

## Varnex SoulWeaver

CHARACTER NAME

Wizard 15

CLASS & LEVEL

thekackler

PLAYER NAME

Reborn

SPECIES

Faction Agent

BACKGROUND

(Milestone)

EXPERIENCE POINTS

### STRENGTH

15

+2

### DEXTERITY

14

+2

### CONSTITUTION

18

+4

### INTELLIGENCE

20

+5

### WISDOM

12

+1

### CHARISMA

10

+0

- ☐ +2 Strength
- ☐ +2 Dexterity
- ☒ +9 Constitution
- ☒ +10 Intelligence
- ☒ +6 Wisdom
- ☐ +0 Charisma

#### Saving Throw Modifiers

Advantage against disease and being poisoned  
Advantage made to maintain your concentration on a spell when you take damage

#### SAVING THROWS

- ☐ +2 Acrobatics DEX
- ☐ +1 Animal Handling WIS
- ☒ +15 Arcana INT
- ☐ +2 Athletics STR
- ☐ +0 Deception CHA
- ☐ +5 History INT
- ☒ +6 Insight WIS
- ☒ +5 Intimidation CHA
- ☒ +10 Investigation INT
- ☐ +1 Medicine WIS
- ☐ +5 Nature INT
- ☒ +6 Perception WIS
- ☐ +0 Performance CHA
- ☐ +0 Persuasion CHA
- ☒ +10 Religion INT
- ☐ +2 Sleight of Hand DEX
- ☐ +2 Stealth DEX
- ☐ +1 Survival WIS
- ☐ \_\_\_\_\_
- ☐ \_\_\_\_\_
- ☐ \_\_\_\_\_

#### SKILLS

+2

INITIATIVE

### ARMOR

12

CLASS

Resistances - Poison, Necrotic

#### DEFENSES

HEROIC INSPIRATION

+5

PROFICIENCY BONUS

ABILITY SAVE DC

30 ft. (Walking)

#### SPEED

#### === 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

#### WEAPON ATTACKS & CANTRIPS



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=== 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.

| Special

\* 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

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

=== REBORN SPECIES TRAITS ===

\* Ability Score Increases • VRGtR 15  
When determining your ability scores, you increase

FEATURES & TRAITS

NAME	QTY	WEIGHT	NAME	QTY	WEIGHT
CP 0					
SP 0					
EP 0					
GP 0					
PP 0					

WEIGHT CARRIED

0 lb.

ENCUMBERED

225 lb.

PUSH/DRAG/LIFT

450 lb.

ATTUNED MAGIC ITEMS	QTY	WEIGHT

EQUIPMENT

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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

NAME

QTY

WEIGHT

NAME

QTY

WEIGHT

ADDITIONAL EQUIPMENT



Varnex SoulWeaver

CHARACTER NAME

		Medium		
GENDER	AGE	SIZE	HEIGHT	WEIGHT
Lawful Evil				
ALIGNMENT	FAITH	SKIN	EYES	HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

CHARACTER BACKSTORY

ADDITIONAL NOTES

Wizard

SPELLCASTING  
CLASS

INT

SPELLCASTING  
ABILITY

18

SPELL SAVE DC

+10

SPELL ATTACK  
BONUS

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

SPELLS