



GALDER FENDT

A TRIBUTE CHARACTER FOR YOUR 5E GAME

INTRO

Galder Fendt is an aged male human. He has the kindly but unimposing face of a wrinkled old man, each crease and fold an adventure to his name. Brilliant white hair flows from a full head of hair, and in his advanced years his beard has grown from a ragged pittance into a respectable affair.

He dresses as a typical traveller – for that is what he is, in essence: a conjurer, a traveller of the far and wide. His robe is a humble affair,

his boots respectably worn, his new oaken staff already well-worn with use (his old staff was used to cram open a beholder's jaw, if I remember correctly, and was never recovered). His robes and floppy hat are dyed a deep blue with a slight fade to black, and Galder has often wondered how they would appear mottled with spots to represent star constellations. The whole idea just seems a little too flashy his blood, however; grabbing attention was never his forte.

Galder, like any adventurer fortunate enough to survive a heroic career, has his fair share of scars, but he doesn't boastfully display these like many a proud warrior might. In fact, only a few are faintly discernible – the faint scar from a Drow dagger from a long-forgotten skirmish, or the pale burn marks of a firebolt hurled by cultists of the mad gods.



A HERO AGAINST CANCER

His frame is as innocent as his face – not a particularly tall man, especially stooped in his age, reaching barely five and half feet, and with the unmistakable emergence of a slight pot belly (in his brief semi-retirement he has fallen prey to the lure of the blonde ales of his native northern lands). The ravages of age are clearly at work, and while life shines still in his green eyes, the man is clearly past the best part of his life.

To look upon, he is comfortable, and at peace.



Want to use Galder in your game as an NPC? Storm Bunny Studios is happy to present Galder Fendt, the Retired Wizard. Galder's stats are below:

GALDER, RETIRED WIZARD

Medium human, neutral good

Armor Class 15 (*mage armor*)

Hit Points 91 (14d6+42) [112 with *false life*]

Speed 25 ft

STR 12 (+1) DEX 14 (+2) CON 16 (+3) INT 20 (+5)

WIS 12 (+1) CHA 9 (-1)

Saving Throws Constitution +8, Intelligence +10, Wisdom +6

Skills Arcana +10, History +10, Investigation+10, Nature +10

Senses passive Perception 11

Languages Common

Challenge 8 (3,900 xp)

SPELLCASTING

Galder is a 14th level spellcaster. His spellcasting ability is Intelligence (spell save DC 18, +10 to hit with spell attacks). He regains expended spell slots when he finishes a short or long rest. Galder has the following Wizard spells prepared:

Cantrips (at will): *mage hand, message, minor illusion, prestidigitation, ray of frost, shocking grasp, true strike.*

1-2 level spells (5 2nd-level slots): *enlarge/reduce, feather fall, hold person, identify, invisibility, mage armor, mirror image, misty step, sleep, unseen servant.*

3-4 level spells (4 4th-level slots): *conjure minor elemental, counterspell, dispel magic, fabricate, false life*, fly.*

5-6 level spells (3 6th-level slots): *bestow curse, creation, contingency, disintegrate, invisible stalker, scrying, wall of force.*

7 level spells (1 7th-level slot): *magnificent mansion, teleport.*

Benign Transposition. As a bonus action, Galder can teleport 30 feet, or change places with a willing Small or Medium creature within 30 feet. He can do this again after a long rest or casting a conjuration spell.

Conjurer. As an action, Galder may conjure up an inanimate object no more than 3 feet on a side and not weighing more than 10 pounds. It is visibly magical, radiating light for 5 feet; it lasts an hour or until damaged.

Prepared. Galder maintains a contingency, should he drop below 10hp, he is surrounded by a 10-foot hemispherical *wall of force* which pushes foes out and keeps allies in.

ACTIONS

Quarterstaff. **Melee Attack:** +6 to hit. **Hit:** 4 (1d6+1) bludgeoning damage.



EXPANDED CHARACTER SHEET

GALDER THE RETIRED CONJURER

Medium male humanoid (Human), Neutral Good

14th-level Wizard (Conjurer)

Armor Class 14

Hit Points 99 (14d6 + 42)

Speed 25 ft.

STR DEX CON INT WIS CHA

12 (+1) 13 (+1) 16 (+3) 20 (+5) 12 (+1) 9 (-1)

Saving Throws Constitution +8, Intelligence +10, Wisdom +6

Skills Arcana +10, History +10, Investigation +10, Nature +10

Feats Magic Initiate, Resilient (Constitution)

Proficiencies Daggers, darts, slings, quarterstaves, light crossbows.

Background Sage (Researcher): When you attempt to recall or learn a piece of lore, you know where and from whom you can obtain it.

Senses passive Perception 11

Languages Common, Dwarvish, Elvish, Gnomish

Arcane Recovery. Once per day when you finish a short rest, you can choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than seven.

Benign Transposition. As a bonus action, Galder can teleport 30 feet, or change places with a willing Small or Medium creature within 30 feet. He can do this again after a long rest or casting a conjuration spell.

Conjurer. As an action, Galder may conjure up an inanimate object no more than 3 feet on a side and not weighing more than 10 pounds. It is visibly magical, radiating light for 5 feet; it lasts an hour or until damaged.

Durable Summons. Any summoned creature has +30 hit points.

Prepared. Galder maintains a contingency, should he drop below 10 hit points, he is instantly surrounded by a 10-foot hemispherical *wall of force* which pushes foes out and keeps allies in.

SPELLCASTING.

Galder is a 14th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 18, +10 to hit with spell attacks). He has prepared the following wizard spells:

Cantrips (at will): *mage hand, message, minor illusion, prestidigitation, ray of frost* (60ft; 3d8 + -10ft/rnd), *shocking grasp* (3d8, no reaction), *true strike*.

