

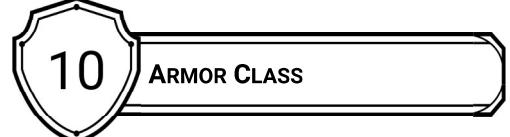
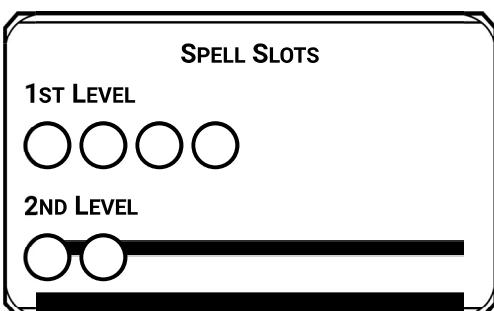
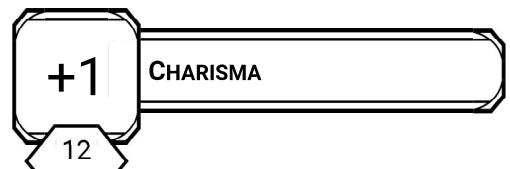
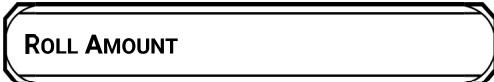
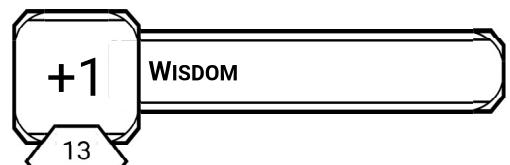
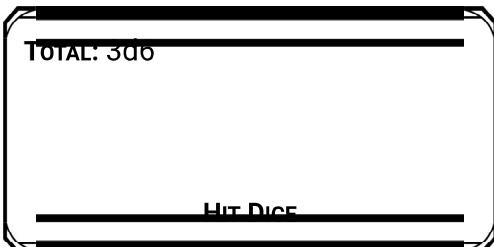
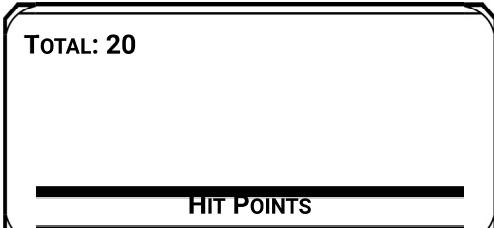
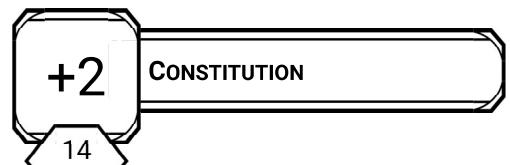
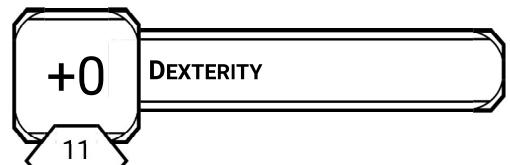


Yaztar

chaotic good Astral Drifter

Male elf

Level 3 Wizard

<https://dicecloud.com/character/iB2ingoPyvNPnjS4z>

- +0 Strength Save
- +0 Dexterity Save
- +2 Constitution Save
- +6 Intelligence Save
- +3 Wisdom Save \*
- +1 Charisma Save

**SAVING THROWS**

- +0 Acrobatics
- +1 Animal Handling
- +6 Arcana
- +0 Athletics
- +1 Deception
- +6 History
- +3 Insight
- +1 Intimidation
- +4 Investigation
- +1 Medicine
- +4 Nature
- +3 Perception (13)
- +1 Performance
- +3 Persuasion
- +6 Religion
- +0 Sleight of Hand
- +0 Stealth
- +1 Survival

**SKILLS**

-  Dart
-  Dagger
-  Light Crossbow
-  Quarterstaff
-  Sling

**WEAPONS**

-  Space Vehicles

**TOOLS**

-  Common
-  Netherese
-  Elvish
-  Abyssal

**LANGUAGES**

**TAMERAN'S LIBRARY OF EVERYTHING**

## This library is still in development!

We have done our best to fix all the bugs we are aware of before releasing version 1.0- however, with a project of this scale it is all but guaranteed that some slipped through the cracks!

