



ny

Karathor

KARATHOR

Older Adult Human
Chaotic Neutral
Level 3 Wizard School Of Abjuration

Pronouns - he/him
Occupations - Merchant
Armor Class - 10
Hit Points - 10 (TODO Hitdice)
Speed - 30.

STR	DEX	CON	INT	WIS	CHA
9 (0)	14 (+2)	13 (+2)	19 (+5)	15 (+3)	17 (+4)

Saving Throws - Skills -

{ "Wizard Abilities" => [{ "Arcane Recovery" => "After a short rest can recover a spell slot up to 3rd level", "Spell Mastery" => "Choose a 1st-level Wizard spell and a 2nd-level Wizard spell that are in your Spellbook. You can cast those Spells at their lowest level without expending a spell slot when you have them prepared. If you want to cast either spell at a higher level, you must expend a spell slot as normal", "Signature Spells" => "Choose two 3rd-level Wizard Spells in your Spellbook as your Signature Spells. You always have these Spells prepared, they don't count against the number of Spells you have prepared, and you can cast each of them once at 3rd Level without expending a spell slot.", "Spellcasting" => [{ "Description" => "Spell DC 14", "Cantrips" => "Blade Ward, Mage Hand, Minor Illusion, Fire Bolt", "1st Level" => "Alarm, Mage Armor, Shield, Find Familiar", "2nd Level" => "Arcane Lock, Phantasmal Force" }] }, { "School of Abjuration Abilities" => [{ "Abjuration Savant" => "the gold and time you must spend to copy a abjuration spell into your spellbook is halved.", "Arcane Ward" => "you can weave magic around yourself for protection. When you cast an abjuration spell of 1st level or higher, you can simultaneously use a strand of the spell's magic to create a magical ward on yourself that lasts until you finish a long rest. The ward has hit points equal to twice your wizard level + your Intelligence modifier. Whenever you take damage, the ward takes the damage instead. If this damage reduces the ward to 0 hit points, you take any remaining damage. While the ward has 0 hit points, it can't absorb damage, but its magic remains. Whenever you cast an abjuration spell of 1st level or higher, the ward regains a number of hit points equal to twice the level of the spell" }] }

Proficiencies -
Proficiency Mod - +2

Languages -
Common
Elvish
{ "id" => "aldris_name_of_the_nation_surrounding_aldris_s_haven", "name" => "Aldria, name of the nation surrounding Aldris's Haven" }
Adjectives - Curious, Clever, Rueful,

Special Abilities -
Special Equipment -
Combat Tactics - He'll try to hide and cast spells
Actions -
Factions

ROLEPLAYING

Introduction

Karathor's Nicknacks sells all kinds of things. Medieval Thriftshop. He is friendly and loves to hear of pranks

Appearance

Older man with a balding scalp. Though there are streaks of long hair on the back and sides. Blind left eye. Red robes

Expressions

Oh no, tell me more.
Laughs a lot at genuinely funny things.
Loves puns at other peoples' expense

Mannerisms

Will pun the hell out of your name if he can. Always points to general area's with his pinky

Motivations

Loves to sow chaos and will assist in pranks

Passions

Good food, especially meat

Secrets

Lives in a secret city in a magical forest right next to an anti magic kingdom that only has paladins and clerics

KARATHOR

Older Adult Human
Chaotic Neutral
Level 3 Wizard School Of Abjuration

Pronouns - he/him
Occupations - Merchant
Armor Class - 10
Hit Points - 10 (TODO Hitdice)
Speed - 30.

STR	DEX	CON	INT
9 (0)	14 (+2)	13 (+2)	19 (+5)

Saving Throws - Skills -

{ "Wizard Abilities" => [{ "Arcane Recovery" => "After a short rest can recover a spell slot up to 3rd level", "Spell Mastery" => "Choose a 1st-level Wizard spell and a 2nd-level Wizard spell that are in your Spellbook. You can cast those Spells at their lowest level without expending a spell slot when you have them prepared. If you want to cast either spell at a higher level, you must expend a spell slot as normal", "Signature Spells" => "Choose two 3rd-level Wizard Spells in your Spellbook as your Signature Spells. You always have these Spells prepared, they don't count against the number of Spells you have prepared, and you can cast each of them once at 3rd Level without expending a spell slot.", "Spellcasting" => [{ "Description" => "Spell DC 14", "Cantrips" => "Blade Ward, Mage Hand, Minor Illusion, Fire Bolt", "1st Level" => "Alarm, Mage Armor, Shield, Find Familiar", "2nd Level" => "Arcane Lock, Phantasmal Force" }] }, { "School of Abjuration Abilities" => [{ "Abjuration Savant" => "the gold and time you must spend to copy a abjuration spell into your spellbook is halved.", "Arcane Ward" => "you can weave magic around yourself for protection. When you cast an abjuration spell of 1st level or higher, you can simultaneously use a strand of the spell's magic to create a magical ward on yourself that lasts until you finish a long rest. The ward has hit points equal to twice your wizard level + your Intelligence modifier. Whenever you take damage, the ward takes the damage instead. If this damage reduces the ward to 0 hit points, you take any remaining damage. While the ward has 0 hit points, it can't absorb damage, but its magic remains. Whenever you cast an abjuration spell of 1st level or higher, the ward regains a number of hit points equal to twice the level of the spell" }] }

Proficiencies -

Languages -
Common
{ "id" => "aldris_name_of_the_nation_surrounding_aldris_s_haven", "name" => "Aldria, name of the nation surrounding Aldris's Haven" }
Adjectives - Curious, Clever, Rueful,

Special Abilities -
Special Equipment -
Combat Tactics - He'll try to hide and cast spells
Actions -
Factions