



Azax the Younger

Class: Wizard (level 4)
Race: Human
Languages: Common, Elvish, Dwarvish, Abyssal
Alignment: Chaotic Good
Background: Sage

Max HP: 30
Hit Dice: 4d6
Armor Class: 11 (no armor)
Speed: 30 ft.
Initiative: +1
Passive Perception: 9
Passive Investigation: 15
Passive Insight: 9

Proficiencies (Bonus +2)
- Longsword, Shortsword, Battleaxe, Handaxe, Quarterstaff, Dagger, Light Crossbow, Dart, Sling

SKILLS	MODIFIER
Acrobatics (DEX)	+1
Animal Handling (WIS)	-1
Arcana (INT)	+5
Athletics (STR)	+3
Deception (CHA)	+1
History (INT)	+5
Insight (WIS)	-1
Intimidation (CHA)	+1
Investigation (INT)	+5
Medicine (WIS)	+1
Nature (INT)	+3
Perception (WIS)	-1
Performance (CHA)	+1
Persuasion (CHA)	+1
Religion (INT)	+3
Sleight of Hand (DEX)	+1
Stealth (DEX)	+1
Survival (WIS)	-1

STATS	SCORE	MODIFIER	SAVE
Strength	13	+3	+3
Dexterity	12	+1	+1
Constitution	14	+2	+2
Intelligence	16	+3	+5
Wisdom	9	-1	+1
Charisma	12	+1	+1

While Azax the Younger might have begun his story in martial circles such as in Waterdeep's City Guard, his father, Azax the Elder, instead trained his son in the discipline of the arcane arts. However, Azax the Younger's youth and combat abilities guided his studies towards more offensive magics. A gifted student in evocation, the city bards have begun to take notice...

ATTACKS	HIT	DAMAGE	NOTES
Longsword	+5	1d8+3 bludgeoning	1d10+3 when used 2-handed
Staff	+5	1d6+3 bludgeoning	1d8+3 when used 2-handed
Unarmed	+5	4 bludgeoning	

SPELL SLOTS	MODIFIER	SPELL ATTACK	SAVE DC
4 Spell Slots (LEVEL 1)	+3	+5	13
3 Spell Slots (LEVEL 2)			

Sculpt Spells: When you cast an Evocation spell that affects other creatures that you can see, you can choose a number of targets equal to 1 + the spells level. The chosen creatures automatically succeed on their saving throw against the spell, and they take no damage if they would normally take half damage on a successful save. The gold and time it takes to copy an Evocation spell into your spell book is also halved.

Researcher: When you attempt to learn or recall a piece of lore, if you do not know that information, you often know where and from whom you can obtain it. Usually, this information comes from a library, university, or a sage or other learned person or creature. Your DM might rule that the knowledge you seek is secreted away in an almost inaccessible place, or that it simply cannot be found.

Ring of Jumping (attuned): As a bonus action, you can triple your jump distance for 1 min. Normally, when you make a long jump, you cover a number of feet up to your STR score if you move at least 10 ft. on foot immediately before, and half as much if you don't. Normally, when you make a high jump, you leap a number of feet into the air equal to 3 + your STR modifier if you move at least 10 ft. on foot immediately before, and half as much if you don't.

Arcane Recovery: Once per day, when you finish a short rest, you can choose to recover a 2nd level spell slot or two 1st level spell slots.

Spellbook & Spellcasting: You have a spell book containing the repository of spells you know (except for the cantrips noted At Will, which are fixed in your mind). You have 7 total spellslots to expend and which you regain upon a long rest. You can prepare 7 spells from your spellbook (below) to cast, and can change your 7 prepared spells when you finish a long rest by taking a few minutes. Before beginning your adventure, select which 7 spells you prepared. Ritual spells or spells that can be cast as rituals do not need to be prepared.

SPELLS	RANGE	HIT/DC	EFFECT
Fire Bolt (At Will)	120 ft.	+5	You hurl a mote of fire at a creature or object within range. On a hit, the target takes 1d10 fire damage, and a flammable object ignites if it isn't being worn or carried.
Booming Blade (At Will)	5 ft.	-	As part of the action used to cast this spell, you must make a melee attack with a weapon against one creature within 5 ft. On a hit, the target suffers the attack's normal effects and it becomes sheathed in booming energy until the start of your next turn. If the target willingly moves before then, it immediately takes 1d8 thunder damage, and the spell ends.
Lightning Lure (At Will)	15 ft.	STR 13	Target must succeed on a DC 13 STR saving throw or be pulled up to 10 ft. in a straight line toward you and then take 1d8 lightning damage if it is within 5 ft. of you.
Shocking Grasp (At Will)	Touch	+5	Make a melee spell attack against a target. You have advantage on the attack roll if the target is wearing armor made of metal. On a hit, the target takes 1d8 lightning damage, and it can't take reactions until the start of its next turn.
Magic Missile (Level 1)	120 ft.	-	You create 3 glowing darts of magical force. Each targets a creature of your choice dealing 1d4+1 force damage. When you cast this spell using a Level 2 spell slot, you create 4 darts instead.
Shield (Level 1)	Self	-	As a reaction when hit by an attack, you have a +5 bonus to your AC until the start of your next turn, and you take no damage from the magic missile spell.
Mage Armor	Touch		You touch a willing creature who isn't wearing armor, and a protective magical force surrounds it until the spell ends. The target's base AC becomes 13 + its DEX modifier (14 for you).
Witch Bolt (Level 1, Concentration)	30 ft.	+5	Make a ranged spell attack against a target. On a hit, the target takes 1d12 lightning damage, and on each of your turns for the duration, you can use your action to deal 1d12 lightning damage to the target automatically. The spell ends if you use your action to do anything else or if the target is ever outside the spell's range or if it has total cover from you. If cast using a Level 2 spell slot, the initial damage increases by 1d12.
Detect Magic (Level 1 Ritual)	Self	-	After casting for 10 min., you sense the presence of magic within 30 ft. of you for up to 10 min. Casting this spell does not burn a spell slot. The spell can penetrate most barriers, but it is blocked by 1 ft. of stone, 1 in. of common metal, a thin sheet of lead, or 3 ft. of wood or dirt.
Scorching Ray (Level 2)	120 ft.	+5	You create 3 rays of fire and hurl them at targets within range. You can hurl them at one target or several. Make a ranged spell attack for each ray. On a hit, the target takes 2d6 fire damage.
Shatter (Level 2)	60 ft.	CON 13	Each creature in a 10 ft. radius sphere must make a DC 13 CON saving throw or take 3d8 thunder damage, or half as much on a successful save. A creature made of inorganic material such as stone, crystal, or metal has disadvantage on the saving throw. A nonmagical object that isn't being worn or carried also takes damage.
Blur (Level 2, Concentration)	60 ft.	-	For up to 1 min., any creature has disadvantage on attack rolls against you. An attacker is immune to this effect if it doesn't rely on sight, as with blindsight, or can see through illusions, as with truesight.