

Spaika

CA 13

74 HP

Razza: Changeling | Classe: Wizard 8 | Campagna: PROVA EBERRON | Edizione: D&D 2014

Iniziativa +3

Velocità 30 ft

FORZA

+2

14

DESTREZZA

+3

17

COSTITUZIONE

+3

17

INTELLIGENZA

+3

16

SAGGEZZA

+2

15

CARISMA

+4

19

TIRI SALVEZZA

| | |
|---|----|
| <input type="radio"/> Forza | +2 |
| <input type="radio"/> Destrezza | +3 |
| <input type="radio"/> Costituzione | +3 |
| <input checked="" type="radio"/> Intelligenza | +6 |
| <input checked="" type="radio"/> Saggezza | +5 |
| <input type="radio"/> Carisma | +4 |

ABILITÀ & COMPETENZA (+3)

| | |
|---|----|
| <input checked="" type="radio"/> Acrobazia (Des) | +6 |
| <input type="radio"/> Addestrare Animali (Sag) | +2 |
| <input checked="" type="radio"/> Arcano (Int) | +6 |
| <input type="radio"/> Atletica (For) | +2 |
| <input checked="" type="radio"/> Inganno (Car) | +7 |
| <input checked="" type="radio"/> Storia (Int) | +6 |
| <input type="radio"/> Intuizione (Sag) | +2 |
| <input type="radio"/> Intimidire (Car) | +4 |
| <input checked="" type="radio"/> Indagine (Int) | +6 |
| <input type="radio"/> Medicina (Sag) | +2 |
| <input checked="" type="radio"/> Natura (Int) | +6 |
| <input type="radio"/> Percezione (Sag) | +2 |
| <input type="radio"/> Intrattenimento (Car) | +4 |
| <input checked="" type="radio"/> Persuasione (Car) | +7 |
| <input type="radio"/> Religione (Int) | +3 |
| <input checked="" type="radio"/> Rapidità di Mano (Des) | +6 |
| <input checked="" type="radio"/> Furtività (Des) | +6 |
| <input checked="" type="radio"/> Sopravvivenza (Sag) | +5 |

ARMI & ATTACCHI

Nessuna arma equipaggiata.

EQUIPAGGIAMENTO & INVENTARIO

Rame (cp): 0 | Argento (sp): 0 | Oro (gp): 0 | Platino (pp): 0

Inventario vuoto o nessun oggetto visibile.

PRIVILEGI DI CLASSE & ABILITÀ SPECIALI

Cantrip_tier

Wizard

- Level: 8
- Arcane Recovery: 4 slot /LR
- Spell Mastery:

TRATTI DI RAZZA, TALENTI & COMPETENZE

Tratti Razziali: Changeling

Background: Ruined

Talenti Acquisiti:

- Iniziato alla Magia
- Tocco d'Ombra
- Tenace

Lingue conosciute: Any 1 Languages

LIBRO DEGLI INCANTESIMI / SPELLBOOK

Incantesimi da Razza, Talenti o Sottoclasse

Shadow Touched: Invisibility (sempre prep. - 1/riposo lungo)

RISORSE / RESOURCES

Slot Incantesimo

| | | |
|--------------------|---|----------|
| Slot di 1° livello | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | r. lungo |
| Slot di 2° livello | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | r. lungo |
| Slot di 3° livello | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | r. lungo |
| Slot di 4° livello | <input type="checkbox"/> <input type="checkbox"/> | r. lungo |

Generale

Ispirazione

Mago

Recupero Arcano r. lungo

Incantesimi da Talenti (gratis)

Invisibility (Shadow Touched) r. lungo

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TRATTI RAZZIALI — TESTO COMPLETO

Age

Changelings mature slightly faster than humans but share a similar lifespan—typically a century or less. While a changeling can transform to conceal their age, the effects of aging affect them similarly to humans.

Alignment

Changelings tend toward pragmatic neutrality, and few changelings embrace evil.

Size

Your size is Medium.

Shapechanger

As an action, you can change your appearance and your voice. You determine the specifics of the changes, including your coloration, hair length, and sex. You can also adjust your height and weight, but not so much that your size changes. You can make yourself appear as a member of another race, though none of your game statistics change. You can't duplicate the appearance of a creature you've never seen, and you must adopt a form that has the same basic arrangement of limbs that you have. Your clothing and equipment aren't changed by this trait.

You stay in the new form until you use an action to revert to your true form or until you die.

Changeling Instincts

You gain proficiency with two of the following skills of your choice: Deception, Insight, Intimidation, and Persuasion.

Languages

You can speak, read, and write Common and two other languages of your choice.

