

Zinn Miritar

Male Half Elf, any alignment

Armor Class: 10

Hit Points: 20

Speed: 20ft (6m / 4 sqr)

Proficiency:

STR	DEX	CON
8 (-1)	12 (+1)	10 (+0)
INT	WIS	CHA
14 (+2)	13 (+2)	12 (+1)

Skills: *Arcana +3 Intimidation +6 Perception +3 Stealth +4*

Challenge:

Actions

Zinn is not a mage, merely a kid with some magical skills but mostly experimenting. He knows nothing about his real powers and but like to experiment.

Depending on the stress level he can try to help and cast a random spell (if he thinks the situation is desperate) which would cause a random spell to be cast (pick a random one in the spellbook, GM is judge)

Properties: Versatile (1d8),

Spells

Spellcasting. Zinn is an 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14, to hit with spell attacks +6)

He won't use his power on his own will but rather trigger them on a DC 13 (Wis) if he gets attacked.

Cantrips (at will): Message

1st level (4 slots): Disguise Self, Shield, Silent Image, Detect Magic

2nd level (3 slots): Detect Thoughts, Enhance Ability,

3rd level (2 slots): Water Walk, Fear,

Special Abilities

Elemental Bending: Additionally to that Zinn is able to cast Control Flames, Dancing lights or similar Elemental spells when not in combat and concentrating for a few minutes.

Racial Features

Ability Modifiers: +2 Cha, +1 to Int and +1 Wis (random choosen).

Fey Ancestry: You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Darkvision: 60ft (18m / 12sqr)

Skill Versatility: You gain proficiency in two skills (random choosen)

Languages: speaks Common, Elvish and one extra.