If you have found a bug or issue, or if you simply would like to request that something be added sooner rather than later, please visit the LoV Discord server linked here: <https://discord.gg/z3FRWzr63B>.

Thank you for your patience! And thank you for helping us build this massive community project!

**advantage on netherese**

**ACTION**

 Dash

You gain extra movement for the current turn. This doubles your speed.

**ACTION**

 Disengage

Your movement won't provoke opportunity attacks for the rest of the turn.

**ACTION**

 Dodge

Until your next turn, attack rolls against you have disadvantage if you see the attacker, and you make Dexterity saving throws with advantage.

**ACTION**

 Help

A creature you help has advantage on the next ability check, or attack roll against a creature within 5 feet of you, if it occurs before your next turn.

**ACTION**

 Hide

You make a Dexterity (Stealth) check in an attempt to hide.

**ACTION**

 Dash

When you take the Dash action, you gain extra movement for the current turn. The increase equals your speed, after applying any modifiers.

 Dash

**ACTION**

 Disengage

If you take the Disengage action, your movement doesn't provoke opportunity attacks for the rest of the turn.

**ACTION**

 Dodge

When you take the Dodge action, you focus entirely on avoiding attacks. Until the start of your next turn, any attack roll made against you has disadvantage if you can see the attacker, and you make Dexterity saving throws with advantage. You lose this benefit if you are incapacitated or if your speed drops to 0.

**ACTION****Help**

You can lend your aid to another creature in the completion of a task. When you take the Help action, the creature you aid gains advantage on the next ability check it makes to perform the task you are helping with, provided that it makes the check before the start of your next turn.

Alternatively, you can aid a friendly creature in attacking a creature within 5 feet of you. You feint, distract the target, or in some other way team up to make your ally's attack more effective. If your ally attacks the target before your next turn, the first attack roll is made with advantage.

**ACTION****Hide**

When you take the Hide action, you make a Dexterity (Stealth) check in an attempt to hide.

Hide Roll

**ATTACK****Grapple**

Using a free hand, you try to grab a target by making a grapple check.

**ATTACK****Shove**

You roll to shove a reachable target, no larger than you. If the target is incapacitated, you succeed. Success lets you knock them prone or push 5 feet away.

**ATTACK****+2 Unarmed Attack**

You make an unarmed strike against a creature.

**ATTACK****Grapple**

Using at least one free hand, you try to seize the target by making a grapple check, a Strength (Athletics) check contested by the target's Strength (Athletics) or Dexterity (Acrobatics) check (the target chooses the ability to use). You succeed automatically if the target is incapacitated.

**Grapple Roll****ATTACK****Shove**

The target of your shove must be no more than one size larger than you, and it must be within your reach. You make a Strength (Athletics) check contested by the target's Strength (Athletics) or Dexterity (Acrobatics) check (the target chooses the ability to use). You succeed automatically if the target is incapacitated. If you succeed, you either knock the target prone or push it 5 feet away from you.

**Shove Roll****ATTACK****+2 Unarmed Attack**

You make an unarmed strike against a creature while not holding any weapons in your hand.

**On hit**

1 bludgeoning damage

**ATTACK****+2 Quarterstaff****On hit**

d6 bludgeoning damage

**ATTACK**

**+2** Quarterstaff (Two-Handed)

 On hit

 d8 bludgeoning damage

**EVENT**

 D10

 Rolling

**REACTION**

 Chronal Shift

As a reaction, after you or a creature you can see within 30 feet of you makes an attack roll, an ability check, or a saving throw, you can force the creature to reroll. You make this decision after you see whether the roll succeeds or fails. The target must use the result of the second roll.

