

Violette Hook

She/Her

Lv. 3 Diaspora Scholar Halfling Wizard

+3
INIT.

30 ft
SPEED.

+2
Proficiency
Bonus

ARMOR CLASS

13

Exhaustion

Hit Points

Max

17

Current

Temp

Hit Dice

Type

d6

Used

Max

3

Luck

success

Death Saves

failure

-1
STR
8
save
-1

+3
DEX
16
save
+3

+1
CON
12
save
+1

+3
INT
16
save
+5

+1
WIS
12
save
+3

+0
CHA
10
save
+0



Skills

- ☐ +3 Acrobatics (Dex)
- ☐ +1 Animal Handling (Wis)
- ☒ +5 Arcana (Int)
- ☐ -1 Athletics (Str)
- ☐ +0 Deception (Cha)
- ☒ +5 History (Int)
- ☒ +3 Insight (Wis)
- ☐ +0 Intimidation (Cha)
- ☒ +5 Investigation (Int)
- ☐ +1 Medicine (Wis)
- ☒ +5 Nature (Int)
- ☐ +1 Perception (Wis)
- ☐ +0 Performance (Cha)
- ☐ +0 Persuasion (Cha)
- ☐ +3 Religion (Int)
- ☐ +3 Sleight of Hand (Dex)
- ☐ +3 Stealth (Dex)
- ☐ +1 Survival (Wis)

Weapon	To Hit	Damage	Range
Fire Bolt	+5	1d10	120
Shocking Grasp	+5	1d8	melee
Quarterstaff	+1	1d6/1d8	melee

Bash

Inventory

Scholar's Pack
Spell Book
Ritual Book

Reference Book
Quill and ink
Common Clothes

Wealth

8 GP

Class Features

Arcane Recovery:
Once per day, when you finish a short rest, you can recover expended Arcane spell slots of your choice. Recovered spell slots can have a combined circle total of 2.

Arcane Alacrity:
When you cast an Arcane cantrip that has a casting time of 1 action, you can change the casting time to a bonus action for that casting. You can use this feature twice per long rest.

Talents

Ritualist:
Your study of magic has unlocked the mysteries of ritual spells. When you gain this talent, you also gain a ritual book, which contains the rituals you know. To cast a ritual spell, you must have your ritual book in hand.

Traits

Grounded:
Once per day, when you fail a save, you can reroll the die and use the new roll. Regardless of whether the new roll is a success or failure, you generate 1 Luck.

Small Stature:
You can move through the space of any creature that is Medium or larger size. You can also attempt to hide when you are obscured by a creature of Medium or larger size.

Natural Adaptation:
You have advantage on saves against being charmed or frightened.

Timeless Resolve:
When you or an allied creature within 5 feet of you makes a save against becoming frightened, you and the ally have advantage on the save.

Violette Hook

Arcane Spell List

INT

Spellcasting Ability

13

Save DC

+5

Bonus

1st Circle Spell Slots

2nd Circle Spell Slots

Guidance

Arcane Cantrip (Divination)
Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Concentration, up to 1 min
You touch one willing creature. Once before the spell ends, the target can roll a d4 and add the number rolled to one ability check of its choice. It can roll the die before or after making the ability check. The spell then ends.

Light

Arcane Cantrip (Evocation)
Casting Time: 1 action
Range: Touch
Components: V, S, M
Duration: 1 hour
You touch one object that is no larger than 10 feet in any dimension. The object sheds bright light in a 20-foot radius and dim light for an additional 20 feet. The light can be colored as you like. Completely covering the object with something opaque blocks the light. The spell ends if you cast it again or dismiss it as an action.

Mage Hand

Arcane Cantrip (Conjuration)
Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: 1 minute
A spectral, floating hand appears at a point you choose within range. The hand vanishes if it is ever more than 30 feet away from you or if you cast this spell again. You can use your action to control the hand. You can use the hand to manipulate an object, open an unlocked door or container, stow or retrieve an item from an open container, or pour the contents out of a vial. You can move the hand up to 30 feet each time you use it.

Fire Bolt

Arcane Cantrip (Evocation)
Casting Time: 1 action
Range: 120 feet
Components: V, S
Duration: Instantaneous
You hurl a mote of fire at a creature or object within range. Make a ranged spell attack against the target. On a hit, the target takes 1d10 fire damage. A flammable object hit by this spell ignites if it isn't being worn or carried.

Shocking Grasp

Arcane Cantrip (Evocation)
Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Instantaneous
Lightning springs from your hand to deliver a shock to a creature you touch. Make a melee spell attack against the target. You have advantage on the attack roll if the target is wearing metal armor or armor that lacks the Natural Materials property. On a hit, the target takes 1d8 lightning damage, and it can't take reactions until the start of its next turn.

Prepared Spells:

Spellbook

1ST CIRCLE

Color Spray (Illusion)
15-ft. cone of light blinds foes.

Expeditious Retreat (Transmutation)
Dash as a bonus action.

Fog Cloud (Conjuration)
Fog obscures an area.

Mage Armor (Abjuration)
Protect an unarmored ally.

Magic Missile (Evocation)
Guaranteed force damage.

Shield (Abjuration)
Repel an incoming attack.

Sleep (Enchantment)
Lull foes into sleep.

Thunderwave (Evocation)
Push and damage foes.

2ND CIRCLE

Invisibility (Illusion)
Ally becomes invisible.

Scorching Ray (Evocation)
Launch three fire rays.

Web (Conjuration)
20-ft. cube of sticky web.

Ritual Book

1ST CIRCLE

Alarm (Abjuration)
Set an alarm for intruders.

Identify (Divination)
Discover magic on target.

Purify Food and Drink (Transmutation)
Make food, drink safe to eat.

2ND CIRCLE

Arcane Lock (Abjuration)
Lock a door, chest, etc.

Locate (Divination)
Find a target.

Prayer of Healing (Evocation)
Moderate heal to allies.