

Jannick Gain

CHARACTER NAME

Barb. 1/Wizard 3
CLASS & LEVEL

Hermit
BACKGROUND

PLAYER NAME

Mimesarch
RACE

Neutral
ALIGNMENT

EXPERIENCE POINTS

STRENGTH
+1
13

DEXTERITY
+0
10

CONSTITUTION
+1
12

INTELLIGENCE
+3
16

WISDOM
+3
16

CHARISMA
-1
8

INSPIRATION

+2 **PROFICIENCY BONUS**

SAVING THROWS

- +3 Strength
- +0 Dexterity
- +3 Constitution
- +3 Intelligence
- +3 Wisdom
- -1 Charisma

SKILLS

- +0 Acrobatics (Dex)
- +3 Animal Handling (Wis)
- +3 Arcana (Int)
- +1 Athletics (Str)
- -1 Deception (Cha)
- +3 History (Int)
- +3 Insight (Wis)
- +1 Intimidation (Cha)
- +5 Investigation (Int)
- +5 Medicine (Wis)
- +3 Nature (Int)
- +5 Perception (Wis)
- -1 Performance (Cha)
- -1 Persuasion (Cha)
- +3 Religion (Int)
- +0 Sleight of Hand (Dex)
- +0 Stealth (Dex)
- +3 Survival (Wis)

13 **PASSIVE WISDOM (PERCEPTION)**

LANGUAGES
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

11 **ARMOR CLASS**

+0 **INITIATIVE**

30 ft. **SPEED**

Hit Point Maximum **28 hp**

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total **1d12, 3d6** **HIT DICE**

SUCCESSES ○○○○

FAILURES ○○○○

DEATH SAVES

NAME	ATK BONUS	DAMAGE/TYPE
Quarterstaff	+3	1d6/1d8+1 bl.
Morningstar	+2	1d8 pierc.
Unarmed	+3	2 bludgeon.

Quarterstaff is versatile. Use two hands to deal 1d8 damage instead of 1d6.

ATTACKS & SPELLCASTING

EQUIPMENT

- CP Quarterstaff
- SP Morningstar
- EP Explorer's pack
- GP 4 javelins
- BP Component pouch
- Winter blanket
- Herbalism kit
- 5 gp

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.

IDEALS

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

BONDS

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)
Horrorific (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



Jannick Gain

CHARACTER NAME

Unknown
AGE

6'4"
HEIGHT

160 lb.
WEIGHT

Sea blue
EYES

Mottled
SKIN

None
HAIR



CHARACTER APPEARANCE

Lined writing area for character details.

NAME

SYMBOL

ALLIES & ORGANIZATIONS

Lined writing area for character details.

Lined writing area for character details.

ADDITIONAL FEATURES & TRAITS

Lined writing area for character details.

Lined writing area for character details.

CHARACTER BACKSTORY

TREASURE

