

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 Invisible 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 every 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

2500 x 3235

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Image Dimensions

ROLEPLAYING

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ROLEPLAYING

Introduction

A patchwork being, under a through several ca

Appearance

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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