



DUNGEONS & DRAGONS®

Setesh Al'Kur

CHARACTER NAME

Wizard 3
CLASS & LEVEL

Noble
BACKGROUND

M4R2
PLAYER NAME

Yuan-Ti (Reborn) Chaotic Neutral
RACE ALIGNMENT

EXPERIENCE

STRENGTH

11

+0

DEXTERITY

14

+2

CONSTITUTION

14

+2

INTELLIGENCE

17

+3

WISDOM

11

+0

CHARISMA

8

-1

INSPIRATION

+2

PROFICIENCY BONUS

- ☐ 0 Strength
☐ +2 Dexterity
☐ +2 Constitution
☒ +5 Intelligence
☒ +2 Wisdom
☐ -1 Charisma

SAVING THROWS

- ☐ +2 Acrobatics (Dex)
☐ 0 Animal Handling (Wis)
☒ +5 Arcana (Int)
☐ 0 Athletics (Str)
☐ -1 Deception (Cha)
☒ +5 History (Int)
☐ 0 Insight (Wis)
☐ -1 Intimidation (Cha)
☐ +3 Investigation (Int)
☐ 0 Medicine (Wis)
☒ +5 Nature (Int)
☐ 0 Perception (Wis)
☐ -1 Performance (Cha)
☒ +1 Persuasion (Cha)
☒ +5 Religion (Int)
☐ +2 Sleight of Hand (Dex)
☒ +4 Stealth (Dex)
☐ 0 Survival (Wis)

SKILLS

ARMOR CLASS

+2

INITIATIVE

30ft

SPEED

Hit Point Maximum 22

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 3d6

3d6

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

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PERSONALITY TRAITS

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IDEALS

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BONDS

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FLAWS

NAME	ATK BONUS	DAMAGE/TYPE
Weapon1	+4	1d6 p
Weapon2	+2	1d10 b
Unarmed Strike	+2	1 b

Additional Information

ATTACKS & SPELLCASTING

Yuan-Ti (Reborn) Traits

- Ancestral Legacy
- Deathless Nature
- Knowledge from a Past Life

Noble

Wizard Trait

- Arcane Recovery
- Arcane Tradition (Necromancy)
 - Necromancy Savant
 - Grim Harvest

10

PASSIVE WISDOM (PERCEPTION)

Languages:

None

Armor:

None

Weapons:

None

Tools:

None

OTHER PROFICIENCIES & LANGUAGES

Tools, Health Potion



a backpack

EQUIPMENT

FEATURES & TRAITS



Setesh Al'Kur

CHARACTER NAME

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR



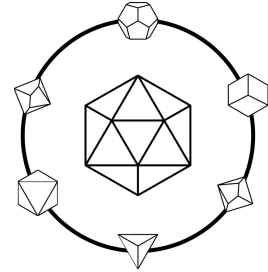
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CHARACTER APPEARANCE

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NAME

DnD Organization



SYMBOL

ALLIES & ORGANIZATIONS

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ADDITIONAL FEATURES & TRAITS

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CHARACTER BACKGROUND

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TREASURE



Wizard

SPELLCASTING
CLASS

INT

SPELLCASTING
ABILITY

13

SPELL SAVE DC

+5

SPELL ATTACK
BONUS

0

CANTRIPS

Cantrip A

3

6

1

1

- ☐ *Spell 1.A*
- ☐ *Spell 1.B*

4

2

2

- ☐ *Spell 2.A*
- ☐ *Spell 2.B*

5

8

9

SPELLS KNOWN

FEATURES, MAGIC ITEMS AND SPELLS

YUAN-TI (REBORN)

Yuan-Ti were originally humans who transformed themselves into serpent folk through ancient rituals. Most Yuan-Ti were corrupted into monsters by those rites, but some Yuan-Ti instead became a new people who mix characteristics of humans and snakes.

Blessed with resistance to magical and poisonous effects by the rituals that created them, each of these Yuan-Ti manifests their serpentine heritage in a variety of ways: a forked tongue, snake eyes, a snakelike nose, or some other ophidian characteristic. However a Yuan-Ti looks, they have the power to pursue great good or evil in the multiverse.

Death isn't always the end. The reborn exemplify this, being individuals who have died yet, somehow, still live. Some reborn exhibit the scars of fatal ends, their ashen flesh or bloodless veins making it clear that they've been touched by death. Other reborn are marvels of magic or science, being stitched together from disparate beings or bearing mysterious minds in manufactured bodies. Whatever their origins, reborn know a new life and seek experiences and answers all their own.

ANCESTRAL LEGACY

Nature, Stealth

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.

- If you don't keep any of those elements or you choose this lineage at character creation, you gain proficiency in two skills of your choice.

DEATHLESS NATURE

- You have escaped death, a fact represented by the following benefits:
- 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

You temporarily remember glimpses of the past, perhaps faded memories from ages ago or a

previous life. When you make an ability check that uses a skill, you can roll a d6 immediately after seeing the number on the d20 and add the number on the d6 to the check. You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

NOBLE

You understand wealth, power, and privilege. You carry a noble title, and your family owns land, collects taxes, and wields significant political influence. You might be a pampered aristocrat unfamiliar with work or discomfort, a former merchant just elevated to the nobility, or a disinherited scoundrel with a disproportionate sense of entitlement. Or you could be an honest, hard-working landowner who cares deeply about the people who live and work on your land, keenly aware of your responsibility to them.

