

Aniff Spadesow

CHARACTER NAME

Necromancy Wizard 13

CLASS & LEVEL

Half-Orc

RACE

Guild Artisan

BACKGROUND

Neutral Good

ALIGNMENT

PLAYER NAME

EXPERIENCE POINTS

STRENGTH

-2

6

DEXTERITY

+3

16

CONSTITUTION

+5

20

INTELLIGENCE

+5

20

WISDOM

+2

14

CHARISMA

+4

18

INSPIRATION

+5

PROFICIENCY BONUS

- SAVING THROWS
- ☐ -2 Strength
  - ☐ +3 Dexterity
  - ☒ +10 Constitution
  - ☒ +10 Intelligence
  - ☒ +7 Wisdom
  - ☐ +4 Charisma

- SKILLS
- ☐ +3 Acrobatics (Dex)
  - ☐ +2 Animal Handling (Wis)
  - ☐ +5 Arcana (Int)
  - ☐ -1 Athletics (Str)
  - ☒ +9 Deception (Cha)
  - ☒ +10 History (Int)
  - ☒ +7 Insight (Wis)
  - ☐ +4 Intimidation (Cha)
  - ☐ +5 Investigation (Int)
  - ☐ +2 Medicine (Wis)
  - ☐ +5 Nature (Int)
  - ☒ +7 Perception (Wis)
  - ☐ +4 Performance (Cha)
  - ☒ +9 Persuasion (Cha)
  - ☐ +5 Religion (Int)
  - ☐ +3 Sleight of Hand (Dex)
  - ☐ +3 Stealth (Dex)
  - ☐ +2 Survival (Wis)

16

ARMOR CLASS

+3

INITIATIVE

30 ft

SPEED

Hit Point Maximum

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Quarterstaff

+3

1d6 -2 Bludgeoning

ATTACKS & SPELLCASTING

12

PASSIVE WISDOM (PERCEPTION)

Common, Orc  
Daggers, Darts, Slings, Quarterstaves,  
Light Crossbows  
Potter's Tools

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP

PP

Component Pouch  
Quarterstaff [melee]  
Scholar's Pack  
Spellbook  
Wand of the War Mage  
Amulet of Powered Projection - You  
can cast touch spells through your  
thralls.  
Bottled Lightning x3  
Iron Ring of Scholars

EQUIPMENT

ASI \* 3

Arcane Recovery  
Necromancy Savant  
Grim Harvest  
Undead Thralls  
Inured to Undeath

Unholy Resurrection - As a ritual, you  
can resurrect any creature as a thrall  
under your control. This requires the  
creature's corpse, and takes an  
amount of months equal to the  
creatures challenge rating. There is  
no limit on how many thralls can be  
under your control this way.

Warcaster

Hardened - Tough + Durable  
Concentrated Mind - You can  
concentrate on 2 spells at a time,  
using your bonus action to maintain  
this concentration for each turn they  
are both active.

FEATURES & TRAITS



# Necromancer

SPELLCASTING  
CLASS

INT

SPELLCASTING  
ABILITY

18

SPELL SAVE DC

+13

SPELL ATTACK  
BONUS

0

CANTRIPS

Light  
Mage Hand  
Gust  
Toll the Dead  
Blade Ward (BA cast)

SPELL  
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

4

PREPARED

SPELL NAME

○ Shield  
○ Magic Missile  
○ Cause Fear  
○ Thunderwave  
○ Fog Cloud  
○ Burning Hands

2

3

○ Enlarge/Reduce  
○ Hold Person  
○ Levitate  
○ Mirror Image  
○ Misty Step  
○ Ray of Enfeeblement  
○ ~ Minor Haste

3

3

○ Animate Dead  
○ Bestow Curse  
○ Blink  
○ Counterspell  
○ Haste  
○ Slow  
○ Melf's Minute Meteors  
○ Vampiric Touch  
○ ~ Reality Glitch

4

3

○ Greater Invisibility  
○ Vitriolic Sphere  
○ Summon Greater Demon  
○ Polymorph  
○ Banishment

5

2

○ Bigby's Hand  
○ Danse Macabre  
○ Enervation  
○ Far Step  
○ Synaptic Static

6

1

○ ~ Planar Swarm

7

0

○ Simulacrum

8

9