



Playing the Professor. The Professor is a higher-level character but while out with students only uses part of his true power. Students fighting creatures, overcoming challenges, and occasionally winning or losing is a practical learning experience that arguably can't be found in the Academy. In his office or the classroom, with his books, scrolls, items, and the power of the Arcane Tower, he can perform magical feats he can't repeat on the fly.

'I am the Professor!' The professor is here to aid the students in learning and to round out the more hazardous edges of their plans. As a player, you have access to higher-level abilities, allowing you to support and provide opportunities for the students to shine and to save them from themselves on occasion. The professor has authority over the students but is still a player character and, critically, when not hosting a class, is trying to ensure the players are able to make mistakes they can learn from without dying from them.

Levelling Up the Professor. The professor doesn't level up with the students. When the students have advanced above the third level, the professor can gain a level in two features from any class (not necessarily both from the same class), spell slots as if he was a wizard, or work with your GM to create options that best represent the gaps the professor is filling. For every two levels the students gain after the fourth level, the professor gains one. When the students are the same level as the professor, they gain levels on a one for one basis.



Professor Winkelton Wordsworth Montgomery the Second

PROFESSOR

Yes I heard your joke, seen your prank, and is just as disappointed in its lack of originality as in it's execution. You've turned your books into several bowls of tulips? Have a biscuit. Now where was I? Yes, don't you get any foolish ideas that magic will solve all your problems. Because it won't. Apart from what it will.

Professor Montgomery, chief inductor and guardian of new and fresh students. Lecturer and instructor of the Grand Academy. A regular sight floating between hallways on his plinth, peering over his half-moon glasses, the professor is for better or worse the one responsible for student safety while on expeditions—a responsibility that has often given him a stern demeanour, but occasionally broken by his curious indulgence in the whimsical. Rather than a specialisation, the professor fills the gaps left in students' educations with a level of generalised knowledge that could put most dictionaries to shame. This doesn't stop him from applying the practical teaching moments as nothing reminds a student of the importance of ducking like spending an hour as a goose.



Action Reference Guide

IN ONE ROUND YOU MAY TAKE

ONE MOVE ACTION

Move up to your speed on your turn. Movement can be interrupted to perform any other **action** then finished afterwards.

ONE ACTION

- Attack** with a weapon or **cast** a spell.
- Two-Weapon Fighting** allows two attacks using a pair of light weapons, using your **Bonus Action**.
- Grapple** a foe with a free hand. Using your **Athletics** vs their **Athletics** or **Acrobatics**.
- Dash** allows you to move up to your speed, in addition to your **move action**.
- Disengage** from your melee with a foe. Your movement no longer provokes attacks for this turn.
- Dodge** to focus on defense. Attacks made against you have disadvantage.
- Help** gives an ally advantage to an ability check or attack.
- Hide** gives you an advantage to attacking visible foes and them disadvantage to hit you.
- Ready an Action** performs a single action later in a round, using your **Reaction**, once a trigger occurs.
- Search** devotes your turn to finding something. This may require a **Perception** or **Investigation** check.
- Shove** lets you push a foe back 5 feet or knock them prone using **Athletics** vs their **Athletics** or **Acrobatics**.
- Use an object** lets you activate or interact with an item that takes an entire action to function.

ONE REACTION (IF TRIGGERED)

- You can use a reaction once at any point during the round until it is your turn again.
 - perform a single attack of opportunity.
 - Using a **Readied Action** that has been triggered.
 - Some spells can only be used as a **Reaction**.

ONE INTERACTION

A short amount of speaking and a simple action (e.g. drawing a weapon).

ONE BONUS ACTION (WHEN GRANTED)

Many class and heritage features are performed as a bonus action on your turn. These will be specified as such.



Name **Prof. Winkelton Wordsworth Montgomery II** Class **Professor** Level _____

Awakened Canine

HERITAGE

Get everyone through a field trip without any 'incidents'.

BEST FRIEND

Make progress to being headmaster. Or at least their assistant!

RIVAL

SHORT TERM GOAL

LONG TERM GOAL

ARMOUR CLASS **INITIATIVE** **SPEED** **CURRENT HP** **HIT DIE (D6)** **DEATH SAVED**

STRENGTH **DEXTERITY** **CONSTITUTION** **WISDOM** **INTELLIGENCE** **CHARISMA**

Hat. REA. When a student within 60ft casts a spell, it consumes one of your own equivalent spell slots instead.

