

Barb. 1/Wizard 3

Hermit BACKGROUND

PLAYER NAME

Mimessarch

Neutral ALIGNMENT

EXPERIENCE POINTS





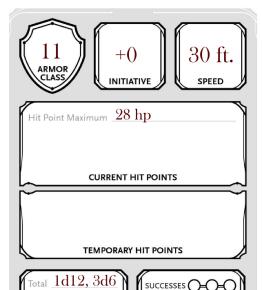
+2 PROFICIENCY BONUS

- $\begin{array}{c|c} \bullet & \pm 3 & \text{Insight (Wis)} \\ \bullet & \pm 1 & \text{Intimidation (Cha)} \\ \bullet & \pm 5 & \text{Investigation (Int)} \\ \bullet & \pm 5 & \text{Medicine (Wis)} \\ \bullet & \pm 3 & \text{Nature (Int)} \\ \bullet & \pm 5 & \text{Perception (Wis)} \\ \bullet & -1 & \text{Performance (Cha)} \\ \bullet & -1 & \text{Persuasion (Cha)} \\ \end{array}$

O +0 Sleight of Hand (Dex)
O +0 Stealth (Dex)
O +3 Survival (Wis)

SKILLS

+3 Religion (Int)



HIT DICE

FAILURES O=O=C

DEATH SAVES



I often get lost in my own thoughts and become oblivious to my surroundings.

PERSONALITY TRAITS

Live and Let Live. Meddling in the affairs of others only causes trouble.

DEALS

I'm searching for a way to restore my body and mind to what they once were: human.

I harbor dark, bloodthirsty thoughts that my isolation and meditation failed to quell.

FLAWS

HERMIT

Discovery (You know more than almost anyone about aberrant physiology and Darkplane infection)

MIMESSARCH

Aberration (Advantage with
Intelligence checks related to
aberrations and the Darkplane)
Horrifying (Advantage on Charisma

(Intimidation) checks, which you can use to frighten creatures until the end of their next turn with an action) (Add prof. bonus to DC of Performance and Persuasion checks)

Natural Heritage (Human)

SENSORY SPINDLES

Tremorsense (You can see all objects and creatures within 20 feet, even obscured, hidden, or invisible, while you're both touching a substance)

BARBARIAN (1)

Rage (+2 damage)

Unarmored Defense

WIZARD (Necromancer) (3) Spellcasting (Intelligence)

Arcane Recovery (1/day after short

rest regain a level 1 spell slot)
Necromancy Savant (half gp and time

to copy necromancy spells)

Grim Harvest (1/turn when you kill an enemy with level 1 spell or higher, regain hp equal to 2x spell level (3x if necromancy spell)

FEATURES & TRAITS

3 PASSIVE WISDOM (PERCEPTION)

LANGUAGES

16

CHARISMA

Trentsmin, Dyraneff, Deep Speech TOOL PROFICIENCY

Alchemist's supplies

WEAPON AND ARMOR PROF:

Light armor, medium armor, shields, simple weapons, martial weapons

SAVING THROWS PROF:

Strength, Constitution SKILL PROFICIENCY

Intimidation, Investigation, Medicine,
Perception

OTHER PROFICIENCIES & LANGUAGES



