

=== ACTIONS ===

Standard Actions

Attack, Magic, Dash, Disengage, Dodge, Help, Hide, Ready, Search, Utilize, Opportunity Attack, Grapple, Shove, Improvise, Two-Weapon Fighting, Interact with an Object, Study, Influence

=== REACTIONS ===

War Caster

You can use your reaction to make an opportunity attack to cast a spell that has a casting time of 1 action and targets only that creature.

=== SPECIAL ===

Arcane Recovery • 1 / Long Rest

When you finish a Short Rest, you can recover.

The spell slots can have a combined level equal to no more than 8, and none of the slots can be level 6 or higher.

You can use this feature once per Long Rest.

Grim Harvest

Once per turn when you kill one or more creatures with a spell of 1st level or higher, you regain HP equal to twice the spell's level, or three times its level if the spell belongs to the School of Necromancy. You don't gain this benefit for killing constructs or undead.

Knowledge from a Past Life • 5 / Long Rest

When you make an ability check that uses a skill, you can roll a d6 immediately after seeing the number

ACTIONS

16	PASSIVE PERCEPTION
16	PASSIVE INSIGHT
20	PASSIVE INVESTIGATION
	SENSES

NAME	HIT	DAMAGE/TYPE	NOTES						
Unarmed Strike	+7	3 Bludgeoning							
X .	WEAPON ATTACKS & CANTRIPS								



Wizard 15 thekackler
CLASS & LEVEL PLAYER NAME

Reborn Faction Agent (Milestone)

SPECIES BACKGROUND EXPERIENCE POINTS

=== WIZARD FEATURES ===

* Core Wizard Traits • PHB-2024 165

* Spellcasting • PHB-2024 165

* Ritual Adept • PHB-2024 166

* Arcane Recovery • PHB-2024 166 When you finish a Short Rest, you can recover. The spell slots can have a combined level equal to no more than 8, and none of the slots can be level 6 or higher.

You can use this feature once per Long Rest.

| 1 / Long Rest • Special

* Scholar • PHB-2024 166 You can choose one of the skills in which you're proficient and gain Expertise in it.

* Wizard Subclass • PHB-2024 167

| School of Necromancy (PHB)

* Necromancy Savant • PHB
The gold and time you must spend to copy a
necromancy spell into your spellbook is halved.

* Grim Harvest • PHB

Once per turn when you kill one or more creatures with a spell of 1st level or higher, you regain HP equal to twice the spell's level, or three times its level if the spell belongs to the School of Necromancy. You don't gain this benefit for killing constructs or undead.

| Specia

* Ability Score Improvement • PHB-2024 167

* Memorize Spell • PHB-2024 167

Whenever you finish a Short Rest, you can study your spellbook and replace one of the level 1+ Wizard spells with another level 1+ spell.

* Undead Thralls • PHB

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, its max HP is increased by 15 and it adds +5 to its weapon damage rolls.

| Special

* 8: Ability Score Improvement • PHB-2024 167

* Inured to Undeath • PHB

You have resistance to necrotic damage, and your HP maximum can't be reduced.

* 12: Ability Score Improvement • PHB-2024 167

* Command Undead • PHB

As an action, you can choose one undead that you can see within 60 ft. to make a CHA saving throw (DC 18). 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. If the target has an INT of 8 or higher, it has advantage on the saving throw. If it fails the saving throw and has an INT of 12 or higher, it can repeat the saving throw at the end of every hour until it succeeds and breaks free.

| 1 Action

=== REBORN SPECIES TRAITS ===

* Ability Score Increases • VRGtR 15 When determining your ability scores, you increase one of those scores by 2 and increase a different score by 1, or you increase three different scores by 1.

| Increase three scores (+1 / +1 / +1) • Increase three different scores by 1.

* Languages • VRGtR 15

Your character can speak, read, and write Common and one other language that you and your DM agree is appropriate for the character.

* Creature Type • VRGtR 21 You are a Humanoid.

* Size • VRGtR 21

You are Medium or Small. You choose the size when you gain this lineage.

* Speed • VRGtR 21 Your walking speed is 30 feet.

* Ancestral Legacy • VRGtR 21
If you replace a race with this lineage, you can keep
the following elements of that race: any skill
proficiencies you gained from it and any climbing,
flying, or swimming speed you gained from it.