**BONUS ACTION**

 Starlight Step

As a bonus action, you can magically teleport up to 30 feet to an unoccupied space you can see. You can use this trait a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

**EVENT**

 D12

 Rolling

**DARKVISION**

You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

**EVENT**

 D4

 Rolling

**LONG ACTION**

 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 **2**, and none of the slots can be 6th level or higher.

 Arcane Recovery

**FEY ANCESTRY**

You have advantage on saving throws against being charmed, and magic can't put you to sleep.

**EVENT**

 D6

 Rolling

**ASTRAL FIRE**

You know one of the following cantrips of your choice: dancing lights, light, or sacred flame.

**EVENT**

 D8

 Rolling

**STARLIGHT STEP**

As a bonus action, you can magically teleport up to 30 feet to an unoccupied space you can see. You can use this trait a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

**ASTRAL TRANCE**

You don't need to sleep, and magic can't put you to sleep. You can finish a long rest in 4 hours if you spend those hours in a trancelike meditation, during which you remain conscious.

**ASTRAL TRANCE**

You don't need to sleep, and magic can't put you to sleep. You can finish a long rest in 4 hours if you spend those hours in a trancelike meditation, during which you remain conscious.

Whenever you finish this trance, you gain proficiency in one skill of your choice and with one weapon or tool of your choice, selected from the Player's Handbook. You mystically acquire these proficiencies by drawing them from shared elven memory and the experiences of entities on the Astral Plane, and you retain them until you finish your next long rest.

**MAGIC INITIATE**

Choose a class: bard, cleric, druid, sorcerer, warlock, or wizard. You learn two cantrips of your choice from that class's spell list.

In addition, choose one 1st-level spell to learn from that same list. Using this feat, you can cast the spell once at its lowest level, and you must finish a long rest before you can cast it in this way again.

Your spellcasting ability for these spells depends on the class you chose: Charisma for bard, sorcerer, or warlock; Wisdom for cleric or druid; or Intelligence for wizard.

**LONGEVITY**

You are **20d6** years older than you look, because you have spent that much time in the Astral Sea without aging.

**DIVINE CONTACT**

You gain the Magic Initiate feat from the Player's Handbook and must choose cleric for the feat.

In the Astral Sea, you crossed paths with a wandering deity. The encounter was brief and nonviolent, yet it made a lasting impression on you. This deity saw fit to share one secret or obscure bit of cosmic lore with you. Work with your DM to determine the details of this knowledge and its impact on the campaign.

Roll on the Divine Contact table to determine which deity you encountered, or work with your DM to identify a more suitable choice.

**ARCANE RECOVERY**

You have learned to regain some of your magical energy by studying your spellbook. 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 **2**, and none of the slots can be 6th level or higher.

For example, if you're a 4th-level wizard, you can recover up to two levels worth of spell slots.

You can recover either a 2nd-level spell slot or two 1st-level spell slots.

**SPELLCASTING [WIZARD]**

As a student of arcane magic, you have a spellbook containing spells that show the first glimmerings of your true power. See chapter 10 for the general rules of spellcasting and chapter 11 for the wizard spell list.

**ARCANE TRADITION**

When you reach 2nd level, you choose an arcane tradition from the list of available traditions, shaping your practice of magic. Your choice grants you features at 2nd level and again at 6th, 10th, and 14th level.

**CHRONAL SHIFT**

As a reaction, after you or a creature you can see within 30 feet of you makes an attack roll, an ability check, or a saving throw, you can force the creature to reroll. You make this decision after you see whether the roll succeeds or fails. The target must use the result of the second roll.

You can use this ability twice, and you regain any expended use when you finish a long rest.

**TEMPORAL AWARENESS**

You can add your Intelligence modifiers to your initiative rolls.

