

Test 1

CA 14

155 HP

Razza: Custom Lineage | Classe: Ranger 20 | Campagna: TEST 2014 | Edizione: D&D 2014

Iniziativa +4

Velocità 30 ft

FORZA

+2

15

DESTREZZA

+4

18

COSTITUZIONE

+2

15

INTELLIGENZA

-1

8

SAGGEZZA

-1

8

CARISMA

-1

9

TIRI SALVEZZA

<input checked="" type="radio"/> Forza	+8
<input checked="" type="radio"/> Destrezza	+10
<input type="radio"/> Costituzione	+2
<input type="radio"/> Intelligenza	-1
<input type="radio"/> Saggezza	-1
<input type="radio"/> Carisma	-1

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.

ABILITÀ & COMPETENZA (+6)

<input type="radio"/> Acrobazia (Des)	+4
<input type="radio"/> Addestrare Animali (Sag)	-1
<input type="radio"/> Arcano (Int)	-1
<input checked="" type="radio"/> Atletica (For)	+8
<input checked="" type="radio"/> Inganno (Car)	+5
<input type="radio"/> Storia (Int)	-1
<input type="radio"/> Intuizione (Sag)	-1
<input checked="" type="radio"/> Intimidire (Car)	+5
<input type="radio"/> Indagine (Int)	-1
<input type="radio"/> Medicina (Sag)	-1
<input type="radio"/> Natura (Int)	-1
<input checked="" type="radio"/> Percezione (Sag)	+5
<input type="radio"/> Intrattenimento (Car)	-1
<input type="radio"/> Persuasione (Car)	-1
<input type="radio"/> Religione (Int)	-1
<input type="radio"/> Rapidità di Mano (Des)	+4
<input checked="" type="radio"/> Furtività (Des)	+10
<input checked="" type="radio"/> Sopravvivenza (Sag)	+5

PRIVILEGI DI CLASSE & ABILITÀ SPECIALI

Cantrip_tier

Ranger

- Level: 11
- Extra Attack: 2

Rogue

- Level: 9
- Sneak Attack: 5d6
- Uncanny Dodge: 1
- Evasion: 1
- Reliable Talent:
- Save Dc: 18
- Cunning Strikes: Array
- Devious Strikes: Array

TRATTI DI RAZZA, TALENTI & COMPETENZE

Tratti Razziali: Custom Lineage

Background: Background Personalizzato

Talenti Acquisiti:

- Toccato dal Fey
- Iniziato alla Magia
- Cartomante
- Atleta
- Allerta

Strumenti & Veicoli: Glassblower's Tools, Mason's Tools

LIBRO DEGLI INCANTESIMI / SPELLBOOK

Incantesimi da Razza, Talenti o Sottoclasse

Fey Touched: Silvery Barbs, Misty Step (sempre prep. · 1/riposo lungo)

Magic Initiate: Booming Blade (Trucchetto), Green-Flame Blade (Trucchetto), Armor of Agathys

Cartomancer: Prestidigitation (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	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
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Incantesimi da Talenti (gratis)

Misty Step (Fey Touched)	<input type="checkbox"/>	r. lungo
Silvery Barbs (Fey Touched)	<input type="checkbox"/>	r. lungo

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Tratti, talenti e incantesimi del personaggio riportati per esteso: giocabile senza manuale.

TRATTI RAZZIALI — TESTO COMPLETO

Creature Type

You are a humanoid. You determine your appearance and whether you resemble any of your kin.

Size

You are Small or Medium (your choice).

Feat

You gain one feat of your choice for which you qualify.

Variable Trait

You gain one of the following options of your choice: (a) darkvision with a range of 60 feet or (b) proficiency in one skill of your choice.

Languages

You can speak, read, and write Common and one other language that you and your DM agree is appropriate for your character.

PRIVILEGI DI RANGER (LV 11) — TESTO COMPLETO

Deft Explorer (Lv 1)

optional feature, which replaces the Natural Explorer feature)

You are an unsurpassed explorer and survivor, both in the wilderness and in dealing with others on your travels. You gain the Canny benefit below, and you gain an additional benefit below when you reach 6th level and 10th level in this class.

Canny.

Choose one of your skill proficiencies. Your proficiency bonus is doubled for any ability check you make that uses the chosen skill.

