ATTUNED MAGICAL ITEMS	
						CARRYING CAPACITY
						225 lb
Krukke med tånegler						PUSH/DRAG/LIFT
S	UBTOTAL	14		SUBTOTAL   EQUIPMENT	subtotal 7	8 226 - 450 lb

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			or. [+1 Strength]
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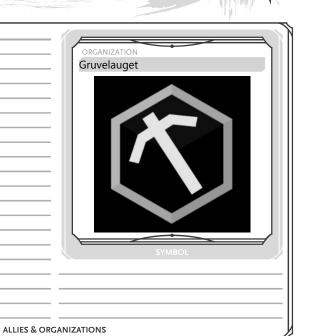


# Hariaz Azfik

CHARACTER NAME

Male	36	Medium	4'4''	116lb 66kg
GENDER	AGE	SIZE	HEIGHT	WEIGHT
ALIGNMENT	FAITH	HAIR	EYES	SKIN





APPEARANCE

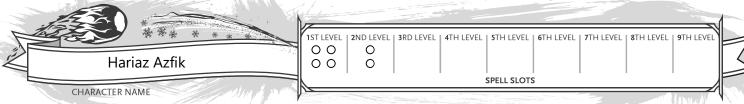
Modest LIFESTYLE DAILY PRICE 1 gp

ENEMIES

Sth edition Character Record Sheet v13.1.5 (Printer Friendly - Rede

CHARACTER HISTORY

Made by Joost Wijnen (mpmb@flapkan.com); Design inspired by Wizards of the Coast character sheet



Intelligence DC 13 6 +5 WIZARD SPELLS PELLCASTING ABILITY TO PREPARE ATTACK MODIFIER VING THROW D **CANTRIPS (0 LEVEL)** ME SPELL DESCRIPTION SAVE SCHOOLTIME RANGE COMP DURATION B PG. P 211 धू Acid Splash 1 crea or 2 crea within 5 ft of each other save or 1d6 Acid dmg Dex Conj 1 a 60 ft V.S Instantaneous ∯... Light 1 obj up to 10-ft cube sheds bright light 20-ft rad and dim light 20-ft; cannot have multiple instances Touch 1 h (D) P 255 Evoc 1 a V.M ∰... Mage Hand Create spectral hand for simple tasks or carry up to 10 lb; 1 a to control; can't have multiple instances 1 a 30 ft 1 min (D) P 256 Conj V,S & Shocking Grasp Spell attack, adv. if metal armor, 1d8 Lightning dmg, no rea 1 turn Touch Instantaneous P 275 1ST LEVEL ME SPELL DESCRIPTION SAVE SCHOOLTIME RANGE COMP DURATION **Ø** Burning Hands All in area 3d6+1d6/SL Fire dmg; save halves; unattended flammable objects ignite Dex Evoc 1 a S:15-ft cone V,S Instantaneous P 220 O Detect Magic (R) Know presence of magic within 30 ft; 1 a to see auras and determine school P 231 Div 1 a Self V.S Conc. 10 min I gain 1d4+4+5/SL temporary hit points for the duration **⊘** False Life Self V.S.M 1 h P 239 Necro 1 a O Fog Cloud 20-ft+20-ft/SL rad fog that spreads around corners; heavily obscures; 10 mph wind disperses it P 243 Conj V,S Conc, 1 h **⊘** Shield If hit by attack +5 AC until start of next turn; or stop Magic Missile spell from doing any dmg to me Abjur 1 rea Self V,S 1 rnd P 275 **⊘** Thunderwave All crea/obj in area 2d8+1d8/SL Thunder dmg, pushed 10 ft away; save halves and not pushed S:15ft cube V,S Instantaneous P 282 Con Evoc **2ND LEVEL** ME SPELL DESCRIPTION SAVE SCHOOLTIME COMP DURATION RANGE B PG. 60 ft P 222 5-ft cube 4d4+2d4/SL Slashing dmg to all that enter or start turn in area 1 a V,S,M Conc, 1 min Conj

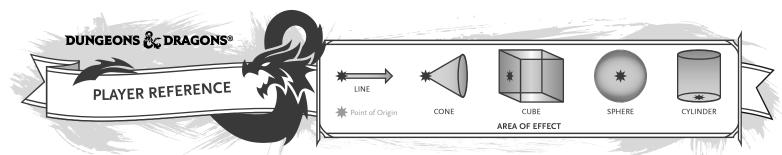
1 willing crea: 1 a breathe 15-ft cone all 3d6+1d6/SL Acid/Cold/Fire/Lightn./Poison dmg; save half

**⊘** Dragon's Breath

Dex Trans 1 bns Touch

V,S,M Conc, 1 min

X 154



## ATTACK (ACTION)

Make one melee or ranged attack with a weapon, or multiple attacks with the 'Extra Attack' class feature. (See the 'Attack Action' section below.)

CAST A SPELL (CASTING TIME OF THE SPELL)

Effect depends on the spell being cast.

### DASH (ACTION)

Gain your speed as extra movement for this turn.

### DISENGAGE (ACTION)

Your movement doesn't provoke opportunity attacks for the rest of the 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, until you become incapacitated or your speed drops to 0.

### ESCAPE (ACTION)

Escape a grapple by winning a Str (Athletics) or Dex (Acrobatics) check vs. grappler's Str (Athletics) check.

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 hostile's space once by winning opposing Str (Athletics) check. Advantage if you are larger or disadvantage if you are smaller than the opponent.

## 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 and expends the spell slot.

## SEARCH (ACTION)

Search for something, possibly with a Wis (Perception) or Int (Investigation) check.

