

## Ulther Hapwath

**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)

{ "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 Adaption - 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 Bolt, Arcane Lock, Blight, Cloud of Daggers, Counterspell, Fireball, Hold Monster, Ice Storm, Lightning Bolt, Magic Missile, Minor Illusion, Ray of Frost, Silence, Sleep, Spirit Guardians, Thunderbolt, Wall of Fire, Water Breathing, Water Walk, Wind Wall, Word of Recall, Wizard's Seal" } ] }

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"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

```

# Image Dumps

**Expressi**  
Each  
gets me  
perfection

## ROLEPLAYING

**500 x 3235**  


# 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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