You can also speak, read, and write two additional languages of your choice.

Nemico Prediletto (Lv 1)

Beginning at 1st level, you have significant experience studying, tracking, hunting, and even talking to a certain type of enemy.

Choose a type of favored enemy: aberrations, beasts, celestials, constructs, dragons, elementals, fey, fiends, giants, monstrosities, oozes, plants, or undead.

Alternatively, you can select two races of humanoid (such as gnolls and orcs) as favored enemies.

You have advantage on Wisdom (Survival) checks to track your favored enemies, as well as on Intelligence checks to recall information about them.

When you gain this feature, you also learn one language of your choice that is spoken by your favored enemies, if they speak one at all.

You choose one additional favored enemy, as well as an associated language, at 6th and 14th level. As you gain levels, your choices should reflect the types of monsters you have encountered on your adventures.

Favored Foe (Lv 1)

optional feature, which replaces the Favored Enemy feature and works with the Foe Slayer feature)

When you hit a creature with an attack roll, you can call on your mystical bond with nature to mark the target as your favored enemy for 1 minute or until you lose your concentration (as if you were concentrating on a spell).

The first time on each of your turns that you hit the favored enemy and deal damage to it, including when you mark it, you can increase that damage by 1d4.

You can use this feature to mark a favored enemy a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

This feature's extra damage increases when you reach certain levels in this class: to 1d6 at 6th level and to 1d8 at 14th level.

Esploratore Naturale (Lv 1)

You are particularly familiar with one type of natural environment and are adept at traveling and surviving in such regions. Choose one type of favored terrain: arctic, coast, desert, forest, grassland, mountain, swamp, or the Underdark. When you make an Intelligence or Wisdom check related to your favored terrain, your proficiency bonus is doubled if you are using a skill that you're proficient in.

While traveling for an hour or more in your favored terrain, you gain the following benefits:

- Difficult terrain doesn't slow your group's travel.
- Your group can't become lost except by magical means.
- Even when you are engaged in another activity while traveling (such as foraging, navigating, or tracking), you remain alert to danger.
- If you are traveling alone, you can move stealthily at a normal pace.
- When you forage, you find twice as much food as you normally would.
- While tracking other creatures, you also learn their exact number, their sizes, and how long ago they passed through the area.

You choose additional favored terrain types at 6th and 10th level.

Stile di Combattimento (Lv 2)

At 2nd level, you adopt a particular style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

Lancio di Incantesimi (Lv 2)

By the time you reach 2nd level, you have learned to use the magical essence of nature to cast spells, much as a druid does. See 10 for the general rules of spellcasting and 11 for the ranger spell list.

Spell Slots.

The Ranger table shows how many spell slots you have to cast your ranger 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.

For example, if you know the 1st-level spell animal friendship and have a 1st-level and a 2nd-level spell slot available, you can cast animal friendship using either slot.

Spells Known of 1st Level and Higher.

You know two 1st-level spells of your choice from the ranger spell list.

The Spells Known column of the Ranger table shows when you learn more ranger spells of your choice. Each of these spells must be of a level for which you have spell slots. For instance, when you reach 5th level in this class, you can learn one new spell of 1st or 2nd level.

Additionally, when you gain a level in this class, you can choose one of the ranger spells you know and replace it with another spell from the ranger spell list, which also must be of a level for which you have spell slots.

Spellcasting Ability.

Wisdom is your spellcasting ability for your ranger spells, since your magic draws on your attunement to nature. You use your Wisdom whenever a spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a ranger spell you cast and when making an attack roll with one.

Spell.

Spell.

Spellcasting Focus (Lv 2)

optional feature}

You can use a druidic focus as a spellcasting focus for your ranger spells. A druidic focus might be a sprig of mistletoe or holly, a wand or rod made of yew or another special wood, a staff drawn whole from a living tree, or an object incorporating feathers, fur, bones, and teeth from sacred animals.

Primal Awareness (Lv 3)

optional feature, which replaces the Primeval Awareness feature}

You can focus your awareness through the interconnections of nature: you learn additional spells when you reach certain levels in this class if you don't already know them, as shown in the Primal Awareness Spells table. These spells don't count against the number of ranger spells you know.