PRIVILEGI DI WIZARD (LV 8) — TESTO COMPLETO

Recupero Arcano (Lv 1)

Puoi recuperare parte della tua energia magica studiando il tuo grimorio. Quando termini un riposo breve, puoi scegliere alcuni slot incantesimo esauriti da recuperare. Il livello combinato degli slot incantesimo può essere al massimo pari alla metà del tuo livello da Mago (arrotondato per eccesso), e nessuno degli slot può essere di 6° livello o superiore. Ad esempio, se sei un Mago di 4° livello, puoi recuperare slot incantesimo per un totale di due livelli, recuperando o uno slot di 2° livello o due slot di 1° livello.

Una volta utilizzata questa caratteristica, non potrai farlo di nuovo fino a quando non avrai terminato un riposo lungo.

Lancio di Incantesimi (Lv 1)

As a student of arcane magic, you have a spellbook containing spells that show the first glimmerings of your true power. See 10 for the general rules of spellcasting and 11 for the wizard spell list.

Cantrips. At 1st level, you know three cantrips of your choice from the wizard spell list. You learn additional wizard cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Wizard table.

Spellbook. At 1st level, you have a spellbook containing six 1st-level wizard spells of your choice. Your spellbook is the repository of the wizard spells you know, except your cantrips, which are fixed in your mind.

Preparing and Casting Spells.

The Wizard table shows how many spell slots you have to cast your wizard spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

You prepare the list of wizard spells that are available for you to cast. To do so, choose a number of wizard spells from your spellbook equal to your Intelligence modifier + your wizard level (minimum of one spell). The spells must be of a level for which you have spell slots.

For example, if you're a 3rd-level wizard, you have four 1st-level and two 2nd-level spell slots. With an Intelligence of 16, your list of prepared spells can include six spells of 1st or 2nd level, in any combination, chosen from your spellbook. If you prepare the 1st-level spell magic missile, you can cast it using a 1st-level or a 2nd-level slot. Casting the spell doesn't remove it from your list of prepared spells.

You can change your list of prepared spells when you finish a long rest. Preparing a new list of wizard spells requires time spent studying your spellbook and memorizing the incantations and gestures you must make to cast the spell: at least 1 minute per spell level for each spell on your list.

Spellcasting Ability.

Intelligence is your spellcasting ability for your wizard spells, since you learn your wizard spells through dedicated study and memorization. You use your Intelligence whenever a spell refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for a wizard spell you cast and when making an attack roll with one.

Spell.

Spell.

Ritual Casting. You can cast a wizard spell as a ritual if that spell has the ritual tag and you have the spell in your spellbook. You don't need to have the spell prepared.

Spellcasting Focus. You can use an arcane focus as a spellcasting focus for your wizard spells.

Learning Spells of 1st Level and Higher. Each time you gain a wizard level, you can add two wizard spells of your choice to your spellbook. Each of these spells must be of a level for which you have spell slots, as shown on the Wizard table. On your adventures, you might find other spells that you can add to your spellbook (see "Your Spellbook").

Your Spellbook

The spells that you add to your spellbook as you gain levels reflect the arcane research you conduct on your own, as well as intellectual breakthroughs you have had about the nature of the multiverse. You might find other spells during your adventures. You could discover a spell recorded on a scroll in an evil wizard's chest, for example, or in a dusty tome in an ancient library.

A spellbook doesn't contain cantrips.

Copying a Spell into the Book.

When you find a wizard spell of 1st level or higher, you can add it to your spellbook if it is of a spell level you can prepare and if you can spare the time to decipher and copy it.

Copying a spell into your spellbook involves reproducing the basic form of the spell, then deciphering the unique system of notation used by the wizard who wrote it. You must practice the spell until you understand the sounds or gestures required, then transcribe it into your spellbook using your own notation.

For each level of the spell, the process takes 2 hours and costs 50 gp. The cost represents material components you expend as you experiment with the spell to master it, as well as the fine inks you need to record it. Once you have spent this time and money, you can prepare the spell just like your other spells.

Copying from a Spell Scroll.

Replacing the Book.

You can copy a spell from your own spellbook into another book—for example, if you want to make a backup copy of your spellbook. This is just like copying a new spell into your spellbook, but faster and easier, since you understand your own notation and already know how to cast the spell. You need spend only 1 hour and 10 gp for each level of the copied spell.

If you lose your spellbook, you can use the same procedure to transcribe the spells that you have prepared into a new spellbook. Filling out the remainder of your spellbook requires you to find new spells to do so, as normal. For this reason, many wizards keep backup spellbooks in a safe place.

The Book's Appearance. Your spellbook is a unique compilation of spells, with its own decorative flourishes and margin notes. It might be a plain, functional leather volume that you received as a gift from your master, a finely bound gilt-edged tome you found in an ancient library, or even a loose collection of notes scrounged together after you lost your previous spellbook in a mishap.

