

LE

MEDIUM

HUMANOID

Perception +18**Languages** Aklo, Draconic, Elven, Jotun, Thassilonian**Skills** Acrobatics +16, Arcana +24, Athletics +20, Crafting +24, Intimidation +13, Medicine +14, Occultism +20, Religion +14, Stealth +16, Lore Fleshcrafting +21**Str** +7, **Dex** +3, **Con** +4, **Int** +7, **Wis** +1, **Cha** +0**Wrath Specialist** (arcane, wizard) For each level of spell you can cast, you can use Drain Bonded Item once per day to recall an evocation spell of that level. You can never learn or cast spells and rituals, or cast spells from wands, scrolls or staffs of the abjuration or conjuration schools. You may still be a secondary caster in a ritual of those schools but you can never be the primary caster.**Items** +1 striking greatsword (magical, versatile P), +1 studded leather**AC** 29; **Fort** +19, **Ref** +18, **Will** +16**HP** 142**Speed** 25**Melee** ♦ +1 striking greatsword +21 (magical, versatile P), **Damage** 2d12+11 slashing**Arcane Spells** DC 30, attack +22 ; **6th** *chain lightning, disintegrate, slow*; **5th** *cone of cold, cloak of colors, wall of fire, fireball*; **4th** *fire shield, fly, enlarge, weapon storm*; **3rd** *shocking grasp, haste, magic missile, vampiric touch*; **2nd** *burning hands, acid arrow, telekinetic maneuver, mirror image*; **1st** *hydraulic push, true strike*; **cantrips (6th)** *dancing lights, electric arc, light, prestidigitation, produce flame, ray of frost***Focus Spells** 2 Focus Points, DC 30 , attack +22; **6th** *force bolt, elemental tempest*;**Bespell Weapon** (wizard); **Requirement:** Most recent action was used to cast a non-cantrip spell. Until the end of your next turn, deal 1d6 extra damage with your weapon of a type depending on the spell you just cast. Abjuration: Force. Conjuration or Transmutation: Same as the weapon. Divination, Enchantment or Illusion: Mental. Evocation: A type the spell dealt or force if the spell doesn't deal damage. Necromancy: Negative damage.**Quickened Castin** (Concentrate, metamagic, wizard) If the next action is to cast a wizard cantrip or spell at least two levels lower than your highest level wizard spell you can cast, reduce the number of actions to cast it by 1 (minimum 1 action).