

# 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

#### ONE ACTION



Attack with a weapon or cast a spell.

vs their Athletics or Acrobatics.



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



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



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 yout 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.



# Tame Barnaby Talon Class Wizard Level

Owlfolk

## HERITAGE

### BEST FRIEND

### RIVAL

Test all

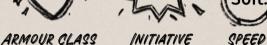
their new spells!

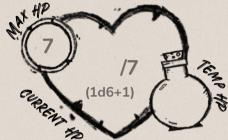
Find all of the missing academy's founders 'missing' artifacts.

SHORT TERM GOAL

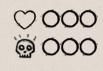
LONG TERM GOAL









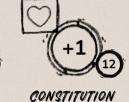


HIT DIE (D6)

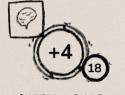
# DEATH SAVES

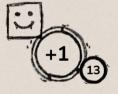


DEXTERITY







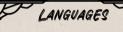


INTELLIGENCE

CHARISMA

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

### ANCESTRAL ITEM

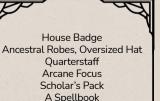


Common and 3 additional languages

# EQUIPMENT



(Collection of Linked Scrolls)



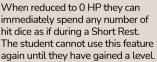
# ATTACKS

SAVING THROWS

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.



# 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).

• Dancing Lights. 1 ACT, 120ft range, Concentration 1 minute, 4 torch sized light sources dim light 10ft. BA move them on your turn.

SPELLCASTING

- 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 (/NT) Arcana +6 (/NT) History (/WT) Investigation







PROFICIENCY RONUS

PERCEPTION

INSPIRATION

# 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 !!



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:

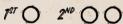
Evocation Savant. Half time and gold to put Evocation spell into spellbook.

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





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.