

Ulther Hapwath

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Young Adult Hybrid

Neutral

Level 14 Wizard School Of Transmutation

Pronouns - they/them

Occupations - Experimental Biologist

Armor Class - 17

Hit Points - 84 (TODO Hitdice)

Speed - 30.

| STR | DEX | CON | INT | WIS | CHA |
|------|------|------|------|------|------|
| 19 | 16 | 15 | 20 | 11 | 16 |
| (+5) | (+3) | (+3) | (+5) | (+1) | (+3) |

Saving Throws - Skills -

{ "Hybrid Abilities"=>[{"Truesight - Berbalang Eye"=>"Can see in magical Darkness, can see Invisibe things, Automatically saves against Illusions, Can see shapeshifter's true form and can see the Ethereal Plane"}, {"Darkvision - Owl Eye"=>"Can see 60 in dim light as though it was bright light and in darkness as if it was dim light"}, {"Manta Glide - Manta Wings"=>"Subtract up to 100 feet when calculating fall damage. Can glide 2 feet horizontally for evey 1 foot of vertical drop"}, {"Nimble Climb - Spider Skin"=>"Climbing speed of 30 feet"}, {"Underwater Adaptaion - Shark Gills"=>"Can breathe air and water. Swim speed"}, {"Grappling Appendages - Squid Tentacles"=>"2 tentacles which can use an action to grapple a creature or can unarmed strike for 1d6+4 and can attempt to grapple immediately after hitting as a bonus action"}, {"Carapace - Giant Crab Shell"=>" +1 to AC"}, {"Acid Spit - Ankheg Acid Pouches"=>"Twice per long rest, Targets one creature within 30 feet, Target must make a Dex Saving Throw against DC15 or takes 3d10 Damage."}, {"Poison Sting - Giant Scorpion Tail"=>"A hit does 1d10+2 piercing damage. Then the target must make a DC15 Con Saving Throw or take 4d10 poison damage or half that on a successful save"}}]{ "Wizard Abilities"=>[{"Spellcasting"=>nil, "Cantrips"=>"Chill Touch, Fire Bolt, Ray of Frost, Mage Hand, Minor Illusion", "1st Level"=>"Burning Hands, Disguise Self, Fog Cloud, Magic Missile", "2nd Level"=>"Acid Arrow, Alter Self, Web", "3rd

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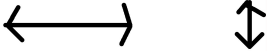


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ROLEPLAYING

ROLEP

Introduc

A patchwork being, r under a b through t several ca

Appear

Tall, white ha seems to appendag long black

Express

Each gets me perfectio

ge Dummy

Arrow, Alter Self, Web", "3rd Level"=>"Counterspell, Fireball, Gaseous Form", "4th Level"=>"Banishment, Black Tentacles, Polymorph", "5th Level"=>"Cloudkill, Conjure Elemental", "6th Level"=>"Flesh to Stone", "7th Level"=>"Reverse Gravity"}} {"Spellcasting Ability"=>{"Ritual Casting"=>"Can ritual cast and spell in spellbook with a ritual tag"}, {"Arcane Recovery"=>"After a short rest can recover combined spell slots up to 7"}} {"School of Transmutation Abilities"=>{"Transmutation Savant"=>"Gold and Time required to copy Transmutation spells is halved"}, {"Minor Alchemy"=>"For each 10 minutes spent performing procedure, can transform 1 cubic foot of wood, stone, iron, copper or silver into a different one of those materials for 1 hour or concentration"}, {"Transmuters Stone"=>"Can spend 8hrs to create a transmuter's Stone which gives a creature; Darkvision, Increase speed of 10 feet, Proficiency on Constitution Saving Throws, or Resistance to acid, cold, fire, lightning or thunder damage. The effect can be changed any time a transmutation spell is cast"}, {"Shapechanger"=>"Once per short rest can cast Polymorph on themselves changing into a beast with challenge rating 1 or lower"}, {"Master Transmuter"=>"Can use all enregy in a Transmuter's Stone to chose; Major Transformation, Panacea, Restore Life or Restore Youth"}}}

Proficiencies -
Proficiency Mod - +5

Languages - Common Elven Vedalken
Adjectives - Reckless, Curious, Obsessive,

Special Abilities - - -
-

Special Equipment - -
-

Combat Tactics
Won't go out of their way to pick fights, but is easy to anger and happy to show off their martial and magical prowess.

Actions -

Factions
Collegium Imaginata
Role: *Scientist and Researcher*

Introduction

A seemingly patchwork blue-skinned being, mostly hidden under a black coat walks through the market with several cages

Appearance

Tall, muscular, long white hair and what seems to be a few extra appendages under their long black leather coat

Expressions

Each addition gets me closer to perfection

Why would anyone want to remain normal, when they can be so much more?

Mannerisms

has a slightly crazy look in their eyes, always looks like they're ready to pounce

Motivations

the pursuit of perfection

Passions

body modification

Secrets

Is being fed secrets from an unknown entity helping along its research

Level"=>"Counterspell, Fireball, Gaseous Form", "4th Level"=>"Banishment, Black Tentacles, Polymorph", "5th Level"=>"Cloudkill, Conjure Elemental", "6th Level"=>"Flesh to Stone", "7th Level"=>"Reverse Gravity"}} {"Spellcasting Ability"=>{"Ritual Casting"=>"Can ritual cast and spell in spellbook with a ritual tag"}, {"Arcane Recovery"=>"After a short rest can recover combined spell slots up to 7"}} {"School of Transmutation Abilities"=>{"Transmutation Savant"=>"Gold and Time required to copy Transmutation spells is halved"}, {"Minor Alchemy"=>"For each 10 minutes spent performing procedure, can transform 1 cubic foot of wood, stone, iron, copper or silver into a different one of those materials for 1 hour or concentration"}, {"Transmuters Stone"=>"Can spend 8hrs to create a transmuter's Stone which gives a creature; Darkvision, Increase speed of 10 feet, Proficiency on Constitution Saving Throws, or Resistance to acid, cold, fire, lightning or thunder damage. The effect can be changed any time a transmutation spell is cast"}, {"Shapechanger"=>"Once per short rest can cast Polymorph on themselves changing into a beast with challenge rating 1 or lower"}, {"Master Transmuter"=>"Can use all enregy in a Transmuter's Stone to chose; Major Transformation, Panacea, Restore Life or Restore Youth"}}}

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