ANCESTRAL ITEM

LANGUAGES

Common, Canine and 3 additional languages

EQUIPMENT

CP SP GP

Equipment

Robes
Scroll-making Supplies
Hat
Halfmoon Glasses
3 Diamonds (worth 300gp each)
Explorer's pack
Dagger

SAVING THROWS

- Strength
- Constitution
- +5 Wisdom
- +6 Dexterity
- Intelligence
- Charisma

SPELLCASTING

Cantrips

- Pre Strike.** BA 60ft. 1 creature, the next ATTK targeting the selected creature gain ADV.
- Spare the Dying.** ACT, Touch, 1 creature, a creature at 0 HP is Stabilised.
- Guidance.** ACT, Touch, 1 creature, Concentration, the 1st CHECK the creature makes add 1d4 to the total.
- Message.** 1 ACT, Range 120ft, you whisper a message that only one creature you pick within range can hear and can respond, only you can hear the response.

1st level ○○○○

- Bless.** 1 ACT, 30ft, Concentration up to 1 minute, 3 creatures add 1d4 to ATTKs & SAVES.
- Feather Fall.** 1 REA, 60ft, 1 minute, 5 creatures, creatures take no fall damage and slows decent to 60ft per round.
- Grease.** 1 ACT, 60ft, 1 minute, 10ft square, difficult terrain, each creature in area DEX SAVE fall prone on FAIL.

- Heroism.** 1 ACT, touch, Concentration 1 minute, 1 creature, immune to FRIGHT, gains 4 temp HP at the start of its turn.

2nd level ○○○

- Aid.** 1 ACT, 30ft, 8 hours, 3 creatures, HP Current & Max increased by 5.
- Calm Emotions.** 1 ACT, 60ft, Concentration 1 minute, 20ft radius, CHA SAVE, can choose to fail, on FAIL, choose 1: Suppress charmed or frightened. Hostile creatures become indifferent, ending early if attacked or harmed, or if seeing any allies harmed.
- Enhance Ability.** 1 ACT, Touch, Concentration 1 hour, 1 creature gains one of the following:
 - Bear.** Gains ADV on CON CHECKS & 2d6 TEMP HP, which are lost when spell ends.
 - Bull.** Gain ADV on STR CHECK, carrying capacity doubles.
 - Cat.** Gain DEX CHECK, only takes fall damage after falling for more than 20ft.
 - Eagle.** ADV on CHA CHECK.
 - Fox.** ADV on INT CHECK.
 - Owl.** ADV on WIS CHECK.

- Silence.** (RIT), 1 ACT, 120ft, Concentration 10 minute, no sound can be created or pass through a 20ft radius of a point you choose. Creatures inside area is immune to THUN DMG and Deafened.

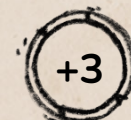
3rd level ○○

- Revivify.** 1 ACT, touch, REQ 300gp diamond consumed, a creature that has been dead less than a minute is restored to life with 1 HP.
- Slow.** 1 ACT, 120ft, 6 creature a 40ft cube, WIS SAVE, on FAIL: -2 AC & DEX SAVES. Can't use REA. Can't make more than 1 melee or ranged ATTK. Can take ACT OR BA. After casting ACT SPELL roll d20 on 11+ SPELL doesn't happen until creature's next turn.



Skills (Proficient)

- +8 (INT) Arcana
- +8 (INT) History
- +8 (INT) Investigation
- +8 (INT) Nature



PROFICIENCY BONUS



PASSIVE PERCEPTION



INSPIRATION

Spellcasting

The Professor knows four cantrips from any spell list, has four 1st level slots, three 2nd level slot, two 3rd level slots. The Professor knows 10 spells from any spell list. Save DC 16. Spell ATTK, +8. Regain all on Long Rest.

Cantrip Mastery.

When you cast a cantrip, you can target 1 additional creature within 5ft of original target.

Teaching. ○○○○

4 uses Short Rest. REA. Roll 1d6 and add it to a creature within 30ft range's CHECK, ATTK or SAVE.

Which Means..?

When you take the HELP ACT, the student who gains ADV on the ability CHECK or ATTK roll can reroll the lowest result.

ATTACKS

Worse than the Bark.

5ft Reach. +4 to hit. On hit 1d6+1 PIERC DMG.

FEATURES & TRAITS

Tenure: ○

Once per session, you can allow a student within 60ft to re-roll either ATTK, CHECK or SAVE results.

Academy Badge: ○

When reduced to 0 HP, you are immediately restored to your maximum HP. Once per Long Rest.

Dogged Persistence: ○

When you take damage, you can use your REA to gain resistance to all of the triggering damage. After you use this ability, you can't use it again until you complete a Short Rest.