POSITION OF PRIVILEGE

Thanks to your noble birth, people are inclined to think the best of you. You are welcome in high society, and people assume you have the right to be wherever you are. The common folk make every effort to accommodate you and avoid your displeasure, and other people of high birth treat you as a member of the same social sphere. You can secure an audience with a local noble if you need to.

WIZARD TRAITS

Wizards are supreme magic-users, defined and united as a class by the spells they cast. Drawing on the subtle weave of magic that permeates the cosmos, wizards cast spells of explosive fire, arcing lightning, subtle deception, brute-force mind control, and much more.

ARCANE RECOVERY

You have learned to regain some of your magical energy by studying your spellbook. 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 (rounded up), and none of the slots can be 6th level or higher.

For example, if you're a 4th-level wizard, you can recover up to two levels worth of spell slots. You can recover either a 2nd-level spell slot or two 1st-level spell slots.

ARCANE TRADITION (NECROMANCY)

When you reach 2nd level, you choose an arcane tradition, shaping your practice of magic through one of the following schools. Your choice grants you features at 2nd level and again at 6th, 10th, and 14th level.

Necromancy Servant. 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. You don't gain this benefit for killing constructs or undead.

SPELLS

CANTRIPS

SPELL NAME

Spell Type

Casting Time: 1 Bonus Action

Range: Target

Components: V, S, M

Duration: Duration

Varius vel pharetra vel turpis nunc eget lorem dolor. Tellus orci ac auctor augue.

At Higher Levels. Nulla aliquet enim tortor at auctor urna nunc id cursus. A condimentum vitae sapien pellentesque habitant morbi tristique.

LEVEL X

SPELL NAME

Spell Type

Casting Time: 1 Bonus Action

Range: Target

Components: V, S, M

Duration: Duration

Varius vel pharetra vel turpis nunc eget lorem dolor. Tellus orci ac auctor augue.

At Higher Levels. Nulla aliquet enim tortor at auctor urna nunc id cursus. A condimentum vitae sapien pellentesque habitant morbi tristique.

MISCELLANEOUS

ATTACK AND DAMAGE ROLLS

MELEE WEAPONS

Attack Roll.

Mace:

1d20 + STR-Modifier + Proficiency Modifier

Current Max: 22

Rapier (Finesse):

1d20 + DEX-Modifier + Proficiency Modifier

Current Max: 24

Handaxe (Throwable):

1d20 + STR-Modifier + Proficiency Modifier

Current Max (melee): 22

Current Max (thrown): 22

Quarterstaff (Versatile):

1d20 + STR-Modifier + Proficiency Modifier

Current Max: 22

Damage Roll.

Mace:

1d6 + STR-Modifier

Current Max: 6

Rapier (Finesse):

1d8 + DEX-Modifier

Current Max: 10

Handaxe (Throwable):

1d6 + STR-Modifier

Current Max (melee): 6

Current Max (thrown): 6

Quarterstaff (Versatile):

1d6 + STR-Modifier

Current Max (one-handed): 6

Current Max (two-handed): 6

RANGED WEAPONS

Attack Roll.

Shortbow:

1d20 + DEX-Modifier + Proficiency Modifier

Current Max: 24

Damage Roll.

Shortbow:

1d6 + DEX-Modifier

Current Max: 8

SPECIAL ATTACKS

Attack Roll.

Unarmed Strike:

1d20 + STR-Modifier + Proficiency Modifier

Current Max: 22

Damage Roll.

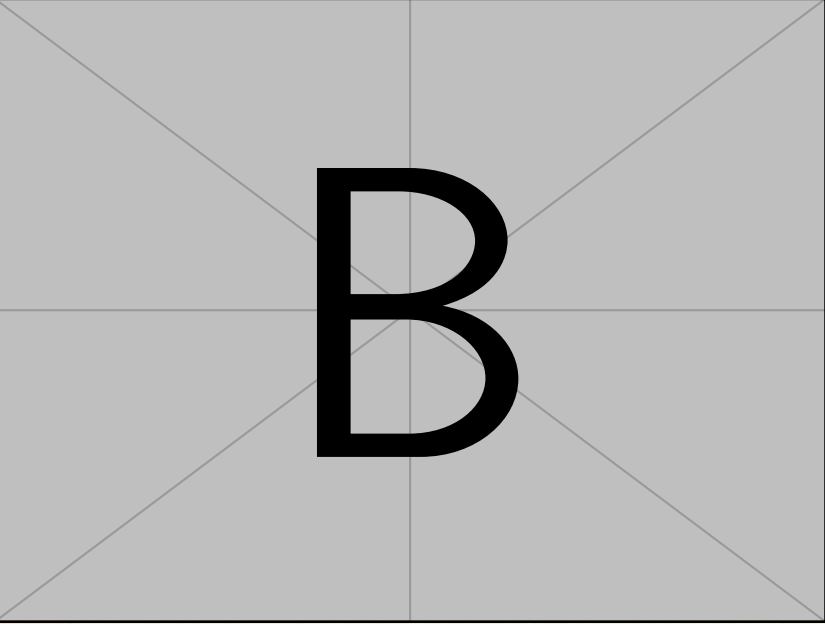
Unarmed Strike:

1 + STR-Modifier

Current Max: 1

BLANK MAGIC ITEM

Wondrous item, rare (requires attunement)



B

APPEARANCE
HISTORY
MAGIC