

# Havoc

(Base)

Player Level: 5

- ❖ **Rogue** – 5 **Barbar** - 3
- ❖ **Mastermind** *x1*
- ❖ **Assassin** *x1*
- ❖ **Inquisitive** *x1*

Gender

Null

Race

Symbiote Ooze

Good

Selfless

Age

0

Background

Custom

Lawful

Chaotic

Evil

Selfish

175

5,000

Experience

## Features and Traits

**Amorphous.** Cause your body to assume the amorphous qualities of an ooze. You can move through a space as narrow as 1 inch wide without squeezing.

**Acidic.** Immune to the **Poisoned condition**. **Resistant** to **poison** and **acid** damage.

**Host.** My **host** and I can **share** thoughts and feelings, and share each other's senses **telepathically**. We share weapon and armor proficiencies. I count as them for the purposes of non-healing spells. I occupy the same space as them. I **can force a Wisdom check against my host- winner can move with their movement**. **Our statistics are replaced by their statistics + my modifier, to a minimum of my score**

**Parasite.** I can occupy a new host either consensually or when they are unconscious with no fight. To enter a conscious and non-consenting being, I must succeed on a Wisdom check against a Wisdom saving throw in order to occupy them. My **host must sacrifice % of their hit-dice every long-rest or else we both gain one level of exhaustion**. If my host fails to eat at least twice as much food as normal, I gain a level of exhaustion. I can **recover levels of exhaustion** at the **cost of my host's exhaustion level**. I **regain HP** based on my **tentacle attack** and regain **22 HP from every medium corpse I consume**.

**Living Armor.** When in a host I can choose who takes damage, me or the host. When I am inside of my host I am completely hidden but cannot use my blindsight. When I am outside of them my nature is obvious but we can both benefit from my blindsight.

**Host Healing.** I can heal my host at the expense of my own HP at a rate of 4:1.

**Master of Intrigue.** I can unerringly mimic the speech patterns and accent of a creature that I hear speak for at least 1 minute, enabling me to pass myself off as a native speaker of a particular land, provided that I know the language.

**Assassin.** I have **advantage on attack** rolls against **any creature that hasn't taken a turn** in the combat yet. In addition, **any hit vs. surprised is a crit**.

**Reckless Attack.** All melee attacks have **advantage** and all creatures have advantage on attack rolls against me.

**Danger Sense.** Advantage on Dexterity saving throws against effects I can see while not blinded or deafened.

**Alert.** I cannot be surprised. Other creatures gain no advantage against me being hidden.

**Trait:** *Amoral* I am alien in my understanding of morality and lack most empathy.

**Ideal:** *Survival* You can't accomplish anything dead, so it's important to survive at all costs.

**Bond:** *Host* I need a host to thrive; when I find one that I like I'd prefer to keep them alive and thriving.

**Flaw:** *Sunlight* I am afraid of light and hate sunlight.

Height	Weight	Eyes	Skin	Hair
Varies	20 lbs.			
				Birthday
				???

Inventory (On Person)

Wallet (On Person)

\_\_\_\_ PP      \_\_\_\_ GP  
\_\_\_\_ SP      \_\_\_\_ CP  
\_\_\_\_ TV (CP)

16

+8

10

10 B.S.  
16 P.P.  
12 P.I.

3/3

0 used

0 used

1/1 Acid Breath

3/3 Rage

49

Maximum Hit Points

0

Temporary Hit Points

0

Healing Effect Pool

Proficiencies

Thieves Tools

Disguise Kit

Poisoner's Kit

Forgery Kit

Card Games

Hit Dice

Death Saves

0

Ammunition

Resistances & Immunities

Bludgeoning

Piercing

Slashing

Psychic

Magic

Fire

Cold

Acid

Force

Lightning

Necrotic

Poison

Radiant

Thunder

Attack/Weapon	Attack Bonus	Damage & Type
Tentacle*	+4+2any	1d4+2Pier+1d6Psy <b>Melee (10ft.)</b>
+Sneak Attack		+3d6 damage
+Rage		+2 damage

## Bonus Action Options.

- **Make a check.**
  - **Perception.** Spot hidden creatures/things.
  - **Investigation.** Uncover or decipher clues
  - **Insight.** Make an insight check OR: contest an opponent (vs. deception); on success for 1 min I can use sneak attack so long as no disadvantage.
- **Help.** Use the help action; if for an attack range 30ft.
- **Dash.** Double movement for the turn.
- **Disengage.** Movement doesn't provoke opportunity attacks for the rest of the turn.
- **Hide.** Make a stealth check to hide.
- **Rage.** Enter a rage. Rage gives:
  - Advantage on STR checks & saving throws
  - Resistance to all damage except psychic.
  - Cannot cast spells
  - Lasts 1 min. Ends if I'm unconscious, or haven't taken damage or attacked w/n the turn.

