**Proficiencies**

**Armor:** None  
**Weapons:** Daggers, darts, slings, quarterstaffs, light crossbows  
**Tools:** None

**Researcher**

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| **Personality traits** | **Ideals** | **Bonds** | **Flaws** |
| I like a good mystery. | The path to power is knowledge. | I search for decryption of ancient mysteries. | I’m easily distracted by food and riddles. I talk without thinking. |

**Feats:**

**Gift of Gem Dragon [INT]**

**Skill Expert [INT, Arcane, Perception]**

**Reactions:**

**Stone's Endurance:** When you take damage, you can reduce the damage d12 + [2] CON.

**Gift of Gem Dragon [INT]**: When you take damage from 10 ft [2], you deal 2d8 Force dmg ([16] half STR save). On failed save it’s pushed 10 ft [2].

**Spells**

**Copying a Spell into the Book.** For each level of the spell, the process takes 2 minutes and costs 50 gp. Once you have spent this time and money, you can prepare the spell just like your other spells.

**Preparing Spells:** Preparing list of wizard spells requires 1 minute per spell level for each spell on your list.

**Spellcasting Focus:** Can use spellcasting focus.

**Cantrip Formulas:** Whenever you level up replace one wizard cantrip you know with another cantrip from the wizard spell list.

**Rituals:** No spell slot required. No need to prepare. Cast time +10 minutes.

**Arcane Recovery:** Once per day when you finish a short rest, you can choose expended spell slots to recover equal to

[4] = ([5] WIZ lvl / 2)↑ + [1] Artifact, none of the slots can be 6th level or higher.

Spells prepared = 10 INT + WIZ lvl

Spellcasting ability = 5 INT

Spell save DC = 16 8 + PROF + INT

Spell attack mod = 8 PROF + INT

Arcane recovery = 4 WIZ lvl/2↑ + 1

**Wizardly Quil**

Bonus action: create a Tiny quill in your free hand.

The quill doesn't require ink. When you write with it, it produces ink in a color of your choice on the writing surface.

### **Awakened Spellbook**

When you cast a wizard spell with a spell slot, you can temporarily replace its damage type with a type that appears in another spell in your spellbook, which magically alters the spell's formula for this casting only. The latter spell must be of the same level as the spell slot you expend.

Per long rest you can cast ritual, with normal time. No adding 10 minutes to cast time.

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Special Item list:

- Staff of Defense

- Immovable Rod

- Book cover from tower

- Pendant from ancient temple

- Jar with ashes from Kost Mage

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Money:

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| PLAT | GOLD | SILVER | COPPER |
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“Trash” items list:

Travelers cloths, Small knife, Backpack, Mess kit, Tinder Box, Waterskin, 50 ft [15m] rope

