

Lady Bearington

Build

Features

1	Trapped Intellect	Lady Bearington was once a human wizard, permanently transmuted into a Black Bear when attempting a spell too advanced for her. She retains the memories and intelligence from her human life. Base INT = 15
2	Class = Wizard	Use the Wizard table for character progression
3	School = Evocation	
4	Species = Black Bear ¹	Use the Black Bear stat block (excluding INT) as the base
5	Species = Human ¹	Resourceful ⁹ , proficient in perception, Magic Initiate feat ¹⁵
6	Background = Debutant (homebrew background)	Lived as the first daughter of the noble Bearington family. Enjoyed playing polo, studying magic, and weaving. CHA+2, INT+1, proficient in history & insight, Skilled feat ¹⁰ , proficiency with Weaver's Tools ¹¹ , 50GP
7	Perception boost ⁴	+4
8	Hygienic ¹	Washes and brushes her teeth. CHA +2
9	Resourceful ⁵	
10	Skilled ⁶	Proficiencies: animal handling, sleight of hand, athletics
11	Tool proficiency ⁶	Weaver's Tools
12	It's a bear! ¹	Regardless of proficiency, some tasks will always be easier/harder <ul style="list-style-type: none">▪ Advantage: survival, intimidation▪ Disadvantage: handle animal, deception, performance, persuasion
13	Scholar ²	Expertise in Arcana
14	Spellcasting ²	Learn 3x cantrips Spellbook ³⁵ Spellbook +6 x 1vl1 spell Spell slots
15	Magic Initiate ⁵	Learn 2x cantrips Learn 1x 1vl1 spell: always prepared, cast once without spell slot, cast more using spell slots
16	Wizard Subclass ²	Evoker
17	Evocation Savant ¹⁶	Spellbook +2 spells <=1vl2
18	Spellbook @ level 2 ²²	Spellbook +2 spells <=1vl1
19	Spellbook @ level 3 ²²	Spellbook +2 spells <=1vl2

Levelling up

20	Hit point max	HP Max +1d6 +CON
21	Check Wizard table ²	Any special instructions

22	Learn spells ¹⁴	Spellbook +2 spells @ any populated spell slot level
23	Swap MI spell ¹⁵	Swap Magic Initiate spell for a new one
24	Evocation savant spell ¹⁷	After gaining a new spell-slot level: spellbook +1 Evocation spell @ any populated spell slot level

Gameplay

Core

Level	3	Speed	30 30 30 0	Languages* ²⁷
Prof	2	Init	1d20+DEX	Common
Hit Dice	d6	AC	10+DEX	Common Sign
HP Max	21	Prepared spells ¹⁴	6	Elvish
Alignment	CG	Spell save DC	8+INT+prof	
		Spell attack	INT+prof	

Abilities

Ability	STR ⁴	DEX ⁴	CON ⁴	INT ^{1 6}	WIS ⁴	CHA ^{4 6 8}
Score	15	12	14	16	12	11
Mod	+2	+1	+2	+3	+1	0
Skills	save	save	save	save † ²	save † ²	save
	athl † ¹⁰	acro		arca ‡ ^{2 13}	anim ÷ ¹² † ¹⁰	dece ÷ ¹²
† proficient		hand † ¹⁰		hist † ⁶	insi † ⁶	inti × ¹²
‡ expert		stea		inve	medi	perf ÷ ¹²
× advantage				natu † ²	perc +4 ⁷ † ⁵	pers ÷ ¹²
÷ disadvantage				reli	surv × ¹²	

Actions

Type	Name	Description
Action	Attack: Rend ⁴	Melee (STR+prof), 1d6+2 slashing, multiattack – x2
Action	Magic ¹⁴	R. Frost, Mage Hand, D. Magic, Mage Armor, M. Missile, Sleep, Thunderwave, Chromatic Orb, Hideous Laughter, Web, Rope Trick, Darkness, Shatter
Action	(defaults)	dash, disengage, dodge, help, hide, influence, ready, search, study, utilize
Bonus		
Reaction	Opportunity Attack	Rend
Reaction	Magic ¹⁴	Feather fall

Features

25	Darkvision ⁴	60ft
26	Weapon proficiency ²	Simple only
27	Beastly Tongue ¹	Understands languages from her human past. Speaking is painfully difficult: 25 words per level of exhaustion, including spell components!

