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dr enkephalin

**2500 x 3235**  
↔ ↕

Image Dummy

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Dr Enkephalin

**Dr Enkephalin**

**middle aged adult Human**

**Chaotic Good**

**Level 6 Wizard Graviturgy Magic**

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**Pronouns -**

he/him

**Occupations -**

Researcher

**Armor Class -**

14

**Hit Points -**

94 (TODO Hitdice)

**Speed -**

30.

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**STR**

10 (+0)

**DEX**

11 (+1)

**CON**

10 (+0)

**INT**

20 (+5)

**WIS**

10 (+0)

**CHA**

16 (+3)

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**Saving Throws -**

**Skills -**

{ "Wizard Abilities"=>[ { "Arcane Recovery"=>"After a short rest can recover a spell slot up to 3rd level", "Spellcasting"=>[ { "Description"=>"DC 15", "Cantrips"=>"Fire Bolt, Mage Hand, Shocking Grasp, Dancing Lights", "1st Level"=>"Feather Fall, Magic Missile, Shield, Floating Disk", "2nd Level"=>"Levitate, Misty Step, Hold Person", "3rd Level"=>"Counterspell, Fireball, Fly" } ] }, { "Graviturgy Abilities"=>[ { "Spellcasting"=>[ { "Description"=>"DC 15", "1st Level"=>"Sapping Sting, Magnify Gravity", "3rd Level"=>"Fortune's Favor, Immovable Object, Wristpocket", "5th Level"=>"Pulse Wave" } ] }, { "Adjust Density"=>"as an action, you can magically alter the weight of one object or creature you can see within 30 feet of you. The object or creature must be Large or smaller. The target's weight is halved or doubled for up to 1 minute or until your concentration ends (as if you were concentrating on a spell). While the weight of a creature is halved by this effect, the creature's speed increases by 10 feet, it can jump twice as far as normal, and it has disadvantage on Strength checks and Strength saving throws. While the weight of a creature is doubled by this effect, the creature's speed is reduced by 10 feet, and it has advantage on Strength checks and Strength saving throws. Upon reaching 10th level in this class, you can target an object or a creature that is Huge or smaller", "Gravity Well"=>"you've learned how to manipulate gravity around a living being. Whenever you cast a spell on a creature, you can move the target 5 feet to an unoccupied space of your choice if the target is willing to move, the spell hits it with an attack, or it fails a saving throw against the spell." } ] } ] }

**Proficiencies -**

**Proficiency Mod -**

+3

**Languages -**

Common Abyssal

**Adjectives -**

Apathetic,

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**Special Abilities**

**Special Equipment**

**Combat Tactics**

**Actions**

**Factions**

Role:

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**2500 x 3235**

A diagram showing the dimensions '2500 x 3235'. Below '2500' is a horizontal double-headed arrow. Below '3235' is a vertical double-headed arrow.

# Image Dummy

## Roleplaying

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### Introduction

With a formal greeting, he seeks participants for an experiment or to escort a magical item to a foreign ruler

### Appearance

He always looks like he just woke up. His skin is pale, blue eyes, slender bulid, hair hasn't been cut for 6 month. he dress in blue royal atire, or a very light blue lab coat

### Expressions

*Well, this is quite the mess.*

*Wat? Oh dear.*

*Do you require assitance? Then disappear.*

**Mannerisms**

Politely dismisses others and what they have to say with a wave of his hand

**Motivations**

He wants to discover how to consistently be reborn, how to retain that knowledge, and without breaking natural order

**Passions**

Coffee, really dark coffee

**Secrets**

The secrets of how to create life without breaking the natural or divine order

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Proficiencies -

Languages -

Common  
Abyssal

Adjectives -

Apathetic,

Special Abilities

-

Special Equipment

-

-

-

Combat Tactics

Will spell attack

Actions

-

Factions

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Roleplaying

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Background Story

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A noble that discovered just truly how small he was, he gave up on big dreams and decided he wants to out last everything, or at least to the point he could experience everything