**CANTRIP FORMULAS**

You have scribed a set of arcane formulas in your spellbook that you can use to formulate a cantrip in your mind. Whenever you finish a long rest and consult those formulas in your spellbook, you can replace one wizard cantrip you know with another cantrip from the wizard spell list.

**TELEPATHIC**

You awaken the ability to mentally connect with others, granting you the following benefits:

- Increase your Intelligence, Wisdom, or Charisma by 1, to a maximum of 20.
- You can speak telepathically to any creature you can see within 60 feet of you. Your telepathic utterances are in a language you know, and the creature understands you only if it knows that language. Your communication doesn't give the creature the ability to respond to you telepathically.
- You can cast the detect thoughts spell, requiring no spell slot or components, and you must finish a long rest before you can cast it this way again. Your spellcasting ability for the spell is the ability increased by this feat. If you have spell slots of 2nd level or higher, you can cast this spell with them.

**ADVANTAGE ON NETHERESE INFO**

Advantage on Netherese info

**QUARTERSTAFF**

Versatile

**INVENTORY**

Weight Carried: 23.56 lb

Net worth: 121 gp 1 sp 9 cp

Items attuned:

**EQUIPPED****CLOTHES, TRAVELER'S**

2 gp

4 lb

**BACKPACK**

2 gp

5 lb

A backpack can hold one cubic foot or 30 pounds of gear. You can also strap items, such as a bedroll or a coil of rope, to the outside of a backpack.

**SPELLBOOK**

50 gp

3 lb

Essential for wizards, a spellbook is a leather-bound tome with 100 blank vellum pages suitable for recording spells.

**ARCANE FOCUS, CRYSTAL**

10 gp

1 lb

An arcane focus is a special item designed to channel the power of arcane spells. A sorcerer, warlock, or wizard can use such an item as a spellcasting focus.

**A SMALL KNIFE****QUARTERSTAFF**

2 sp

4 lb

A 2sp, 4lb, simple melee weapon, that deals 1d6 bludgeoning damage and has the following properties:

- **Versatile (1d8):** This weapon can be used with one or two hands. A damage value in parentheses appears with the property — the damage when the weapon is used with two hands to make a melee attack.

**CARRIED****POUCH**

5 sp

1 lb

10 gp 4 sp 5 cp

contents

0.56 lb

contents

**0 PLATINUM PIECES**

10 gp

0.02 lb

**9 GOLD PIECES**

9 gp

0.18 lb

1 gp each

0.02 lb each

**14 SILVER PIECES**

1 gp 4 sp

0.28 lb

1 sp each

0.02 lb each

**5 COPPER PIECES**

5 cp

0.1 lb

1 cp each

0.02 lb each

 **BACKPACK**

A backpack can hold one cubic foot or 30 pounds of gear. You can also strap items, such as a bedroll or a coil of rope, to the outside of a backpack.

**A DIARY****BOOK** 25 gp 5 lb

A book might contain poetry, historical accounts, information pertaining to a particular field of lore, diagrams and notes on gnomish contraptions, or just about anything else that can be represented using text or pictures. A book of spells is a spellbook.

**INK (1-OUNCE BOTTLE)** 10 gp **INK (1-OUNCE BOTTLE)** 10 gp**INK PEN** 2 cp**10 SHEETS OF PARCHMENT** 1 gp 1 sp each**A LITTLE BAG OF SAND****INK PEN** 2 cp**SPELLS****ASTRAL FIRE**

Spell Save DC: 14

Spell Attack Bonus: 6

Maximum prepared spells:

You know one of the following cantrips of your choice: dancing lights, light, or sacred flame.

Intelligence, Wisdom, or Charisma is your spellcasting ability for it (choose when you select this race).

**SACRED FLAME**

evocation cantrip

Casting Time: action

Range: 60 feet

Components: Verbal, Somatic

Duration: Instantaneous

Flame-like radiance descends on a creature that you can see within range. The target must succeed on a **DC 14** Dexterity saving throw or take **1d8** radiant damage. The target gains no benefit from cover for this saving throw.

