

00 x 3235  
→ ↕  
ge Dummy

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.

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     |
|--------|---------|-------|---------|---------|
| 7 (-1) | 10 (+0) | 9 (0) | 19 (+5) | 19 (+5) |

CHA  
12  
(+1)

Saving Throws -  
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

ROLEPLAYING

Introduction

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

Appearance

2500 x 3235  
↔ ↕  
Image Dummy

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"}]]}

**Proficiencies -**  
**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**