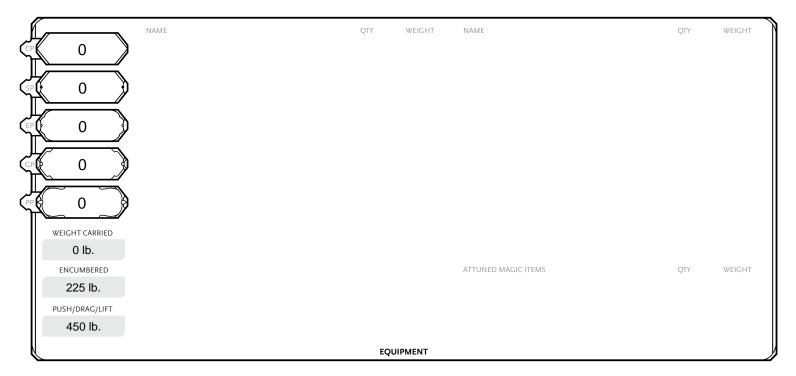
* Deathless Nature • VRGtR 21

You have advantage on saving throws against disease and being poisoned, and you have resistance to poison damage.

You have advantage on death saving throws. You don't need to eat, drink, or breathe. You don't need to sleep, and magic can't put you to sleep. You can finish a long rest in 4 hours if you spend those hours in an inactive, motionless state, during which you retain consciousness.

* Knowledge from a Past Life • VRGtR 21 When you make an ability check that uses a skill, you can roll a d6 immediately after seeing the number on

FEATURES & TRAITS





Wizard 15 thekackler
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SPECIES BACKGROUND EXPERIENCE POINTS

the d20 and add the number on the d6 to the check. You can use this feature 5 times, and you regain all expended uses when you finish a long rest.

| 5 / Long Rest • Special

=== FEATS ===

* Tough • PHB 170 Your HP maximum increases by 30.

* Resilient • PHB 168 Increase the chosen ability score by 1 and you gain proficiency in saving throws using the chosen ability.

| Constitution • Increase your CON score by 1 and you gain proficiency in CON saving throws.

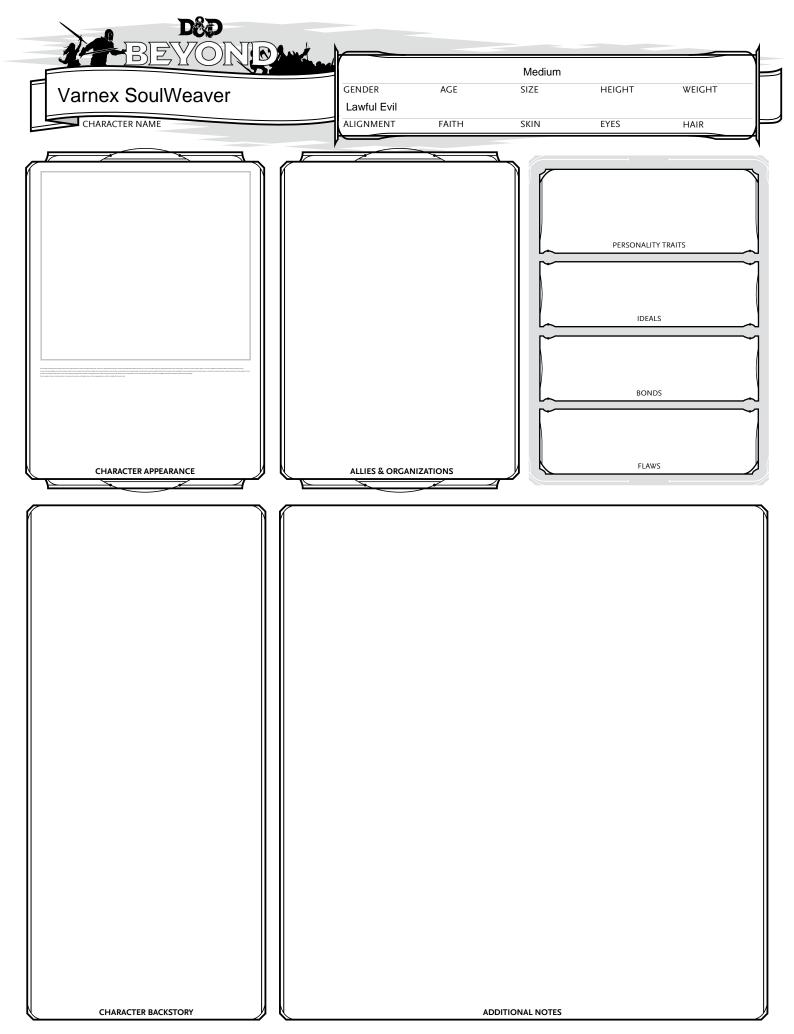
* War Caster • PHB 170 You have advantage on CON saving throws that you