### MAGIC INITIATE: CLERIC

Spell Save DC: 11

Spell casting ability: wisdom

Spell casting ability modifier: 1

Spell Attack Bonus: 3

Maximum prepared spells: 1

You learn two cantrips of your choice from the

Cleric's spell list.

In addition, choose one 1st-level spell to learn from that same list. Using this feat, you can cast the spell once at its lowest level, and you must finish a long rest before you can cast it in this way again.

Your spellcasting ability for these spells Wisdom.

### HEALING WORD

1st-level evocation

Casting Time: bonus action

Range: 60 feet

Components: Verbal

Duration: Instantaneous

A creature of your choice that you can see within range regains hit points equal to  $1d4 + 1$ . This spell has no effect on undead or constructs.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, the healing increases by  $1d4$  for each slot level above 1st.

### GUIDANCE

divination cantrip

Casting Time: action

Range: Touch

Components: Concentration, Verbal, Somatic

Duration: Up to 1 minute

You touch one willing creature. Once before the spell ends, the target can roll a d4 and add the number rolled to one ability check of its choice. It can roll the die before or after making the ability check. The spell then ends.

### WIZARD SPELLS

Spell Save DC: 14

Spell casting ability: intelligence

Spell casting ability modifier: 4

Spell Attack Bonus: 6

Maximum prepared spells: 7

Cantrips known: 3.

### TOLL THE DEAD

necromancy cantrip

Casting Time: action

Range: 60 feet

Components: Verbal, Somatic

Duration: Instantaneous

You point at one creature you can see within range, and the sound of a dolorous bell fills the air around it for a moment. The target must succeed on a **DC 11**

Wisdom saving throw or take **1d8** necrotic damage. If the target is missing any of its hit points, it instead takes **1d12** necrotic damage.

## PRESTIDIGITATION

transmutation cantrip

Casting Time: action

Range: 10 feet

Components: Verbal, Somatic

Duration: Up to 1 hour

This spell is a minor magical trick that novice spellcasters use for practice. You create one of the following magical effects within range:

- You create an instantaneous, harmless sensory effect, such as a shower of sparks, a puff of wind, faint musical notes, or an odd odor.
- You instantaneously light or snuff out a candle, a torch, or a small campfire.
- You instantaneously clean or soil an object no larger than 1 cubic foot.
- You chill, warm, or flavor up to 1 cubic foot of nonliving material for 1 hour.
- You make a color, a small mark, or a symbol appear on an object or a surface for 1 hour.
- You create a nonmagical trinket or an illusory image that can fit in your hand and that lasts until the end of your next turn.

If you cast this spell multiple times, you can have up to three of its non-instantaneous effects active at a time, and you can dismiss such an effect as an action.

## MIND SLIVER

enchantment cantrip

Casting Time: action

Range: 60 feet

Components: Verbal

Duration: 1 round

You drive a disorienting spike of psychic energy into the mind of one creature you can see within range. The target must succeed on a **DC 14** Intelligence saving throw or take **1d6** psychic damage and subtract 1d4 from the next saving throw it makes before the end of your next turn.

## RAY OF FROST

evocation cantrip

Casting Time: action

Range:  $\{60 * (1 + \text{spellSniper})\}$  feet

Components: Verbal, Somatic

Duration: Instantaneous

A frigid beam of blue-white light streaks toward a creature within range. Make a ranged spell attack against the target. On a hit, it takes **1d8** cold damage, and its speed is reduced by 10 feet until the start of your next turn.

### TASHA'S HIDEOUS LAUGHTER

1st-level enchantment

Casting Time: action

Range: 30 ft

Components: Concentration, Verbal, Somatic, Material  
(tiny tarts and a feather that is waved in the air)

Duration: up to 1 minute

A creature of your choice that you can see within range perceives everything as hilariously funny and falls into fits of laughter if this spell affects it. The target must succeed on a **DC 14** Wisdom saving throw or fall prone, becoming incapacitated and unable to stand up for the duration. A creature with an Intelligence score of 4 or less isn't affected.