Primal Awareness Spells

Ranger Level	Spell
3rd	Speak with animals
5th	Beast sense
9th	Speak with plants
13th	Locate creature
17th	Commune with nature

You can cast each of these spells once without expending a spell slot. Once you cast a spell in this way, you can't do so again until you finish a long rest.

Consapevolezza Primordiale (Lv 3)

Beginning at 3rd level, you can use your action and expend one ranger spell slot to focus your awareness on the region around you. For 1 minute per level of the spell slot you expend, you can sense whether the following types of creatures are present within 1 mile of you (or within up to 6 miles if you are in your favored terrain): aberrations, celestials, dragons, elementals, fey, fiends, and undead. This feature doesn't reveal the creatures' location or number.

Archetipo del Ranger (Lv 3)

At 3rd level, you choose an archetype that you strive to emulate from the list of available archetypes. Your choice grants features at 3rd level, and again at 7th, 11th, and 15th level.

Martial Versatility (Lv 4)

optional feature}

Whenever you reach a level in this class that grants the Ability Score Improvement feature, you can replace a fighting style you know with another fighting style available to rangers. This replacement represents a shift of focus in your martial practice.

Attacco Aggiuntivo (Lv 5)

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Deft Explorer Improvement (Lv 6)

You gain an additional benefit when you reach 6th level in this class.

Roving. Your walking speed increases by 5, and you gain a climbing speed and a swimming speed equal to your walking speed.

Favored Enemy and Natural Explorer improvements (Lv 6)

At 6th level, you gain an additional favored terrain.

At 6th level, you choose one additional favored enemy, as well as an associated language. Your choice should reflect the types of monsters you have encountered on your adventures.

Ranger Archetype feature (Lv 7)

At 7th level, you gain a feature granted to you by your Ranger Archetype.

Land's Stride (Lv 8)

A partire dal 8° livello, muoversi attraverso un terreno difficile non magico non ti costa movimento extra. Puoi anche passare attraverso piante non magiche senza essere rallentato da esse e senza subire danni se hanno spine, uncini o pericoli simili.

Inoltre, hai vantaggio nei tiri salvezza contro piante magicamente create o manipolate per ostacolare il movimento, come quelle create dall'incantesimo intreccio.

Deft Explorer Improvement (Lv 10)

You gain an additional benefit when you reach 10th level in this class.

Tireless.

As an action, you can give yourself a number of temporary hit points equal to 1d8 + your Wisdom modifier (minimum of 1 temporary hit point). You can use this action a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

In addition, whenever you finish a short rest, your exhaustion level, if any, is decreased by 1.

Nascondersi alla Vista (Lv 10)

Starting at 10th level, you can spend 1 minute creating camouflage for yourself. You must have access to fresh mud, dirt, plants, soot, and other naturally occurring materials with which to create your camouflage.

Once you are camouflaged in this way, you can try to hide by pressing yourself up against a solid surface, such as a tree or wall, that is at least as tall and wide as you are. You gain a +10 bonus to Dexterity (Stealth) checks as long as you remain there without moving or taking actions. Once you move or take an action or a reaction, you must camouflage yourself again to gain this benefit.

Natural Explorer improvement (Lv 10)

You gain an additional favored terrain.

Nature's Veil (Lv 10)

optional feature, which replaces the Hide in Plain Sight feature

You draw on the powers of nature to hide yourself from view briefly. As a bonus action, you can magically become invisible, along with any equipment you are wearing or carrying, until the start of your next turn.

You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Ranger Archetype feature (Lv 11)

At 11th level, you gain a feature granted to you by your Ranger Archetype.

Sottoclasse: Horizon Walker

Horizon Walker (Lv 3)

Horizon Walkers guard the world against threats that originate from other planes or that seek to ravage the mortal realm with otherworldly magic. They seek out planar portals and keep watch over them, venturing to the Inner Planes and the Outer Planes as needed to pursue their foes. These rangers are also friends to any forces in the multiverse—especially benevolent dragons, fey, and elementals—that work to preserve life and the order of the planes.

Detect Portal (Lv 3)

At 3rd level, you gain the ability to magically sense the presence of a planar portal. As an action, you detect the distance and direction to the closest planar portal within 1 mile of you.

Once you use this feature, you can't use it again until you finish a short or long rest.