28	Gluttonous ⁴	Disadvantage on all checks when close to strong food
29	Ursine instincts ¹	When taking damage: DC10 WIS save or INT=2 for 1 round
30	Ritual Adept ²	Cast any spellbook spell labelled as Ritual, without needing preparation
31	Arcane Recovery ²	Short rest: recover spell slots <lv16, combined lv1 half Wizarding lv1. Long rest recharges
32	Potent Cantrip ¹⁶	Cantrip attack misses & save successes: deal half damage anyway

Equipment

(Funds from Origin: 50GP⁶ + 55GP²)

Item, Gold Value, Lbs, Description

33	Gold coins	40	0.8	
34	Backpack	2	5	Panniers
35	Spellbook ¹⁴		3	
36	Tarnished tiara ⁶	50	1	Spellcasting focus
37	Weaver's Tools ⁶	1	5	
38	Parchment x10	1	1	
39	Ink	10		
40	Rations x10	5	20	

Long rests

41	Hit points	Regain all HP
42	Ability scores	Return ability scores to normal
43	Exhaustion	Reduce exhaustion by 1 level
44	Resourceful inspiration ⁹	Gain Heroic Inspiration
45	Prepared spells ¹⁴	Choose new spells
46	Words ²⁷	Can speak 25 words again (before exhaustion)
47	Spell slots ¹⁴	Recharge all spell slots, including Magic Initiate ¹⁵
48	Cantrip swap ¹⁴	Swap 1 known cantrip for new one
49	Recharge Arcane Recovery ³¹	

Roleplaying

Goal	Gorge on a calorific food source (think Gentle Ben at the food table)
	Lady Bearington lived at the top of society, now she lives at the bottom. This has taken her on a journey, learning her true nature and what things really matter in life. She'll scrape out a living however she can, and will always help those in need – she knows what it's like. She refuses to let her 'affliction' define her.

Spells

- Spellcasting ability¹⁴ = INT

Spell slots ¹⁴

1	2	3	4	5	6	7	8	9	M-Initiate ¹⁵
4	2								1

Spellbook

Name, Level, Casting Time, Range, Components, Duration. † = Evocation

Light †	C ¹⁴	A	touch	VM	1hr	Object sheds light, 40ft radius
R. Frost †	C ¹⁴	A	60	VS		1d8 cold damage attack, speed reduced for 1 turn
Mage Hand	C ¹⁴	A	30	VS	1min	Hand manipulates objects
Fire Bolt †	C ¹⁵	A	120	VS		1d10 fire damage attack, sets fire to objects
Mending	C ¹⁵	1min	touch	VSM		Repair single break in something e.g. chain link
D. Magic	1 ¹⁴	A/Ri	30	VS	conc 10mins	See the magic (& school) around objects
Feather Fall	1 ¹⁴	Re	60	VM	1min	Slow descent – no damage
Mage Armor	1 ¹⁴	A	touch	VSM	8hrs	AC = 13+DEX
M. Missile †	1 ¹⁴	A	120	VS		3 darts each 1d4+1 force damage, no attack roll
Sleep	1 ¹⁴	A	60	VSM	conc 1min	5ft radius sphere, WIS save or Incapacitated for 1 turn, repeat save or Unconscious
Thunderwave †	1 ¹⁸	A	self	VS		15ft cube around self, 2d8 thunder damage & pushed 10ft, CON save halves & no push
Chromatic Orb †	1 ¹⁸	A	90	VSM*		3d8 attack (choose damage type), possibility of 2 nd victim. *needs 50gp diamond
Hideous Laughter	1 ¹⁸	A	30	VSM	conc 1min	WIS save or Prone & Incapacitated, more saves each turn & when damaged
Web	2 ¹⁹	A	60	VSM	conc 1min	20ft cube – difficult terrain & light cover, DEX save or Restrained
Rope Trick	2 ¹⁹	A	touch	VSM	1hr	Invisible 3x5ft portal to extra dimensional space, holds 8 medium beings, protection from attacks/spells
Darkness †	2 ¹⁷	A	60	VM	conc 10min	30ft sphere magical darkness, or imbue object
Shatter †	2 ¹⁷	A	60	VSM		20ft sphere, 3d8 thunder damage, CON save halves, damage objects

Magic Initiate¹⁵ Spell (not always in spellbook)

Burning Hands †	1 ¹⁵	A	self	VS		15ft cone, 3d6 fire damage, DEX save halves, set fire to objects
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Help

Track during sessions

- Remaining HP
- Remaining spell slots ¹⁴
- Remaining words ²⁷

Soundboard

- 12: Conversation/tired
- 13: Sad/protest
- 14: Grumbling (long)
- 16: Conversation/hello
- 17: Argument
- 18: Argument
- 20: Comment (short)