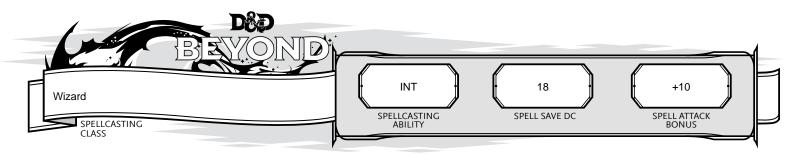
make to maintain your concentration on a spell when you take damage. You can perform the somatic components of spells even when you have weapons or a shield in one or both hands. You can use your reaction to make an opportunity attack to cast a spell that has a casting time of 1 action and targets only that creature.

| 1 Reaction

ADDITIONAL FEATURES & TRAITS

M	NAME	QTY	WEIGHT	NAME	QTY	WEIGHT
		ADDITIONA	AL EQUIPMENT			





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PREP	SPELL NAME	SOURCE	SAVE/ATK	TIME	RANGE	COMP	DURATION	PAGE REF	NOTES
_	=== CANTRIPS ===	(At Will)							
	Mage Hand	Wizard		1A	30 ft.	V,S	1 minute		D: 1m, V/S
_	Toll the Dead	Wizard	WIS 18	1A	60 ft.	V,S	Instantaneous	XGtE 169	V/S
-	Mold Earth	Wizard		1A	30 ft./5 ft. Cube		Instantaneous	EE 162	5 ft. Cube, S
0	Prestidigitation	Wizard		1A	10 ft.	V,S	1 hour	PHB-2024 307	D: 1h, V/S
0	Mind Sliver	Wizard	INT 18	1A	60 ft.	V	Instantaneous	TCoE 108	V
	=== 1st LEVEL ===	4 Slots OOOO							
0	Shield	Wizard		1R	Self	V,S	1 round	PHB-2024 316	D: 1Rnd, V/S
0	Mage Armor	Wizard		1A	Touch	V,S,M	8 hours	PHB-2024 293	D: 8h, V/S/M
0	Magic Missile	Wizard		1A	120 ft.	V,S	Instantaneous	PHB-2024 295	V/S
	=== 2nd LEVEL ===	3 Slots OOO							
0	Mirror Image	Wizard		1A	Self	V,S	1 minute	PHB-2024 299	D: 1m, V/S
0	Misty Step	Wizard		1BA	Self	V	Instantaneous	PHB-2024 299	V
	=== 3rd LEVEL ===	3 Slots OOO							
0	Animate Dead	Wizard		1m	10 ft.	V,S,M	Instantaneous	PHB-2024 240	V/S/M
0	Counterspell	Wizard	CON 18	1R	60 ft.	S	Instantaneous	PHB-2024 258	S
0	Dispel Magic	Wizard		1A	120 ft.	V,S	Instantaneous	PHB-2024 265	Special: (See Description)*, V/S
	=== 4th LEVEL ===	3 Slots OOO							
0	Greater Invisibility	Wizard		1A	Touch	V,S	Concentration, up to 1 minute	PHB-2024 281	D: 1m, V/S
0	Phantasmal Killer	Wizard	WIS 18	1A	120 ft.	V,S	Concentration, up to 1 minute	PHB-2024 304	D: 1m, V/S
	=== 5th LEVEL ===	2 Slots OO							
0	Wall of Force	Wizard		1A	120 ft.	V,S,M	Concentration, up to 10 minutes	PHB-2024 338	D: 10m, V/S/M
0	Danse Macabre	Wizard		1A	60 ft.	V,S	Concentration, up to 1 hour	XGtE 153	D: 1h, V/S
0	Bigby's Hand	Wizard		1A	120 ft.	V,S,M	Concentration, up to 1 minute	PHB-2024 245	D: 1m, V/S/M
	=== 6th LEVEL ===	1 Slots O							
0	Contingency	Wizard		10m	Self	V,S,M	10 days	PHB-2024 256	D: 10d, V/S/M
0	Create Undead	Wizard		1m	10 ft.	V,S,M	Instantaneous	PHB-2024 258	Creatures: (See Description)*, V/S/M
0	Magic Jar	Wizard	CHA 18	1m	Self	V,S,M	Until dispelled	PHB-2024 294	D: Until Dispelled, V/S/M
	=== 7th LEVEL ===	1 Slots O							
0	Finger of Death	Wizard	CON 18	1A	60 ft.	V,S	Instantaneous	PHB-2024 273	V/S
0	Simulacrum	Wizard		12h	Touch	V,S,M	Until dispelled	PHB-2024 317	D: Until Dispelled, V/S/M
0	Teleport	Wizard		1A	10 ft.	V	Instantaneous	PHB-2024 331	V
	=== 8th LEVEL ===	1 Slots O							
0	Maze	Wizard		1A	60 ft.	V,S	Concentration, up to 10 minutes	PHB-2024 296	D: 10m, V/S
0	Clone	Wizard		1h	Touch	V,S,M	Instantaneous	PHB-2024 251	V/S/M