See the "Planar Travel" section in chapter 2 of the Dungeon Master's Guide for examples of planar portals.

Horizon Walker Magic (Lv 3)

Starting at 3rd level, you learn an additional spell when you reach certain levels in this class, as shown in the Horizon Walker Spells table. The spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.

Horizon Walker Spells

Ranger Level	Spells
3rd	protection from evil and good
5th	misty step
9th	haste
13th	banishment
17th	teleportation circle

Planar Warrior (Lv 3)

At 3rd level, you learn to draw on the energy of the multiverse to augment your attacks.

As a bonus action, choose one creature you can see within 30 feet of you. The next time you hit that creature on this turn with a weapon attack, all damage dealt by the attack becomes force damage, and the creature takes an extra 1d8 force damage from the attack. When you reach 11th level in this class, the extra damage increases to 2d8.

Ethereal Step (Lv 7)

At 7th level, you learn to step through the Ethereal Plane. As a bonus action, you can cast the etherealness spell with this feature, without expending a spell slot, but the spell ends at the end of the current turn.

Once you use this feature, you can't use it again until you finish a short or long rest.

Distant Strike (Lv 11)

At 11th level, you gain the ability to pass between the planes in the blink of an eye. When you take the Attack action, you can teleport up to 10 feet before each attack to an unoccupied space you can see.

If you attack at least two different creatures with the action, you can make one additional attack with it against a third creature.

PRIVILEGI DI ROGUE (LV 9) — TESTO COMPLETO

Maestria (Lv 1)

Ottieni Expertise in due delle tue competenze di abilità a tua scelta. Sleight of Hand e Stealth sono consigliati se ne hai competenza.

Al livello 6 di Ladro, ottieni Expertise in altre due competenze di abilità a tua scelta.

Attacco Furtivo (Lv 1)

Beginning at 1st level, you know how to strike subtly and exploit a foe's distraction. Once per turn, you can deal an extra 1d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon.

You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

The amount of the extra damage increases as you gain levels in this class, as shown in the Sneak Attack column of the Rogue table.

Gergo dei Ladri (Lv 1)

During your rogue training you learned thieves' cant, a secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation. Only another creature that knows thieves' cant understands such messages. It takes four times longer to convey such a message than it does to speak the same idea plainly.

In addition, you understand a set of secret signs and symbols used to convey short, simple messages, such as whether an area is dangerous or the territory of a thieves' guild, whether loot is nearby, or whether the people in an area are easy marks or will provide a safe house for thieves on the run.

Azione Astuta (Lv 2)

Starting at 2nd level, your quick thinking and agility allow you to move and act quickly. You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

Archetipo del Ladro (Lv 3)

At 3rd level, you choose an archetype that you emulate in the exercise of your rogue abilities from the list of available archetypes. Your archetype choice grants you features at 3rd level and then again at 9th, 13th, and 17th level.

Steady Aim (Lv 3)

optional feature}

As a bonus action, you give yourself advantage on your next attack roll on the current turn. You can use this bonus action only if you haven't moved during this turn, and after you use the bonus action, your speed is 0 until the end of the current turn.

Schivata Istantiva (Lv 5)

Starting at 5th level, when an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

Maestria (Lv 6)

Ottieni Expertise in due delle tue competenze di abilità a tua scelta.

Evasione (Lv 7)

Puoi schivare agilmente certe minacce. Quando sei soggetto a un effetto che ti permette di fare un tiro salvezza di Destrezza per subire solo metà danni, invece subisci nessun danno se riesci al tiro salvezza e solo metà danni se fallisci. Non puoi usare questa caratteristica se hai la condizione Incapacitated.

Roguish Archetype feature (Lv 9)

At 9th level, you gain a feature granted by your Roguish Archetype.

Sottoclasse: Arcane Trickster

Arcane Trickster (Lv 3)

Some rogues enhance their fine-honed skills of stealth and agility with magic, learning tricks of enchantment and illusion. These rogues include pickpockets and burglars, but also pranksters, mischief-makers, and a significant number of adventurers.

Mage Hand Legerdemain (Lv 3)

Starting at 3rd level, when you cast mage hand, you can make the spectral hand invisible, and you can perform the following additional tasks with it:

- You can stow one object the hand is holding in a container worn or carried by another creature.
- You can retrieve an object in a container worn or carried by another creature.
- You can use thieves' tools to pick locks and disarm traps at range.

