



Barnaby Talonn

HOUSE ARCANE - WIZARD

It shouldn't have done that. How exciting!

Barnaby grew up in a treetop community. The owlfolk had a somewhat strained relationship with the rest of the forest relating to several particularly opinionated squirrels. While practising flying during the day, Barnaby found a ruined stone tower. Ever curious, Barnaby investigated and found a treasure trove of magical grimoires, scrolls detailing spell components, and journals.

While at the Academy, Barnaby has been, well, a wizard in a tower filled with magical scrolls! Always with a new collection of scrolls under one arm and with her beak in another new book. Her friends are fairly sure she either doesn't sleep or is actually three owlfolk who regularly change places. It's the only way one creature could study that much. Seemingly intent on learning every spell she can get her hands on, Barnaby is fast becoming the poster child of House Arcane.



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 **Barnaby Talon** Class **Wizard** Level _____

Owlfolk

HERITAGE

Test all their new spells!

BEST FRIEND

Find all of the missing academy's founders 'missing' artifacts.

RIVAL

SHORT TERM GOAL

LONG TERM GOAL

Character stats and abilities:

- ARMOUR CLASS:** 12 (15)
- INITIATIVE:** +2
- SPEED:** 30ft. (FLY)
- MAX HP:** 7
- CURRENT HP:** 17 (1d6+1)
- HIT DIE (D6):** 1
- DEATH SAVES:** 4 (represented by 4 hearts)
- STRENGTH:** +0 (10)
- DEXTERITY:** +2 (14)
- CONSTITUTION:** +1 (12)
- WISDOM:** +3 (16)
- INTELLIGENCE:** +4 (18)
- CHARISMA:** +1 (13)

ANCESTRAL ITEM

Robes. Your robes are an arcane focus. In addition, you can reroll spell ATTK rolls of 1.

LANGUAGES

Common and 3 additional languages

EQUIPMENT

CP SP GP

House Badge
Ancestral Robes, Oversized Hat
Quarterstaff
Arcane Focus
Scholar's Pack
A Spellbook
(Collection of Linked Scrolls)

SAVING THROWS

Strength Constitution **+5** Wisdom
Dexterity Intelligence Charisma

ATTACKS

Quarterstaff. 5ft Reach. +2 to hit.
On hit 1d6 BLUDG DMG (Versatile 1d8 BLUDG DMG).
Talons. 5ft Reach. +4 to hit.
On hit 1d6+2 SLASH DMG.

FEATURES & TRAITS

Academy Student.
When reduced to 0 HP they can immediately spend any number of hit dice as if during a Short Rest. The student cannot use this feature again until they have gained a level.

House Badge. Arcane.
Once per Short Rest reroll a single d20 when making a spell ATTK or a SAVE against a spell, or spell-like effect. You must use the new result.

Darkvision. 60ft.

Winged Arms.

Arcane Recovery.
Long Rest. As part of Short Rest, recover spell slots equal to half your level (rounded down).

SPELLCASTING

Cantrips

- Dancing Lights.** 1 ACT, 120ft range, Concentration 1 minute, 4 torch sized light sources dim light 10ft. BA move them on your turn.
- Acid Splash.** 1 ACT, 60ft range, 1 or 2 creatures within 5ft of each other, DEX SAVE throw DC 14, 1d6 ACID damage on FAIL.
- Prestidigitation.** 1 ACT, 10 feet, up to 1 hour, You create an instantaneous, harmless sensory effect.

1st level

- Identify.** 1 minute, RIT, you chose one object you hold, you learn if it is magical, if it is how many charges it holds, what it does, if any spells currently affect it and if it is cursed.
- Detect Magic.** 1 ACT, RIT, Concentration up to 10 minutes, you are able to sense magic within 30 feet of you.
- Comprehend Languages.** RIT, 1 ACT, duration 1 hour, For the duration, you understand the literal meaning of any spoken language that you hear. You also understand any written language that you see, but you must be touching the surface on which the words are written.
- Magic Missile.** 1 ACT, 120ft., 3 darts, each dealing 1d4+1 FORCE DMG, can target separate creatures or the same one.
- Mage Armour.** 1 ACT, AC 13 +2 duration 8 hours.
- Sleep.** 1 ACT, range 90ft, duration 1 minute, roll 5d8, starting with the creature with the lowest HP, within a 20ft of a point you target, subtract the current of the creature from the amount rolled if reduced to 0 the creature falls to sleep, move on to the next creature till you have the amount rolled. Undead and creatures immune to being charmed aren't affected by this spell.



Skills (Proficient)

- +6 (INT) Arcana
- +6 (INT) History
- +5 (WIS) Insight
- +6 (INT) Investigation

PROFICIENCY BONUS: +2

PASSIVE PERCEPTION: 13

INSPIRATION: 0

Spellcasting

You can prepare five spells from your spells known. You can change the spells you have prepared at the end of a long rest. You have two 1st level slots, Long Rest. You know three cantrips.

Character Levelling

LEVEL II **1ST**

HP: Increase current and maximum HP by 5 (total of 12), gain 1 additional hit dice (2d6 total).

Features and Abilities:

- Arcane Tradition.** Pick one or **Evocation:**
- Evocation Savant.** Half time and gold to put Evocation spell into spellbook.
- Sculpt Spells.** 1+ spell level amount of creatures you pick will be safe from your Evocation spells.
- Spellcasting.** You can prepare one additional spell from your spells known. You add two spells to your known spells. You can change the spells you have prepared at the end of a long rest. You gain one additional 1st level slot, Long Rest.

LEVEL III **1ST** **2ND**

HP: Increase current and maximum HP by 5 (total of 17), gain 1 additional hit dice (3d6 total).

Ancestral Item: When you roll initiative, you can choose to immediately cast Mage Armour. You can reroll CHECKS and SAVES rolls of 1 if proficient.

Features and Abilities:

- Spellcasting:** You can prepare one additional spells from your spells known. You add two spells to your known spells. You can change the spells you have prepared at the end of a Long Rest. You gain two 2nd level slots and one additional 1st level slot, Long Rest.