1st level (4 slots): *false life, feather fall, grease, mage armor, shield, sleep*.

2nd level (3 slots): *enlarge/reduce, invisibility, mirror image, misty step*.

3rd level (3 slots): *counterspell, dispel magic, fly*

4th level (3 slots): *conjure minor elemental, false life*

5th level (2 slots): *bestow curse, conjure elementals, creation, telepathic bond, wall of force*.

6th level (1 slots): *disintegrate, conjure minor elementals, conjure elementals, invisible stalker, galeb duhr*.

7th level (1 slots): *disintegrate* (13d6+40), *magnificent mansion, teleport*

SPELLBOOK

In addition to the spells you have prepared, the following spells are available in your spellbook.

1st level: *charm person, chromatic orb, find familiar, identify, unseen servant*.

2nd level (3 slots): *hold person, possess table, silence 20' radius*

3rd level (2 slots): *bestow curse, fear*

4th level (3 slots): none

5th level (2 slots): *scrying*

6th level (1 slots): *contingency*

7th level (1 slots): *mirage arcana, reverse gravity*

Rituals: *find familiar, identify, silence, telepathic bond, unseen servant*.

EQUIPMENT

Spell book, blue-black robes, hat, belt and sturdy boots, *quarterstaff* +1, longsword, broad knife, warped technicolour glass orb (focus), severed anglerfolk angle-tentacle, spell component pouch, small statuette of himself worth 1500 gp, silver spoon, ivory door and piece of polished marble, *potion of healing* (2d4+2), 5 days' rations, age supplements, 400 gp, 100 sp, and 6 cp. Agatha, owl familiar.

ACTION

Quarterstaff. *Melee Attack:* +6 to hit. *Hit:* 4 (1d6+1) bludgeoning damage.

BACKGROUND DESCRIPTION

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His frame is as innocent as his face – not a particularly tall man, especially stooped in his age, reaching barely five and half feet, and with the unmistakable emergence of a slight pot belly (in his brief semi-retirement he has fallen prey to the lure of the blonde ales of his native northern lands). The ravages of age are clearly at work, and while life shines still in his green eyes, the man is clearly past the best part of his life. To look upon, he is comfortable, and at peace.

PERSONALITY TRAIT

Galder projects an unassuming character to those he first meets, but also gives off a bit of cynicism.

IDEAL

I search for knowledge, and want to maintain my independence.

BOND

I prize my pipe, given as a birthday gift, and love towers and tall buildings.

FLAW

I can be easily overwhelmed by my curiosity, and interest in table furniture.

ADDITIONAL STATISTICS

Age: 85

Height: 5'5"

Weight: Lean with a slight pot belly.

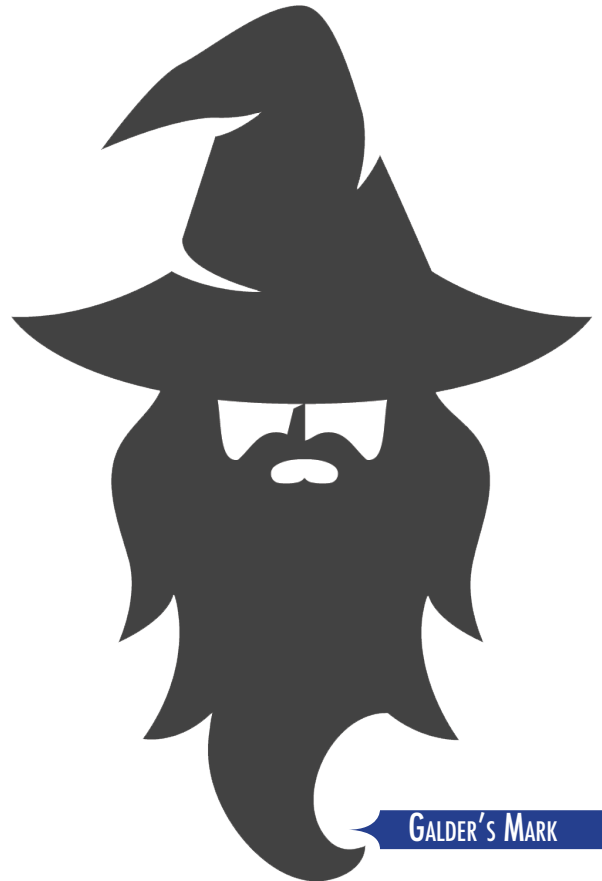
Eyes: Green.

Skin: Pale.

Hair: Grey.

ALLIES & ORGANIZATIONS

- Familiar: Owl called Agatha (+5 to hit, 10HP, 1d10 damage)
- The City Guild of Mages
- Rita, his wife, and a fellow Wizard; she 75 years old, and a little snappy at times. She specialises in Abjuration.



GALDER'S MARK

A HERO AGAINST CANCER

REAL WORLD ALLIES

OGL

Cancer sucks.

So when we can do something about, we do it.

Now, while most of the Storm Bunny Studios team spends their time making fun games, we all know - *all too well* - how badly cancer sucks. It destroys lives and, in 2018, we still don't have a cure. So, we're giving this PDF to you in hopes that you'll donate, in turn, to one of the charities listed below:

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Consider donating to a cancer research fund of your choice. Let's use tabletop RPGs to help science fight cancer. #CreatorsCanCure

This PDF is dedicated to the Laurence Withey and everyone fighting cancer just like him.

Sincerely,
Jaye Sonia, Ben McFarland, and the rest of the Storm Bunny Studios team.

CREDITS

Galder Fendt based on Laurence Withey's 5e character.

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