

SOUL REAPER

(CHARACTER NAME)

CLASS: WIZARD

PLAYSTYLE: SHOOTER

RACE:

DIFFICULTY: EASY

APPEARANCE

ROLEPLAYING

IDEALS:

LANGUAGES:

1) Common

2)

PERSONALITY:

BONDS:

ALIGNMENT:

FLAWS:

- I
STRENGTH

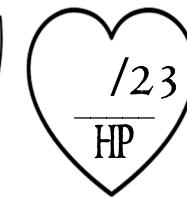
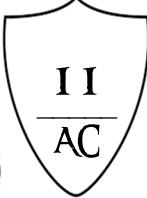
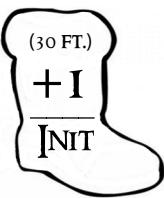
+ I
DEXTERITY

+ 3
CONSTITUTION

+ 6
INTELLIGENCE

+ 2
WISDOM

- I
CHARISMA



SPECIAL

Reaper of Souls.
As an action, make an attack. Melee, 4d10 necrotic.
On a killing blow, heal for 6 HP.

REACTIONS

ITEMS

EQUIPMENT:

Main Hand. Urn.

Off-Hand.

Armor. Unarmored.

TOOLS/KITS:

Potter's Tools. Potter's needles, ribs, scrapers, a knife, and calipers to create ceramics.

Hit Dice.

During a short rest (1 hr.), heal yourself for 1d6+3.

BACKPACK:

Priest's Pack.

- blanket
- tinderbox, candles (10)
- blocks of incense (5)
- waterskin, rations (2)
- book of the occult

ATTACKS (+6)

Chill Touch. ∞
Ranged (120 ft.), 1d8 necrotic. Target cannot regain HP for 1 round.

Ray of Sickness.
Ranged (60 ft.), 2d8 poison. Target is poisoned for 1 round. On a killing blow, heal for 3 HP. [CON save: not poisoned].

BONUS ACTIONS

ABILITIES (DC 14)

Frostbite. ∞
Frost burns from within a target, giving it disadvantage on its next attack roll. [60 ft. range, 1d6 cold, lasts 1 round (CON save: no dmg or effect)].

Spectral Hand. ∞
Create a floating spectral hand that can perform simple tasks. It can carry up to 10 pounds. [30 ft. range].

Toll the Dead. ∞
Sound a dolorous bell at a target. [60 ft. range, 1d8 necrotic – 1d12 if target is missing HP (WIS save: no dmg)].

True Strike. ∞
Gain advantage on your first attack roll against a chosen target on your next turn. [60 ft. range].

FEATURES

Arcane Recovery. You regain 2 of your ray of sickness uses after a short rest.

Magic Adept. You have advantage on all INT, WIS, and CHA saves against magic.