Lady Bearington

# Build

## Features

|  |  |
| --- | --- |
| 1. Trapped Intellect
 | Lady Bearington was once a human wizard, permanently transmuted into a Black Bear when attempting a spell too advanced for her. She retains the memories and intelligence from her human life.Base INT = 15 |
| 1. Class = Wizard
 | Use the Wizard table for character progression |
| 1. School = Evocation
 |  |
| 1. Species = Black Bear 1
 | Use the Black Bear stat block (excluding INT) as the base |
| 1. Species = Human 1
 | Resourceful9, proficient in perception, Magic Initiate feat15 |
| 1. Background = Debutant(homebrew background)
 | Lived as the first daughter of the noble Bearington family. Enjoyed playing polo, studying magic, and weaving.CHA+2, INT+1, proficient in history & insight, Skilled feat10, proficiency with Weaver's Tools11, 50GP |
| 1. Perception boost 4
 | +4 |
| 1. Hygienic 1
 | Washes and brushes her teeth. CHA +2 |
| 1. Resourceful 5
 |  |
| 1. Skilled 6
 | Proficiencies: animal handling, sleight of hand, athletics |
| 1. Tool proficiency 6
 | Weaver’s Tools |
| 1. It’s a bear! 1
 | Regardless of proficiency, some tasks will always be easier/harder* Advantage: survival, intimidation
* Disadvantage: handle animal, deception, performance, persuasion
 |
| 1. Scholar 2
 | Expertise in Arcana |
| 1. Spellcasting 2
 | Learn 3x cantripsSpellbook35Spellbook +6 x lvl1 spellSpell slots |
| 1. Magic Initiate 5
 | Learn 2x cantripsLearn 1x lvl1 spell: always prepared, cast once without spell slot, cast more using spell slots  |
| 1. Wizard Subclass 2
 | Evoker |
| 1. Evocation Savant 16
 | Spellbook +2 spells <=lvl2 |
| 1. Spellbook @ level 2 22
 | Spellbook +2 spells <=lvl1 |
| 1. Spellbook @ level 3 22
 | Spellbook +2 spells <=lvl2 |

## Levelling up

|  |  |
| --- | --- |
| 1. Hit point max
 | HP Max +1d6 +CON |
| 1. Check Wizard table 2
 | Any special instructions |
| 1. Learn spells 14
 | Spellbook +2 spells @ any populated spell slot level |
| 1. Swap MI spell 15
 | Swap Magic Initiate spell for a new one |
| 1. Evocation savant spell 17
 | After gaining a new spell-slot level: spellbook +1 Evocation spell @ any populated spell slot level |

# Gameplay

## Core

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Level** | 3 |  | **Speed** | 30|30|30|0 |  | **Languages\* 27** |
| **Prof** | 2 |  | **Init** | 1d20+DEX |  | Common |
| **Hit Dice** | d6 |  | **AC** | 10+DEX |  | Common Sign |
| **HP Max** | 21 |  | **Prepared spells 14** | 6 |  | Elvish |
| **Alignment** | CG |  | **Spell save DC** | 8+INT+prof |  |  |
|  |  |  | **Spell attack** | INT+prof |  |  |

## Abilities

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Ability | **STR 4** | **DEX 4** | **CON 4** | **INT 1|6** | **WIS 4** | **CHA 4|6|8** |
| Score | 15 | 12 | 14 | 16 | 12 | 11 |
| Mod | **+2** | **+1** | **+2** | **+3** | **+1** |  **0** |
| Skills | save | save | save | save †2 | save †2 | save |
| † proficient‡ expert× advantage÷ disadvantage | athl †10 | acro |  | **arca ‡2|13** | anim ÷12 †10 | dece ÷12 |
|  | hand †10 |  | hist †6 | insi †6 | inti ×12 |
|  | stea |  | inve | medi | perf ÷12 |
|  |  |  | natu †2 | perc +47 †5 | pers ÷12 |
|  |  |  | reli | surv ×12 |  |

## Actions

|  |  |  |
| --- | --- | --- |
| Type | Name | Description |
| Action | **Attack: Rend 4** | Melee (STR+prof), 1d6+2 slashing, multiattack – x2 |
| Action | **Magic 14** | R. Frost, Mage Hand, D. Magic, Mage Armor, M. Missile, Sleep, Thunderwave, Chromatic Orb, Hideous Laughter, Web, Rope Trick, Darkness, Shatter |
| Action | **(defaults)** | dash, disengage, dodge, help, hide, influence, ready, search, study, utilize |
| Bonus |  |  |
| Reaction | **Opportunity Attack** | Rend |
| Reaction | **Magic 14** | Feather fall |

## Features

|  |  |
| --- | --- |
| 1. **Darkvision 4**
 | 60ft |
| 1. **Weapon proficiency 2**
 | Simple only |
| 1. **Beastly Tongue 1**
 | Understands languages from her human past. Speaking is painfully difficult: 25 words per level of exhaustion, including spell components! |
| 1. **Gluttonous 4**
 | Disadvantage on all checks when close to strong food |
| 1. **Ursine instincts 1**
 | When taking damage: DC10 WIS save or INT=2 for 1 round |
| 1. **Ritual Adept 2**
 | Cast any spellbook spell labelled as Ritual, without needing preparation |
| 1. **Arcane Recovery 2**
 | Short rest: recover spell slots <lvl6, combined lvl half Wizarding lvl. Long rest recharges |
| 1. **Potent Cantrip 16**
 | Cantrip attack misses & save successes: deal half damage anyway |

