

Valkrana Vil Galath Faeri Naerel

CHARACTER NAME

Graftling

RACE

Underworld Denizen

BACKGROUND

Chaotic Good

ALIGNMENT

21252

EXPERIENCE POINTS

3

PROFICIENCY

PASSIVE

PERCEPTION

16

INSPIRATION

PASSIVE

INSIGHT

14

STRENGTH

-1

8

◇

-1

SAVING THROWS

◇

-1

ATHLETICS

DEXTERITY

0

10

◇

0

SAVING THROWS

◇

0

ACROBATICS

◇

0

SLEIGHT OF HAND

◇

3

STEALTH

CONSTITUTION

1

12

◇

1

SAVING THROWS

INTELLIGENCE

4

19

◇

7

SAVING THROWS

◇

7

ARCANA

◇

4

HISTORY

◇

7

INVESTIGATION

◇

4

NATURE

◇

4

RELIGION

WISDOM

3

16

◇

6

SAVING THROWS

◇

3

ANIMAL HANDLING

◇

3

INSIGHT

◇

3

MEDICINE

◇

6

PERCEPTION

◇

3

SURVIVAL

CHARISMA

-1

9

◇

-1

SAVING THROWS

◇

-1

DECEPTION

◇

-1

INTIMIDATION

◇

-1

PERFORMANCE

◇

-1

PERSUASION

RACIAL TRAITS

Darkvision

Skeletal

Graftling Physiology

Marrowsense

PROFICIENCIES

LIGHT

ARMOUR

SIMPLE

WEAPONS

MEDIUM

ARMOUR

MARTIAL

WEAPONS

HEAVY

ARMOUR

SHIELDS

LANGUAGES

Common

Elven

Thieves' Cant

TOOLS & OTHER PROFICIENCIES

Cook's Utensils

AC

10

INITIATIVE

0

SPEED

30

32

Hit Point  
Maximum

Temporary  
Hit Points

HIT DICE

Used

Total

d6

DEATH SAVES

SUCCESSSES

FAILURES

NAME

ATK BONUS

DAMAGE/TYPE

Chill Touch

+7

1d8 Necrotic

Shocking Grasp

+7

1d8 Lightning

SPELL  
ATTACK BONUS

7

SPELL  
SAVE DC

15

CANTRIPS  
KNOWN

4

SPELLS  
KNOWN

22

FAVOURITE SPELLS

NAME

RANGE

CASTING TIME

SAVE

Prestidigitation

10

Action

Various minor magical effects.

Message

120

Action

Whisper message to target.

Mage Armor

Touch

Action

AC becomes 13 + dexterity modifier.

Shield

Self

Reaction

Grants +5 AC vs. attacks until next turn.

Mirror Image

Self

Action

Creates three duplicates. Attacks hit them on 6, 8, and 11.

Animate Dead

Pile of bones.

1 Minute

Animates up to two skeletons, reasserts control over up to four.

SPELLS SLOTS

1st

2nd

3rd

4th

5th

6th

7th

8th

9th

0

0

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WIZARD

School of Necromancy

ARCANE TRADITION

ARCANE RECOVERY

LEVEL

1

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 half your wizard level, and none of the slots can be 6th level or higher.

ARCANE TRADITION FEATURE

LEVEL

2

Necromancy Savant.

Beginning when you select this school at 2nd level, the gold and time you must spend to copy a necromancy spell into your spellbook is halved.

Grim Harvest.

At 2nd level, you gain the ability to reap life energy from creatures you kill with your spells. Once per turn when you kill one or more creatures with a spell of 1st level or higher, you regain hit points equal to twice the spell's level, or three times its level if the spell belongs to the School of Necromancy.

ARCANE TRADITION FEATURE

LEVEL

6

Undead Thralls.

At 6th level, you add the animate dead spell to your spellbook if it is not there already. When you cast animate dead, you can target one additional corpse or pile of bones, creating another zombie or skeleton, as appropriate.

Whenever you create an undead using a necromancy spell, it has additional benefits: The creature's hit point maximum is increased by an amount equal to your wizard level. The creature adds your proficiency bonus to its weapon damage rolls.

ARCANE TRADITION FEATURE

LEVEL

10

Inured to Undeath.

Beginning at 10th level, you have resistance to necrotic damage, and your hit point maximum can't be reduced. You have spent so much time dealing with undead and the forces that animate them that you have become inured to some of their worst effects.

ARCANE TRADITION FEATURE

LEVEL

14

Command Undead.

Starting at 14th level, you can use magic to bring undead under your control, even those created by other wizards. As an action, you can choose one undead that you can see within 60 feet of you. That creature must make a Charisma saving throw against your wizard spell save DC. If it succeeds, you can't use this feature on it again. If it fails, it becomes friendly to you and obeys your commands until you use this feature again.

Intelligent undead are harder to control in this way. If the target has an Intelligence of 8 or higher, it has advantage on this saving throw. If it fails the saving throw and has an Intelligence of 12 or higher, it can repeat the saving throw at the end of every hour until it succeeds and breaks free.

SPELL MASTERY

LEVEL

18

Choose a 1st-level wizard spell and a 2nd-level wizard spell that are in your spellbook. You can cast those spells at their lowest level without expending a spell slot when you have them prepared. If you want to cast either spell at a higher level, you must expend a spell slot as normal.

By spending 8 hours in study, you can exchange one or both of the spells you chose for different spells of the same levels.

SIGNATURE SPELL

LEVEL

20

Choose two 3rd-level wizard spells in your spellbook as your signature spells. You always have these spells prepared, they don't count against the number of spells you have prepared, and you can cast each of them once at 3rd level without expending a spell slot. When you do so, you can't do so again until you finish a short or long rest.

If you want to cast either spell at a higher level, you must expend a spell slot as normal.

Level (P) (R) CANTRIPS & SPELLS PREPARED

0	◇	0	Chill Touch	◇	0
0	◇	0	Message	◇	0
0	◇	0	Prestidigitation	◇	0
0	◇	0	Shocking Grasp	◇	0
1	◇	0	Feather Fall	◇	0
1	◇	0	Mage Armor	◇	0
1	◇	0	Shield	◇	0
1	◇	0	Cause Fear	◇	0
2	◇	0	Detect Thoughts	◇	0
2	◇	0	Mirror Image	◇	0
3	◇	0	Animate Dead	◇	0
3	◇	0	Dispel Magic	◇	0
3	◇	0	Blink	◇	0
	◇	0		◇	0
	◇	0		◇	0
	◇	0		◇	0



## CHARACTER NAME

## EYES

SKIN

HAIR

SCARS



She has... ideas about what is and is not normal. Obsession is double-edged. Eats bones.

In short, it's a good thing she'd made more tea and cookies. Eventually, she circles back around to her

You know the secret patterns and flow to cities and can find passages through the urban sprawl that others would miss. When you are not in combat, you (and companions you lead) can travel between any two locations in the city twice as fast as your speed would normally allow.

HEAD	<u>Wizard Hat, Headband of Intellect</u>	⑩
AMULET	_____	○
CLOAK	_____	○
ARMOUR	_____	○
HANDS/ARMS	_____	○
RING	<u>Subpluss</u>	⑩
RING	_____	○
BELT	_____	○
BOOTS	_____	○

CP

SE

FR

GE

1

Name \_\_\_\_\_ Attuned \_\_\_\_\_

## BACKPACK/STORAGE