You can perform one of these tasks without being noticed by a creature if you succeed on a Dexterity (Sleight of Hand) check contested by the creature's Wisdom (Perception) check.

In addition, you can use the bonus action granted by your Cunning Action to control the hand.

Lancio di Incantesimi (Lv 3)

When you reach 3rd level, you gain the ability to cast spells. See 10 for the general rules of spellcasting and 11 for the wizard spell list.

Cantrips. You learn three cantrips: mage hand and two other cantrips of your choice from the wizard spell list. You learn another wizard cantrip of your choice at 10th level.

Spell Slots.

The Arcane Trickster Spellcasting 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.

For example, if you know the 1st-level spell charm person and have a 1st-level and a 2nd-level spell slot available, you can cast charm person using either slot.

Spells Known of 1st-Level and Higher.

You know three 1st-level wizard spells of your choice, two of which you must choose from the enchantment and illusion spells on the wizard spell list.

The Spells Known column of the Arcane Trickster Spellcasting table shows when you learn more wizard spells of 1st level or higher. Each of these spells must be an enchantment or illusion spell of your choice, and must be of a level for which you have spell slots. For instance, when you reach 7th level in this class, you can learn one new spell of 1st or 2nd level.

The spells you learn at 8th, 14th, and 20th level can come from any school of magic.

Whenever you gain a level in this class, you can replace one of the wizard spells you know with another spell of your choice from the wizard spell list. The new spell must be of a level for which you have spell slots, and it must be an enchantment or illusion spell, unless you're replacing the spell you gained at 3rd, 8th, 14th, or 20th level from any school of magic.

Spellcasting Ability.

Intelligence is your spellcasting ability for your wizard spells, since you learn your 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.

Magical Ambush (Lv 9)

Starting at 9th level, if you are hidden from a creature when you cast a spell on it, the creature has disadvantage on any saving throw it makes against the spell this turn.

STILE DI COMBATTIMENTO (RANGER) — TESTO COMPLETO

Blind Fighting

Hai vista cieca per 10 piedi. Puoi vedere creature non visibili.

TALENTI — TESTO COMPLETO

Alert (PHB 2014)

Always on the lookout for danger, you gain the following benefits:

- You gain a +5 bonus to initiative.
- You can't be surprised while you are conscious.
- Other creatures don't gain advantage on attack rolls against you as a result of being unseen by you.

Athlete (PHB 2014)

You have undergone extensive physical training to gain the following benefits:

- When you are prone, standing up uses only 5 feet of your movement.
- Climbing doesn't cost you extra movement.
- You can make a running long jump or a running high jump after moving only 5 feet on foot, rather than 10 feet.

Cartomancer (BMT 2014)

You have learned to channel your magic through a deck of cards. You can use a card deck as your spellcasting focus, and you gain the following benefits:

- **Card Tricks.** You learn the Prestidigitation cantrip and can use it to create illusions that duplicate the effects of stage magic. When you use Prestidigitation in this way, you can conceal the verbal and somatic components of the spell as ordinary conversation and card handling.
- **Hidden Ace.** When you finish a long rest, you can choose one spell from your class's spell list and imbue that spell into a card. The chosen spell must have a casting time of 1 action, and it must be a level for which you have spell slots. The card remains imbued with this spell for 8 hours. While the card is imbued with the spell, you can use a bonus action to flourish the card and cast the spell within. The card then immediately loses its magic.

Fey Touched (TCE 2014)

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

- You learn the misty step spell and one 1st-level spell of your choice. The 1st-level spell must be from the divination or enchantment 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.

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.

