



Shay Ambrell

8 (-1)	12 (+1)	14 (+2)	18 (+4)	14 (+2)	11 (+0)
STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA

CLASS/LEVEL
Leyline Magic Wizard 5

BACKGROUND

Acolyte

RACE

Vulpin

ALIGNMENT

Neutral

SIZE

Medium

SAVING THROWS

Strength	-1
Dexterity	+5 (Evasive)
Constitution	+2
Intelligence	+7
Wisdom	+5
Charisma	+0

11 (14 with mage armor)

ARMOR CLASS

+1

INITIATIVE

30

HIT POINTS

30 ft.

SPEED

12

PASSIVE PERCEPTION

+3

PROFICIENCY BONUS

SKILLS

Acrobatics (Dex)	+1
Animal Handling (Wis)	+2
Arcana (Int)	+7
Athletics (Str)	-1
Deception (Cha)	+0
History (Int)	+7
Insight (Wis)	+5
Intimidation (Cha)	+0
Investigation (Int)	+4
Medicine (Wis)	+2
Nature (Int)	+4
Perception (Wis)	+2
Performance (Cha)	+0
Persuasion (Cha)	+0
Religion (Int)	+7
Sleight of Hand (Dex)	+1
Stealth (Dex)	+1
Survival (Wis)	+2

LANGUAGES

Birdfolk, Jerbeen, Mapach, Vulpin

ATTACKS & SPELLCASTING

Spell Attack Modifier +7

Spell Save DC 15

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.
Hit: 4 (1d6 + 1) piercing damage.

Chill Touch. +7 to hit, range 120 ft., one target. Hit: 9 (2d8) necrotic damage, and the target can't regain hit points until the start of your next turn.

Shocking Grasp. +7 to hit, reach 5 ft., one target. Hit: 9 (2d8) lightning damage, and the target can't take reactions until the start of your next turn.

FEATURES AND TRAITS

Darkvision. You have darkvision out to 60 feet.

Evasive. You add your Intelligence modifier as a bonus on all Dexterity saving throws.

Bewitching Guile. You can cast *charm person* (save DC 15) as a 1st-level spell once per long rest. You can cast *ambush prey** as a 2nd-level spell once per long rest. You can cast *fear* (save DC 15) once per long rest. Intelligence is your spellcasting ability for these spells.

Natural Attunement. Each day when you prepare your spells in a natural setting, you may also attune yourself to the energy of a nearby leyline to gain additional spells. When you do, consult the list of spells from the **Leyline Spells table** in **Chapter 4: The Tenders** that match the environment in which you prepared your spells. You can only be attuned to one leyline at a time.

While attuned to a leyline, you gain access to any spells on your current list of leyline spells for which you meet the level requirement. For as long as you are attuned to a leyline, you always have these spells prepared, and they don't count against the number of spells you can prepare each day. Leyline spells are not copied into your spellbook. If you gain access to a spell that doesn't appear on the wizard spell list, the spell is nonetheless a wizard spell for you.

You are currently attuned to a coast leyline.

Thrum of the Land. Whenever you are in an environment that matches a leyline to which you are attuned, you can apply one of the following benefits to any leyline spell you cast (chosen when you cast the spell):

- You gain a +2 bonus to attack rolls made with this spell,
- You gain a +1 bonus to your spell save DC for this spell, or
- You have advantage on Constitution saving throws you make to maintain concentration on this spell, and you can concentrate on this spell for up to twice its normal duration.

Arcane Recovery. Once per day when you finish a short rest, you can choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than half your wizard level (rounded up), and none of the slots can be 6th level or higher.

EQUIPMENT

15 gp, Spellbook, Wand (Arcane Focus), Scholar's Robes, Bedroll, Mess Kit, Holy Symbol of Tyton, A Book of Prayers, Acolyte Vestments, 5 Sticks of Incense

CHARACTER ROLE

Shay Ambrell [they/them] commands powerful spells as a wizard of leyline magic, which they can use to defend themselves, deal damage, or support their allies. They are also flexible, and able to change their spells each day based on the leyline they draw power from.

CHARACTER BACKSTORY

Orphaned at a young age, Shay was taken in by a kindly priest who raised them in the seafaring perch of Saltar's Port. As a child, Shay was captivated by tales of the Amaranthine—the gods of Everden. As time passed, Shay became interested in the study of arcane magic and was eventually accepted into the Avium, the prestigious Humblewood academy. Years later Shay received a vision from the owl Amaranthine of the night domain, Tyton. Shay had a special destiny, Tyton revealed, but they would only find their purpose if they sought adversity. That day, Shay set their studies aside to seek out their destiny on the roads of Humblewood.

FEATURE: SHELTER OF THE FAITHFUL

As an acolyte, you command the respect of those who share your faith, and you can perform the religious ceremonies of Tyton, the Amaranthine of night and death. You and your adventuring companions can expect to receive free healing and care at a temple or shrine, though you must provide any material components needed for the spell. Those who share your religion will support you (but only you) at a modest lifestyle.

You have ties to a temple in Saltar's Port, where your mother still serves as a priest of Tyton. You also have a residence there. You can call upon the priests of this temple for assistance, provided the assistance you ask for is not hazardous and you remain in good standing with your temple.

Personality Traits: I am calm and composed, even in the face of adversity. I see omens in every event and action.

The Amaranthine try to speak to us, we just need to listen.

Ideals: *Aspiration.* I seek to prove myself worthy of Nightfather Tyton's favor by matching my actions against his teachings.

Bonds: I want to find my destiny and discover the purpose set for me by the Amaranthine.

Flaws: I judge others harshly, and myself even more severely.

PREPARED SPELLS

Cantrips: *chill touch, message, minor illusion, shocking grasp*

1st level (4 slots): *mage armor, magic missile, spiny shield*, sleep, thunderwave†*

2nd level (3 slots): *enlarge/reduce (c), mirror image†, scorching ray, spider climb (c)*

3rd level (2 slots): *call lightning†, haste (c), water walk (r)*

* - New spell described in Appendix D

†- This is a leyline spell

c - This spell requires concentration r -

This spell can be cast as a ritual

