

Barak

Male Lizardfolk, any alignment

Armor Class: 15 (with mage armor)

Hit Points: 52 (8d8 +16)

Speed: 30ft (9m / 6 sqr), climb 20ft (6m / 4 sqr)

Proficiency: +3

STR	DEX	CON
10 (+0)	14 (+2)	14 (+2)
INT	WIS	CHA
20 (+5)	14 (+2)	17 (+3)

Skills: *Stealth* +5 *Perception* +5 *Arcana* +8 *History* +8 *Investigation* +8 *Persuasion* +6

Saving Throws: *Intelligence* +8 *Charisma* +6 ⓘ

Challenge: 4 (1100 XP)

Actions

Quarterstaff. *Melee Weapon Attack* +3 to hit, reach 5 ft, one target. Hit: 3 (1d6 +0) bludgeoning damage.

Properties: *Versatile* (1d8),

Spells

Spellcasting. the Arcanist is an 8th-level wizard. Its spellcasting ability is Intelligence (spell save DC 16, to hit with spell attacks +8)

Cantrips (at will): Fire Bolt, Acid Splash, Poison Spray, Shocking Grasp,

1st level (4 slots): Silent Image, Burning Hands, Comprehend Languages, Identify, Longstrider, Mage Armor,

2nd level (3 slots): Locate Object, Levitate,

3rd level (3 slots): Blink, Nondetection, Lightning Bolt,

4th level (2 slots): Hallucinatory Terrain,

Special Abilities

Arcane Recovery: During a short rest the arcanist can recover one spell slot of a first level.

Spellbook: The most valuable possession of a mage is his spellbook. Mostly of his spells are written there. All known spells by the arcanist and 1 extra per hit die are written there.

Racial Features

Ability Modifiers: +2 Dex, +1 Cha

Darkvision: 60ft (18m / 12sqr)

Lizard's Claws: Climb speed 20ft. Can claw attack as unarmed strike for slashing damage (Hit: Str + Prof, Damage: 1d4 + Str).

Languages: speaks Common and one extra

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