At the end of each of its turns, and each time it takes damage, the target can make another Wisdom saving throw. The target has advantage on the saving throw if it's triggered by damage. On a success, the spell ends.

### MAGE ARMOR

1st-level abjuration

Casting Time: action

Range: Touch

Components: Verbal, Somatic, Material (a piece of cured leather)

Duration: 8 hours

You touch a willing creature who isn't wearing armor, and a protective magical force surrounds it until the spell ends. The target's base AC becomes  $13 + \text{its Dexterity modifier}$ . The spell ends if the target dons armor or if you dismiss the spell as an action.

### JIM'S MAGIC MISSILE

1st-level evocation

Casting Time: action

Range:  $\{120 * (1 + \text{spellSniper})\}$  feet

Components: Verbal, Somatic, Material (R (1 gp))

Duration: Instantaneous

You create **3** twisting, whistling, hypoallergenic, gluten-free darts of magical force. Each dart targets a creature of your choice that you can see within range. Make a ranged spell attack for each missile. On a hit, a missile deals  $2d4$  force damage to its target.

If the attack roll scores a critical hit, the target of that missile takes  $5d4$  force damage instead of you rolling damage twice for a critical hit. If the attack roll for any missile is a 1, all missiles miss their targets and blow up in your face, dealing 1 force damage per missile to you.

---

*"Jim's magic missile is an ancient and powerful spell, as well as being the name of my band in Wizard Academy."*

— Jim Darkmagic

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, the spell creates one more dart, and the royalty component increases by 1 gp, for each slot level above 1st.

### TASHA'S MIND WHIP

2nd-level enchantment

Casting Time: action

Range: 90 feet

Components: Verbal

Duration: 1 round

You psychically lash out at **1** creature(s) you can see within range. The target must make a **DC 14** Intelligence saving throw. On a failed save, the target takes 3d6 psychic damage, and it can't take a reaction until the end of its next turn. Moreover, on its next turn, it must choose whether it gets a move, an action, or a bonus action; it gets only one of the three. On a successful save, the target takes half as much damage and suffers none of the spell's other effects.

---

**At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher, you can target one additional creature for each slot level above 2nd. The creatures must be within 30 feet of each other when you target them.

### JIM'S GLOWING COIN

2nd-level enchantment

Casting Time: action

Range: 60 feet

Components: Verbal, Somatic, Material (a coin, R (2 GP))

Duration: 1 minute

When you cast the spell, you hurl the coin that is the spell's material component to any spot within range. The coin lights up as if under the effect of a light spell. Each creature of your choice that you can see within 30 feet of the coin must succeed on a **DC 14** Wisdom saving throw or be distracted for the duration. While distracted, a creature has disadvantage on Wisdom (Perception) checks and initiative rolls.

---

Of the many tactics employed by master magician and renowned adventurer Jim Darkmagic, the old glowing coin trick is a time-honored classic.

### SHATTER

2nd-level evocation

Casting Time: action

Range: 60 Feet

Components: Verbal, Somatic, Material (a chip of mica)

Duration: Instantaneous

A sudden loud ringing noise, painfully intense, erupts from a point of your choice within range. Each creature in a 10-foot-radius sphere centered on that point must make a **DC 14** Constitution saving throw. A creature takes **3d8** thunder damage on a failed save, or half as much damage on a successful one. A creature made of inorganic material such as stone, crystal, or metal has disadvantage on this saving throw.

A nonmagical object that isn't being worn or carried also takes the damage if it's in the spell's area.