Rations

Torches

High Quality Meat

**Spells:**

/Slvl = per bonus spell level higher than base spell level

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| **Cantrips** | **Cast – Rng – Dur.** | **Comp** | **Save [Half]** | **Prep** | **Description** |
| Frostbite | 1A – 60 ft [12] – Inst | VS | CON |  | **2d6 Cold dmg**  Disadvantage on the next weapon attack roll before it’s next turn end.  [5th lvl] 2d6, [11th lvl] 3d6, [17th] lvl 4d6 |
| Light | 1A – Touch – 1 h | VM | DEX |  | Target: object up to 10 ft [2] in any dimension. Bright light in 20-foot [4] radius. Dim light in 40-foot [8] radius. Only one object at a time.  Hostile object has DEX saving throw. |
| Mind Sliver | 1A – 60ft [12] – 1R | V | INT |  | **2d6 Psychic dmg**  + -1d4 to next saving throw before end of your next turn.  [5th lvl] 2d6, [11th lvl] 3d6, [17th] lvl 4d6 |
| Shocking Grasp | 1A – Touch – Inst | VS | Att |  | **2d8 Lightning dmg** You have advantage on the attack roll if the target is wearing armor made of metal. It can’t take reactions until the start of its next turn.  [5th lvl] 2d8, [11th lvl] 3d8, [17th] lvl 4d8 |
| **1st Level** | **Cast – Rng – Dur.** | **Comp** | **Save [Half]** | **Prep** | **Description** |
| Catapult | 1A – 60ft [12] – Inst. | S | DEX |  | Hurl **1-5 lbs** [**+5 lbs/Slvl**] not worn or carried. It flies in straight line for 90 ft [18]. If it hits something both take **3d8 Bludgeoning dmg** [**+1d8/Slvl**]. |
| Chromatic Orb | 1A – 90 ft [18] – Inst. | VSM  [50gp] | Attack |  | Spell attack. **3d8** [**+1d8/Slvl**] dmg of type [**Acid, Cold, Fire, Lightning, Poison, Thunder**] |
| Frost Fingers | 1A – 15ft cone [3] – Inst. | VS | CON [Half] |  | **2d8** [**+1d8/Slvl**] **Cold dmg**. Freezes non-magical liquids. |
| Magic Missile | 1A – 120ft [24] – Inst. | VS | --- |  | 3 glowing missiles [**+1/Slvl**]. Each hits creature of my choice that I can see. **1D4+2 Force dmg per missile**. |
| Sleep | 1A – 90 ft [18] – 1min. | VSM | --- |  | Sends **5d8 HP** of creatures to sleep [**+2d8/Slvl**]. 20 ft from point of my choosing. In ascending HP values. Sleeps ends with dmg or action from other creature. |
| Mage Armor | 1A – Touch – 8 h | VSM | --- |  | **Target AC = 13 + DEX modifier**. Spell ends if target dons armor or if you dismiss the spell as an action. |
| Shield | 1R – Self – 1R | VS | --- |  | **+5AC till next turn**. Blocks magic missile. |
| Charm Person | 1A - 30 ft [6] - 1 h | VS | WIS |  | Target has advantage if we are fighting it. It's charmed till end of spell or is harmed by me or companions. During spell it's friendly to you. |
| Alarm | 1min. [R] - 30 ft [6] – 8 h | VSM | --- |  | Choose a door, a window, or an area within range that is no larger than a 20-foot cube. Until the spell ends, an alarm alerts you whenever a tiny or larger creature touches or enters the warded area. When you cast the spell, you can designate creatures that won’t set off the alarm. You also choose whether the alarm is mental or audible. |
| Comprehend  Languages | 1A [R] – Self – 1 h | VSM | --- |  | You understand the literal meaning of any spoken language that you hear. You also understand any written language that you see, but you must be touching the surface on which the words are written. It takes about 1 minute to read one page of text. |
| Detect Magic | 1A[R] – Self – 10 min. [Concentration] | VS | --- |  | For the duration, you sense the presence of magic within 30 feet of you. If you sense magic in this way, you can use your action to see a faint aura around any visible creature or object in the area that bears magic, and you learn its school of magic, if any. |
| Identify | 1 min [R] - Touch - Inst | VSM  100gp | --- |  | You learn about item: if it's magic, properties, how to use it, if it requires attunment, how many charges it has, hat spells are affecting it, if it was created by spell. For creature you learn what spells are affecting it. |