## Equipment

(Funds from Origin: 50GP6 + 55GP2)

Item, Gold Value, Lbs, Description

|  |  |  |  |
| --- | --- | --- | --- |
| 1. **Gold coins**
 | 40 | 0.8 |  |
| 1. **Backpack**
 | 2 | 5 | Panniers |
| 1. **Spellbook 14**
 |  | 3 |  |
| 1. **Tarnished tiara 6**
 | 50 | 1 | Spellcasting focus |
| 1. **Weaver’s Tools 6**
 | 1 | 5 |  |
| 1. **Parchment x10**
 | 1 | 1 |  |
| 1. **Ink**
 | 10 |  |  |
| 1. **Rations x10**
 | 5 | 20 |  |

## Long rests

|  |  |
| --- | --- |
| 1. **Hit points**
 | Regain all HP |
| 1. **Ability scores**
 | Return ability scores to normal |
| 1. **Exhaustion**
 | Reduce exhaustion by 1 level |
| 1. **Resourceful inspiration 9**
 | Gain Heroic Inspiration |
| 1. **Prepared spells 14**
 | Choose new spells |
| 1. **Words 27**
 | Can speak 25 words again (before exhaustion) |
| 1. **Spell slots 14**
 | Recharge all spell slots, including Magic Initiate 15 |
| 1. **Cantrip swap 14**
 | Swap 1 known cantrip for new one |
| 1. **Recharge Arcane Recovery 31**
 |  |

## Roleplaying

|  |  |
| --- | --- |
| Goal | Gorge on a calorific food source (think Gentle Ben at the food table) |
|  | Lady Bearington lived at the top of society, now she lives at the bottom. This has taken her on a journey, learning her true nature and what things really matter in life. She’ll scrape out a living however she can, and will always help those in need – she knows what it’s like. She refuses to let her ‘affliction’ define her. |

# Spells

* Spellcasting ability14 = INT

## Spell slots 14

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **1** | **2** | **3** | **4** | **5** | **6** | **7** | **8** | **9** | **M-Initiate15** |
| *4* | *2* |  |  |  |  |  |  |  | *1* |

## Spellbook

Name, Level, Casting Time, Range, Components, Duration. † = Evocation

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Light †** | C14 | A | touch | VM | 1hr | Object sheds light, 40ft radius |
| **R. Frost †** | C14 | A | 60 | VS |  | 1d8 cold damage attack, speed reduced for 1 turn |
| **Mage Hand** | C14 | A | 30 | VS | 1min | Hand manipulates objects |
| **Fire Bolt †** | C15 | A | 120 | VS |  | 1d10 fire damage attack, sets fire to objects |
| **Mending** | C15 | 1min | touch | VSM |  | Repair single break in something e.g. chain link |
| **D. Magic** | 114 | A/Ri | 30 | VS | conc10mins | See the magic (& school) around objects |
| **Feather Fall** | 114 | Re | 60 | VM | 1min | Slow descent – no damage |
| **Mage Armor** | 114 | A | touch | VSM | 8hrs | AC = 13+DEX |
| **M. Missile †** | 114 | A | 120 | VS |  | 3 darts each 1d4+1 force damage, no attack roll |
| **Sleep** | 114 | A | 60 | VSM | conc1min | 5ft radius sphere, WIS save or Incapacitated for 1 turn, repeat save or Unconscious |
| **Thunderwave †** | 118 | A | self | VS |  | 15ft cube around self, 2d8 thunder damage & pushed 10ft, CON save halves & no push |
| **Chromatic Orb †** | 118 | A | 90 | VSM\* |  | 3d8 attack (choose damage type), possibility of 2nd victim. \*needs 50gp diamond |
| **Hideous Laughter** | 118 | A | 30 | VSM | conc1min | WIS save or Prone & Incapacitated, more saves each turn & when damaged |
| **Web** | 219 | A | 60 | VSM | conc1min | 20ft cube – difficult terrain & light cover, DEX save or Restrained |
| **Rope Trick** | 219 | A | touch | VSM | 1hr | Invisible 3x5ft portal to extra dimensional space, holds 8 medium beings, protection from attacks/spells |
| **Darkness †** | 217 | A | 60 | VM | conc10min | 30ft sphere magical darkness, or imbue object |
| **Shatter †** | 217 | A | 60 | VSM |  | 20ft sphere, 3d8 thunder damage, CON save halves, damage objects |
| **Magic Initiate15 Spell** (not always in spellbook) |
| **Burning Hands †** | 115 | A | self | VS |  | 15ft cone, 3d6 fire damage, DEX save halves, set fire to objects |

# Help

## Track during sessions

* Remaining HP
* Remaining spell slots 14
* Remaining words 27

## Soundboard

* 12: Conversation/tired
* 13: Sad/protest
* 14: Grumbling (long)
* 16: Conversation/hello
* 17: Argument
* 18: Argument
* 20: Comment (short)