

CHARACTER NAME

3

CLASS & LEVEL

Haunted One
(symbiote dark gift)

BACKGROUND

PLAYER NAME

RACE

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

8

-2

DEXTERITY

10

-1

CONSTITUTION

16

+3

INTELLIGENCE

8

-2

WISDOM

10

-1

CHARISMA

15

+2

INSPIRATION

PROFICIENCY BONUS

- 2 Strength
- 1 Dexterity
- +5 Constitution
- 2 Intelligence
- 1 Wisdom
- +4 Charisma

SAVING THROWS

- 1 Acrobatics (Dex)
- 1 Animal Handling (Wis)
- 0 Arcana (Int)
- 2 Athletics (Str)
- +2 Deception (Cha)
- 2 History (Int)
- 1 Insight (Wis)
- +2 Intimidation (Cha)
- 0 Investigation (Int)
- 1 Medicine (Wis)
- 2 Nature (Int)
- +1 Perception (Wis)
- +2 Performance (Cha)
- +4 Persuasion (Cha)
- 2 Religion (Int)
- 1 Sleight of Hand (Dex)
- 1 Stealth (Dex)
- +1 Survival (Wis)

SKILLS

(9)
12
ARMOR
CLASS

INITIATIVE

35

SPEED

Hit Point Maximum **23**

23

CURRENT HIT POINTS

0

TEMPORARY HIT POINTS

Total **3**

3 1d6

HIT DICE

SUCCESSES

○ ○ ○ ○

FAILURES

○ ○ ○ ○

DEATH SAVES

Think Vogons, now think about their terrible poetry, disgruntled 'yey?

PERSONALITY TRAITS

To learn many lessons may help, i shall try my best in this endeavour

IDEALS

if i have learned enough perhaps it should be time to teach them to others

BONDS

I am extra suspicious of inanimate objects due to how a door mimic tried to eat me after answering their riddle correctly

FLAWS

NAME ATK BONUS DAMAGE/TYPE

Bite* advantage if under half hp, also add CON instead of STR when using this attack, also proficient.

ATTACKS & SPELLCASTING

11

PASSIVE WISDOM (PERCEPTION)

Common, Undercommon, primordial

OTHER PROFICIENCIES & LANGUAGES

CP

SP **1**

EP

GP

PP

Deadman's wineskin trinket 10/10
Dungeoneer's pack, monster hunter's pack common clothes Quarterstaff 1d6/ 1d8(2h) 2 daggers

EQUIPMENT

Bite empower- damage enhances next atk roll/ability check, OR heals for piercing damage dealt LR cd Pb# of uses () ()
*Ancestral legacy-due to your sea elvish past, you have a swim speed of 30 ft and proficiency in perception
*Darkvision-60 ft bright 120 dim sees in greyscale
*Deathless nature- doesn't need to breath
*Spider climb- climb spd = walk spd and can do it hands free across all walls and ceilings (was improved at 3rd lv)
*Tides of Chaos- advantage on attack roll, ability check, or saving throw LR cd(), ---DM can wild surge you on LV 1+ magic cast and restore this feature's use

Metamagics:
*seeking spell - on magical spell miss can spend 2 sp to reroll attack

*subtle spell- 1 sp = remove verbal and somatic components

Magical guidance(locked)

FEATURES & TRAITS