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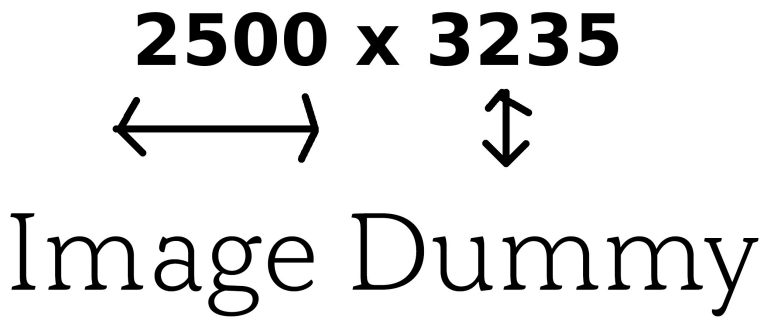
ulther hapwath



Ulther Hapwath

Ulther Hapwath

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

19 (+5)

DEX

16 (+3)

CON

15 (+3)

INT

20 (+5)

WIS

11 (+1)

CHA

16 (+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 Missle", "2nd Level"=>"Acid 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"}]}
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{"School of Transmutation Abilities"=>[{"Transmutation Savant"=>"Gold and Time required to copy Transmutation spells

is halved"}, {"Minor Alchemy"=>"For each 10 minutes spent performaing 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

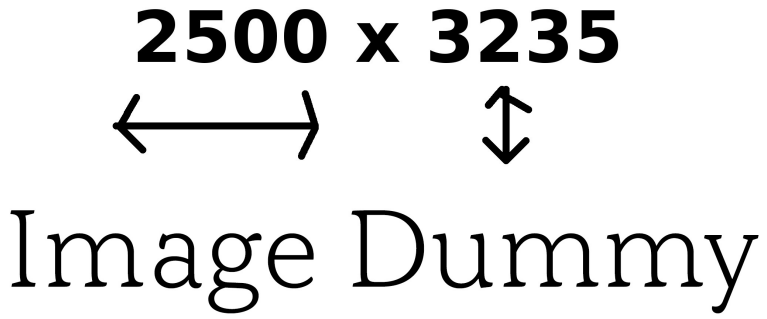
Combat Tactics

Actions

Factions

Collegium Imaginata

Role: *Scientist and Researcher*



Roleplaying

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

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Proficiencies -

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*

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Passions

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Secrets

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Background Story

Ulther Hapwath was originally a human but has spent most of their adult life experimaneting on and augmenting his own body in search of some distorted view of human perfection. A skilled spell slinger and hunter, they hunt and capture many specimens of various creatures to study and experiment on. They are a brilliant biologist with an exceptional knowledge of many different creatures anatomy and the steady hands of a surgeon. Recruited by Gerhardt Klippstein to join the Collegium for their vast biological knowledge, their employers are slightly less than keen on the reckless abandon with which they are willing to experiment on themselves. Since they joined the Collegium, they have been contacted by a mysterious benefactor from beyond the veil. Ulther has no idea who this benefactor is, but they have been helping to guild their self-evolution and in the creation of a substance called Cytoplast, a sort of ooze that helps with the bonding of upgrades and grants temporary healing when applied to a living creature. Ulther's benefactor is in fact, the disembodied spirit Momir Vig, disgraced and deceased former Guildmaster of the Simic Combine on the Plane of Ravnica. Somehow Momir has crossed into this world and is slowly using Ulther to create Cytoplast and use it to build him a new body.