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| **2nd Level** | **Cast – Rng – Dur.** | **Comp** | **Save [Half]** | **Prep** | **Description** |
| Hold Person | 1A - 60 ft [12] - 1 min. [Concetration] | VSM | WIS |  | Target is paralyzed for duration. Save can be repeated at end of each of it's turns. |
| Misty Step | 1BA - Self - Inst | V | --- |  | Teleport up to 30 feet to an unoccupied space that you can see. |
| Mind Spike | 1A – 60 ft [12] – 1 h [Concentration] | S | WIS [Half] |  | **3d8 Psychic dmg** [**+1d8/Slvl**]. You know location of target until spell ends [on the same plane of existence]. Target can’t be hidden from you and don’t get bonus from invisibility. |
| Invisibility | 1 A – Touch – 1 h [Concentration] | VSM | --- |  | A creature you touch becomes invisible until the spell ends. Anything the target is wearing or carrying is invisible as long as it is on the target’s person. The spell ends for a target that attacks or casts a spell. |
| Rime’s Binding Ice | 1A – 30 ft [6] cone – Inst | SM | CON [half] |  | **3d8 Cold damage [+1d8/Slvl]**. Failed save, move speed =0. Other create can use action to break ice. |
| Wither and Bloom | 1A – 60 ft [12] – Inst | VSM | CON  [half] |  | **2d6 Necrotic damage [+1d6/Slvl]**. 10 ft radius sphere. Only selected creatures are affected. One creature in area can roll it’s unspent Hit Dice and regain HP equal to result + [5] INT |
| **2nd Level** | **Cast – Rng – Dur.** | **Comp** | **Save [Half]** | **Prep** | **Description** |
| Haste | 1A - 30 ft [6] - 1 min [Concentration] | VSM | --- |  | Willing target speed it doubled, get +2 AC, has advantage on DEX save and gets additional action each turn (Attack [one], Dash, Dodge, Hide, Use and Object). After spell ends target can't move or take actions for one turn. |
| Thunder Step | 1A - 90 ft [18] - Inst | V | CON  [half] |  | **3d10 Thunder dmg in 10 ft [2] around you [+1d10/Slvl]**.  Teleport in range. Thunder is heard in 300 ft [60] range. You can take one willing target [your size0-] in 5 ft [1] range. |

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| **P** | **1st lvl spells:** |  | **P** | **2nd lvl spells:** |  | **P** | **3rd lvl spells:** |  | **P** | **4th lvl spells:** |
|  | Catapult |  |  | Hold Person |  |  | Haste |  |  |  |
|  | Chromatic Orb |  |  | Misty Step |  |  | Thunder Step |  |  |  |
|  | Frost Fingers |  |  | Mind Spike |  |  |  |  |  |  |
|  | Magic Missile |  |  | Invisibility |  |  |  |  |  |  |
|  | Sleep |  |  | Rime’s Binding Ice |  |  |  |  |  |  |
|  | Mage Armor |  |  | Wither and Bloom |  |  |  |  |  |  |
|  | Shield |  |  |  |  |  |  |  |  |  |
|  | Charm Person |  |  |  |  |  |  |  |  |  |
|  | [R] Alarm |  |  |  |  |  |  |  |  |  |
|  | [R] Comprehend Languages |  |  |  |  |  |  |  |  |  |
|  | [R] Detect Magic |  |  |  |  |  |  |  |  |  |
|  | [R] Identify |  |  |  |  |  |  |  |  |  |

Scrolls:

I Cause Fear WIS save, Frightened. 1min. [Con]

I False Life Self 1d4+4 temporary HP. 1h.

II Augry Divination

II Darkness 15ft rad AoE total darkness. 10 min. [Con]

II Blindness/Deafness CON save (Repeated), Blind/Deafen foe. 1 min.

III Vampiric Touch 3d6 Necrotic touch attack, half lifesteal. 1 min. [Con]

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| Lvl: | Blud | Slash | Pierce | Acid | Cold | Fire | Lightning | Thunder | Poison | Psychic | Necrotic | Radiant | Force |
| 1 lvl | XXX |  |  | XXX | XXX | XXX | XXX | XXX | XXX |  |  |  | XXX |
| 2 lvl |  |  |  |  | XXX |  |  |  |  | XXX | XXX |  |  |
| 3 lvl |  |  |  |  |  |  |  | XXX |  |  |  |  |  |

Important components:

Diamond 50 gp - Chromatic Orb

Pearl 100 gp - Identify