INCANTESIMI — TESTO COMPLETO

Trucchetti (Livello 0)

Lama Tonante (Invocazione — TCE 2014)

Tempo: 1 azione | **Gittata:** Sé (5 ft (1,5 m) raggio) | **Componenti:** S, M (a melee weapon worth at least 1 sp) | **Durata:** 1 round

Brandisci l'arma usata per lanciare l'incantesimo e effettui un attacco in mischia con essa contro una creatura entro 5 piedi da te. Se colpisci, il bersaglio subisce gli effetti normali dell'attacco con l'arma e poi viene avvolto da un'energia rimbombante fino all'inizio del tuo prossimo turno. Se il bersaglio si muove volontariamente di 5 piedi o più prima di allora, subisce 1d8 danni da tuono e l'incantesimo termina. Il danno di questo incantesimo aumenta quando raggiungi determinati livelli. Al 5° livello, l'attacco in mischia infligge un ulteriore 1d8 danni da tuono al bersaglio se colpisce, e il danno che il bersaglio subisce per lo spostamento aumenta a 2d8. Entrambi i tiri per i danni aumentano di 1d8 al 11° livello (2d8 e 3d8) e di nuovo al 17° livello (3d8 e 4d8).

Lama di fiamma verde (Invocazione — TCE 2014)

Tempo: 1 azione | **Gittata:** Sé (5 ft (1,5 m) raggio) | **Componenti:** S, M (a melee weapon worth at least 1 sp) | **Durata:** Istantanea

Brandisci l'arma usata per lanciare l'incantesimo e effettui un attacco in mischia con essa contro una creatura entro 5 piedi da te. Se colpisci, il bersaglio subisce gli effetti normali dell'attacco con l'arma, e puoi far saltare fuoco verde dal bersaglio verso un'altra creatura a tua scelta che puoi vedere entro 5 piedi da esso. La seconda creatura subisce danno da fuoco pari al tuo modificatore di capacità di incantesimo. Il danno di questo incantesimo aumenta quando raggiungi determinati livelli. Al 5° livello, l'attacco in mischia infligge un extra 1d8 di danno da fuoco al bersaglio se colpisce, e il danno da fuoco alla seconda creatura aumenta a 1d8 + il tuo modificatore di capacità di incantesimo. Entrambi i tiri per i danni aumentano di 1d8 al 11° livello (2d8 e 2d8) e al 17° livello (3d8 e 3d8).

Prestidigitazione (Trasmutazione — PHB 2014)

Tempo: 1 azione | **Gittata:** 10 ft (3 m) | **Componenti:** V, S | **Durata:** 1 ora

Questo incantesimo è un piccolo trucco magico che gli incantatori novizi usano per fare pratica. Crei uno dei seguenti effetti magici entro la portata: Se lanci questo incantesimo più volte, puoi avere fino a tre dei suoi effetti non istantanei attivi contemporaneamente, e puoi interrompere un simile effetto con un'azione.

Incantesimi di 1° Livello

Armatura di Agathys (Abiurazione — PHB 2014)

Tempo: 1 azione | **Gittata:** Sé | **Componenti:** V, S, M (a cup of water) | **Durata:** 1 ora

Una forza magica protettiva ti avvolge, manifestandosi come un gelo spettrale che copre te e il tuo equipaggiamento. Ottieni 5 punti ferita temporanei per tutta la durata. Se una creatura ti colpisce con un attacco in mischia mentre possiedi questi punti ferita, la creatura subisce 5 danni da freddo.

Ai Livelli Superiori.

When you cast this spell using a spell slot of 2nd level or higher, both the temporary hit points and the cold damage increase by 5 for each slot level above 1st.

Spine d'Argento (Ammaliamento — SCC 2014)

Tempo: 1 reazione | **Gittata:** 60 ft (18 m) | **Componenti:** V | **Durata:** Istantanea

Distrai magicamente la creatura che ha innescato l'effetto e trasforma la sua momentanea incertezza in incoraggiamento per un'altra creatura. La creatura che ha innescato l'effetto deve rilanciare il d20 e utilizzare il risultato più basso. Puoi quindi scegliere una creatura diversa che puoi vedere entro la portata (puoi scegliere te stesso). La creatura scelta ha vantaggio al prossimo tiro per colpire, prova di caratteristica o tiro salvezza che effettua entro 1 minuto. Una creatura può essere potenziata da un solo utilizzo di questo incantesimo alla volta.

Incantesimi di 2° Livello

Passo Nebbioso (Evocazione — PHB 2014)

Tempo: 1 azione bonus | **Gittata:** Sé | **Componenti:** V | **Durata:** Istantanea

Circondato brevemente da una nebbia argentea, ti teletrasporti fino a 30 piedi in uno spazio non occupato che puoi vedere.