Tradizione Arcana (Lv 2)

Quando raggiungi il 2° livello, scegli una Tradizione Arcana dall'elenco delle tradizioni disponibili, dando forma alla tua pratica della magia. La tua scelta ti conferisce caratteristiche al 2° livello e nuovamente al 6°, al 10° e al 14° livello.

Cantrip Formulas (Lv 3)

optional feature}

You have scribed a set of arcane formulas in your spellbook that you can use to formulate a cantrip in your mind. Whenever you finish a long rest and consult those formulas in your spellbook, you can replace one wizard cantrip you know with another cantrip from the wizard spell list.

Arcane Tradition feature (Lv 6)

Al 6° livello, ottieni una caratteristica concessa dalla tua Tradizione Arcana.

Sottoclasse: War Magic

War Magic (Lv 2)

A variety of arcane colleges specialize in training wizards for war. The tradition of War Magic blends principles of evocation and abjuration, rather than specializing in either of those schools. It teaches techniques that empower a caster's spells, while also providing methods for wizards to bolster their own defenses.

Followers of this tradition are known as war mages. They see their magic as both a weapon and armor, a resource superior to any piece of steel. War mages act fast in battle, using their spells to seize tactical control of a situation. Their spells strike hard, while their defensive skills foil their opponents' attempts to counterattack. War mages are also adept at turning other spellcasters' magical energy against them.

In great battles, a war mage often works with evokers, abjurers, and other types of wizards. Evokers, in particular, sometimes tease war mages for splitting their attention between offense and defense. A war mage's typical response: "What good is being able to throw a mighty fireball if I die before I can cast it?"

Arcane Deflection (Lv 2)

At 2nd level, you have learned to weave your magic to fortify yourself against harm. When you are hit by an attack or you fail a saving throw, you can use your reaction to gain a +2 bonus to your AC against that attack or a +4 bonus to that saving throw.

When you use this feature, you can't cast spells other than cantrips until the end of your next turn.

Tactical Wit (Lv 2)

Starting at 2nd level, your keen ability to assess tactical situations allows you to act quickly in battle. You can give yourself a bonus to your initiative rolls equal to your Intelligence modifier.

Power Surge (Lv 6)

Starting at 6th level, you can store magical energy within yourself to later empower your damaging spells. In its stored form, this energy is called a power surge.

You can store a maximum number of power surges equal to your Intelligence modifier (minimum of one). Whenever you finish a long rest, your number of power surges resets to one. Whenever you successfully end a spell with dispel magic or counterspell, you gain one power surge, as you steal magic from the spell you foiled. If you end a short rest with no power surges, you gain one power surge.

Once per turn when you deal damage to a creature or object with a wizard spell, you can spend one power surge to deal extra force damage to that target. The extra damage equals half your wizard level.

TALENTI — TESTO COMPLETO

Magic Initiate (PHB 2014)

Choose a class: bard, cleric, druid, sorcerer, warlock, or wizard. You learn two cantrips of your choice from that class's spell list.

In addition, choose one 1st-level spell to learn from that same list. Using this feat, you can cast the spell once at its lowest level, and you must finish a long rest before you can cast it in this way again.

Your spellcasting ability for these spells depends on the class you chose: Charisma for bard, sorcerer, or warlock; Wisdom for cleric or druid; or Intelligence for wizard.

Shadow Touched (TCE 2014)

Your exposure to the Shadowfell's magic has changed you, granting you the following benefits:

- You learn the invisibility spell and one 1st-level spell of your choice. The 1st-level spell must be from the illusion or necromancy school of magic. You can cast each of these spells without expending a spell slot. Once you cast either of these spells in this way, you can't cast that spell in this way again until you finish a long rest. You can also cast these spells using spell slots you have of the appropriate level. The spells' spellcasting ability is the ability increased by this feat.

Tough (PHB 2014)

Your hit point maximum increases by an amount equal to twice your level when you gain this feat. Whenever you gain a level thereafter, your hit point maximum increases by an additional 2 hit points.

INCANTESIMI — TESTO COMPLETO

Incantesimi di 2° Livello

Invisibilità (Illusione, Concentrazione — PHB 2014)

Tempo: 1 azione | **Gittata:** Contatto | **Componenti:** V, S, M (an eyelash encased in gum arabic) | **Durata:** 1 ora

Una creatura che tocchi diventa invisibile fino alla fine dell'incantesimo. Qualsiasi cosa il bersaglio indossi o trasporti è invisibile finché si trova addosso al bersaglio. L'incantesimo termina per un bersaglio che attacca o lancia un incantesimo.

Ai Livelli Superiori.

When you cast this spell using a spell slot of 3rd level or higher, you can target one additional creature for each slot level above 2nd.