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Llewellyn Broadlore

LLEWELLYN BROADLORE

Elderly Elf
Lawful Neutral
Level 10 Wizard School Of Divination

Pronouns - he/him
Occupations - Bookstore Owner
Armor Class - 10
Hit Points - 87 (TODO Hitdice)
Speed - 20.

STR	DEX	CON	INT	WIS	CHA
7 (-1)	10 (+0)	9 (0)	19 (+5)	19 (+5)	12 (+1)

Saving Throws -
Skills -

{ "Elf Abilities"=>[{"Fey Ancestry"=>"Advantage on saving throws againsts charm and immune to sleep magic", "Darkvision"=>"Can see 60 in dim light as though it was bright light and in darkness as if it was dim light", "Keen Senses"=>"You have proficiency in the Perception skill", "Trance"=>"Elves don't need to sleep. Instead, they meditate deeply, remaining semiconscious, for 4 hours a day. (The Common word for such meditation is "trance.") While meditating, you can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After Resting in this way, you gain the same benefit that a human does from 8 hours of sleep", "Elf Weapon Training"=>"You have proficiency with the Longsword, Shortsword, Shortbow, and Longbow"}], "Wizard Abilities"=>[{"Arcane Recovery"=>"After a short rest can recover a spell slot up to 3rd level", "Spellcasting"=>[{"Spell DC"=>17, "Cantrips"=>"True Strike, Dancing Lights, Fire Bolt, Mage Hand, Mending", "1st Level"=>"Comprehend Languages, Detect Magic, Gift of Alacrity, Find Familiar", "2nd Level"=>"Augury, Detect Thoughts, Mind Spike", "3rd Level"=>"Clairvoyance, Fireball, Tiny Servant", "4th Level"=>"Divination, Private Sanctum, Dimension Door", "5th Level"=>"Legend Lore, Scrying"}]}, "School of Divination Abilities"=>[{"Divination Savant"=>"the gold and time you must spend to copy a Divination spell into your spellbook is halved.", "Potent"=>"when you choose this school, glimpses of the future begin to press in on your awareness. When you finish a long rest, roll two d20s and record the numbers rolled. You can replace any attack roll, saving throw, or ability check made by you or a creature that you can see with one of these foretelling rolls. You must choose to do so before the roll, and you can replace a roll in this way only once per turn.

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ROLEPLAYING

Introduction

A regal looking elderly elf awaits inside the Eldritch Bookshop. /"Good day friends! We have all the latest editions!/"

Appearance

Each foretelling roll can be used only once. When you finish a long rest, you lose any unused foretelling rolls", "Expert Divination"=>"casting divination spells comes so easily to you that it expends only a fraction of your spellcasting efforts. When you cast a divination spell of 2nd level or higher using a spell slot, you regain one expended spell slot. The slot you regain must be of a level lower than the spell you cast and can't be higher than 5th level", "The Third Eye"=> [{"Description"=>"you can use your action to increase your powers of perception. When you do so, choose one of the following benefits, which lasts until you are incapacitated or you take a short or long rest. You can't use the feature again until you finish a short or long rest.", "Darkvision"=>"You gain darkvision out to a range of 60 feet.", "Ethereal Sight"=>"You can see into the Ethereal Plane within 60 feet of you.", "Greater Comprehension"=>"You can read any language.", "See Invisibility"=>"You can see invisible creatures and objects within 10 feet of you that are within line of sight"}]]}

Proficiencies -
Proficiency Mod - +4

Languages -
Common Elvish Dwarvish {"id"=>"elf_tribe", "name"=>"Elf Tribe"} {"id"=>"chamber_of_commerce", "name"=>"Chamber of Commerce"} {"id"=>"university", "name"=>"University"}
Adjectives - Wise, Learned, Curious,

Special Abilities - - -

Special Equipment - - -

Combat Tactics
He will only ever fight if his life is directly threatened at which point he'll use his spellcasting to fight

Actions -

Factions

Appearance
White-haired and wizened, though still very gaunt and regal. Well-dressed and clean

Expressions
I'm sorry, we don't carry dirty books here

We may have some tombs to your liking, but they re definitely not cheap

Mannerisms
Slow and feeble, walks with a staff

Motivations
He loves books and the pursuit of knowledge

Passions
Books and writing

Secrets
He may have various magical tombs and scrolls locked in his backroom safe at any given time

made by you or a creature that you can see with one of these foretelling rolls. You must choose to do so before the roll, and you can replace a roll in this way only once per turn. Each foretelling roll can be used only once. When you finish a long rest, you lose any unused foretelling rolls", "Expert Divination"=>"casting divination spells comes so easily to you that it expends only a fraction of your spellcasting efforts. When you cast a divination spell of 2nd level or higher using a spell slot, you regain one expended spell slot. The slot you regain must be of a level lower than the spell you cast and can't be higher than 5th level", "The Third Eye"=> [{"Description"=>"you can use your action to increase your powers of perception. When you do so, choose one of the following benefits, which lasts until you are incapacitated or you take a short or long rest. You can't use the feature again until you finish a short or long rest.", "Darkvision"=>"You gain darkvision out to a range of 60 feet.", "Ethereal Sight"=>"You can see into the Ethereal Plane within 60 feet of you.", "Greater Comprehension"=>"You can read any language.", "See Invisibility"=>"You can see invisible creatures and objects within 10 feet of you that are within line of sight"}]]}

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