---

**At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d8 for each slot level above 2nd.

## MIND SPIKE

2nd-level divination

Casting Time: action

Range: 60 feet

Components: Concentration, Somatic

Duration: up to 1 hour

You reach into the mind of one creature you can see within range. The target must make a **DC 14** Wisdom saving throw, taking **3d8** psychic damage on a failed save, or half as much damage on a successful one. On a failed save, you also always know the target's location until the spell ends, but only while the two of you are on the same plane of existence. While you have this knowledge, the target can't become hidden from you, and if it's invisible, it gains no benefit from that condition against you.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d8 for each slot level above 2nd.

## TELEPATHIC

Spell Save DC: 14

Spell Attack Bonus: 6

Maximum prepared spells:

## DETECT THOUGHTS (TELEPATHIC)

2nd-level divination

Casting Time: action

Range: Self

Components: Concentration

Duration: Up to 1 minute

For the duration, you can read the thoughts of certain creatures. When you cast the spell and as your action on each turn until the spell ends, you can focus your mind on any one creature that you can see within 30 feet of you. If the creature you choose has an Intelligence of 3 or lower or doesn't speak any language, the creature is unaffected.

You initially learn the surface thoughts of the creature —what is most on its mind in that moment. As an action, you can either shift your attention to another creature's thoughts or attempt to probe deeper into the same creature's mind. If you probe deeper, the target must make a **DC 14** Wisdom saving throw. If it fails, you gain insight into its reasoning (if any), its emotional state, and something that looms large in its mind (such as something it worries over, loves, or hates). If it succeeds, the spell ends. Either way, the target knows that you are probing into its mind, and unless you shift your attention to another creature's thoughts, the creature can use its action on its turn to make an Intelligence check contested by your Intelligence check; if it succeeds, the spell ends.

Questions verbally directed at the target creature naturally shape the course of its thoughts, so this spell is particularly effective as part of an interrogation.

You can also use this spell to detect the presence of thinking creatures you can't see. When you cast the spell or as your action during the duration, you can search for thoughts within 30 feet of you. The spell can penetrate barriers, but 2 feet of rock, 2 inches of any metal other than lead, or a thin sheet of lead blocks you. You can't detect a creature with an Intelligence of 3 or lower or one that doesn't speak any language.

Once you detect the presence of a creature in this way,

Once you detect the presence of a creature in this way, you can read its thoughts for the rest of the duration as described above, even if you can't see it, but it must still be within range.

## Detect Thoughts

2nd-level divination

Casting Time: action

Range: Self

Components: Concentration, Verbal, Somatic, Material  
(a copper piece)

Duration: Up to 1 minute

For the duration, you can read the thoughts of certain creatures. When you cast the spell and as your action on each turn until the spell ends, you can focus your mind on any one creature that you can see within 30 feet of you. If the creature you choose has an Intelligence of 3 or lower or doesn't speak any language, the creature is unaffected.

You initially learn the surface thoughts of the creature —what is most on its mind in that moment. As an action, you can either shift your attention to another creature's thoughts or attempt to probe deeper into the same creature's mind. If you probe deeper, the target must make a **DC 14** Wisdom saving throw. If it fails, you gain insight into its reasoning (if any), its emotional state, and something that looms large in its mind (such as something it worries over, loves, or hates). If it succeeds, the spell ends. Either way, the target knows that you are probing into its mind, and unless you shift your attention to another creature's thoughts, the creature can use its action on its turn to make an Intelligence check contested by your Intelligence check; if it succeeds, the spell ends.

Questions verbally directed at the target creature naturally shape the course of its thoughts, so this spell is particularly effective as part of an interrogation.

You can also use this spell to detect the presence of thinking creatures you can't see. When you cast the spell or as your action during the duration, you can search for thoughts within 30 feet of you. The spell

can penetrate barriers, but 2 feet of rock, 2 inches of any metal other than lead, or a thin sheet of lead blocks you. You can't detect a creature with an Intelligence of 3 or lower or one that doesn't speak any language.

Once you detect the presence of a creature in this way, you can read its thoughts for the rest of the duration as described above, even if you can't see it, but it must still be within range.