## TUMBLE (ACTION OR BONUS ACTION)

Move through hostile's space once 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).

HALF +2 AC and Dex saving throws

+5 AC and Dex saving throws

TOTAL Can't be targeted directly by attack or spell

COVER

## COMBAT ACTIONS

(PHB 192

Normal attack on target within 5 ft. If attacking with a light melee weapon in one hand, allowed to make an attack with a light melee weapon in other hand as a bonus action, see 'Two-Weapon Fighting'. If either weapon has the thrown property, it may be thrown as part of this action.

Normal attack if up to normal range (first number). Disadvantage on the attack if up to long range (second number) Disadvantage on the attack if a hostile that is not incapacitated is within 5 ft and can see the attacker.

## TWO-WEAPON FIGHTING (BONUS ACTION WITH ATTACK ACTION)

If making an attack with a light melee weapon in one hand, allowed to make an attack with a light melee weapon in other hand as a bonus action. This off-hand attack can't add a positive ability score modifier to the damage roll. If the weapon has the thrown property, it may be thrown as part of this action.

## DISARM (INSTEAD OF ONE ATTACK)

Knock an item from grasp by winning weapon attack roll vs. opponent's Str (Athletics) or Dex (Acrobatics) check. Disadvantage on the weapon attack roll if the item is being held with two or more hands. Larger opponents have advantage and smaller have disadvantage.

## GRAPPLE (INSTEAD OF ONE 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 (WITH MELEE ATTACK)

With a melee attack you can mark the target of that attack. The next opportunity attack against the marked target before the end of your next turn has advantage and doesn't cost you your reaction

## SHOVE (INSTEAD OF ONE ATTACK)

Move opponent 5 ft or make prone by winning opposing Str (Athletics) check. Disadvantage if trying to move the opponent to a side rather than to directly away from you.

## ATTACK ACTION

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 the source of fear is in sight. Can't willingly move closer to the source of fear.

### GRAPPI FD

Speed 0, regardless of bonus. Ends when grappler is incapacitated or when moved out of grappler's reach by an effect.

4

5

6 Death

LEVEL EFFECT (CUMULATIVE)

Speed halved

Disadvantage on ability checks

Disadvantage on attacks / saves

(PHB 291

Hit Point maximum halved

EXHAUSTION

Speed reduced to 0

## INCAPACITATED

Can't take actions or reactions.

## INVISIBLE

Can't be seen (normally), but still make noise and tracks. Attacks have advantage. Enemy attacks have 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.

Crawl (at  $\frac{1}{2}$  speed) or stand up (costs  $\frac{1}{2}$  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.

## CONDITIONS

(PHB 290)

	LIGHTLY OBSO	URED	(dim light)	Disadvantage on sight Perception che	ecks
	HEAVILY OBSO	URED	(darkness)	Effectively blinded (see conditions)	
	BLINDSIGHT	Out to	range, perceiv	e without sight.	
	DARKVISION	Out to range, treat dim light as bright light. Can't see colors.			
	TRUESIGHT	Out to range, perceive everything regardless of (magical) darkness, invisibility, illusions, shapechanging, or etherealness.			
l	J		LIC	GHT & VISION	(PHB 183)

MINUTE HOUR

300 feet

DAY FFFFCT

400 feet 4 miles 30 miles -5 passive Perception

3 miles 24 miles

Slow 200 feet 2 miles 18 miles Able to use stealth

TRAVEL PACE

## MOVE (LIMITED BY MOVEMENT SPEED)

You can move your movement speed every turn. You can break up vour movement between actions. You can switch back and forth between different types (e.g. from flying to walking), by subtracting the distance already moved

You can freely move through a nonhostile's space, and through a hostile's space if it is two sizes larger or smaller than you. Another creature's space counts as difficult terrain.

## CLIMB / SWIM (AT 1/2 SPEED)

May involve a Str (Athletics) check if the climb / swim is difficult.

# Crawl while prone (see conditions). Dropping prone costs no movement speed

space counts as difficult terrain. JUMP

After moving at least 10 feet on foot, you can jump your Str score in feet straight forward, or 3 + your Str modifier in feet up. The jump distance is halved when performing a standing jump.

# STAND UP (COSTS 1/2 SPEED)

Standing up from being prone costs half your movement speed for this turn.

MOVEMENT

Marching more than 8 hours per day requires a Con saving throw at DC 10 + 1 per additional hour, at the end of each additional hour. If failed, suffer one level of exhaustion (see conditions).

(PHR 195)

## FOOD (ONE POUND PER DAY)

Go without food for 3 + Con modifier of consecutive

days (1 day minimum). At the end of each day beyond that, suffer one level of exhaustion (see conditions).

## WATER (ONE GALLON PER DAY)

If only half a gallon is consumed, DC 15 Con saving throw at end of day. If failed or consumed less than half, suffer one level of exhaustion, or two levels of exhaustion if currently already exhausted (see conditions).

PACE

Fast

Normal

## FALLING

1d6 bludgeoning damage per 10 feet fallen, to a maximum of 20d6. End prone if taken any damage from the fall. SUFFOCATING

Hold breath for 1 + Con modifier in minutes (30 seconds minimum). After that, survive for Con modifier in rounds, after which drop to 0 hit points and dying.

## SHORT REST

A short rest takes 1 hour of doing nothing too strenuous. At the end of the rest, spend hit dice to regain hit points.

## LONG REST

A long rest takes 8 hours with nothing too strenuous for more than 1 hour of that. Regain all hit points and half hit dice at end. If food and water are consumed, reduce exhaustion level by 1. Maximum of 1 long rest per 24 hours.

**ENVIRONMENT**