\***Tentacle:** Heal 100% of damage dealt.

**Acid Breath.** **[Action]** Exhale **acid in a 30-foot line, 5 feet wide**. Each creature in that line must make a **DC 15 Dexterity saving throw**, taking **36 (8d8) acid damage** on a failed save, or half as much damage on a successful one. Once you use this property, it can't be used again until the next dawn.

+3

Proficiency

Inspiration

0

+3

17

Strength

+3

17

Dexterity

+3

17

Constitution

+2

15

Intelligence

+3

16

Wisdom

+3

16

Charisma

Sanity

15

Passive Perception

+3

Saving Throws

+3

Athletics

+6

Saving Throws

+3

Acrobatics

+3

Sleight of Hand

+6

Stealth

+3

Saving Throws

+5

Saving Throws

+2

Arcana

+2

History

+2

Investigation

+2

Nature

+2

Religion

+3

Saving Throws

+3

Animal Handling

+9

Insight (Min roll 17)

+6

Medicine

+6

Perception

+3

Survival

+3

Saving Throws

+6

Deception

+6

Intimidation

+3

Performance

+3

Persuasion

Saving Throws

## Tool & Weapon Proficiencies

### Weapons:

- *simple weapons*, hand crossbows, longswords, rapiers, shortswords

### Armor:

- Light Armor

### Tools:

- Thieves Tools
- Disguise Kit
- Poisoner's Kit
- Forgery Kit
- Card Games

## Languages

Common, Undercommon, Deepspeech (&Qualith), Theive's Cant

Havoc

(Buppido)

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175

5,000

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+3

Proficiency

Inspiration

0

+3

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Strength

+3

17

Dexterity

+3

17

Constitution

+2

15

Intelligence

+3

16

Wisdom

+3

16

Charisma

Sanity

15

Passive Perception

+3

Saving Throws

Athletics

+6

Saving Throws

Arcobatics

Sleight of Hand

Stealth

+3

Saving Throws

Arcana

History

Investigation

Nature

Religion

+3

Saving Throws

Animal Handling

Insight (Min roll 17)

Medicine

Perception

Survival

+3

Saving Throws

Deception

Intimidation

Performance

Persuasion

Saving Throws

16

Armor Class

+8

Initiative

10

Speed

10 B.S.

16 P.P.

12 P.I.

Senses

3/3

0 used

Attunement

1/1

Acid Breath

3/3

Rage

49

Current Hit Points

49

Maximum Hit Points

0

Temporary Hit Points

0

Healing Effect Pool

3d12

2d8

Total

Successes

Failures

Hit Dice

Death Saves

Resistances & Immunities

Bludg.

Piercing

Slashing

Psychic

Magic

Fire

Cold

Acid

Force

Lightning

Necrotic

Poison

Radiant

Thunder

0

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Attack/Weapon

Attack Bonus

Damage & Type

Tentacle\*

+4+2any

1d4+2Pier+1d6Psy Melee (10ft.)

+Sneak Attack

+3d6 damage

+Rage

+2 damage

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Rage. Enter a rage. Rage gives:

Advantage on STR checks & saving throws

Resistance to all damage except psychic.

Cannot cast spells

Lasts 1 min. Ends if I'm unconscious, or haven't taken damage or attacked w/n the turn.

\*Tentacle: Heal 100% of damage dealt.

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Buppido

Attacks:

Short Sword\* +5 1d6+3 Pier Melee (5ft.)

Languages:

Dwarvish, Undercommon

Other:

Magic Resistance: advantage on saves against magic effects and spells

Sunlight Sensitive: Sunlight makes disadvantage on attack rolls, and on perception checks requiring sight.

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Height

Weight

Eyes

Skin

Hair

Birthdays

Varies

20 lbs.

???

Inventory (On Person)

Wallet (On Person)

PP

GP

SP

CP

TV (CP)

Tool & Weapon Proficiencies

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simple weapons, hand crossbows, longswords, rapiers, shortswords

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