

[Skelos]

Player: KingRayTodd

Race Yuan-ti, *Class* Wizard lvl 1, *Lawful Evil*

2014

Armor Class 13

Hit Points 8

HD 1d6 (Total 1d6)

Speed 30

STR 10 (+0) **DEX** 14 (+2) **CON** 14 (+2) **INT** 16 (+3) **WIS** 10 (+0) **CHA** 10 (+0)

Saving Throws: **STR** (-1) **DEX** (+3) **CON** (+3) **INT** (+5) **WIS** (+1) **CHA** (-1)

Feats: Nil

Skills: Arcana (+5), History (+5), Investigation (+5), Religion (+5)

Other Proficiencies: Daggers, darts, slings, quarterstaves, light crossbows

Resistances: Poison

Immunities: Nil

Senses: Darkvision 60 feet, passive Perception 9

Background: Sage

Languages: Common, Draconic, deep speech, undercommon

XP 0

Proficiency Bonus +2

Equipment: A spellbook, a dagger, a component pouch, a Backpack, a Book, Ink, an Ink Pen, a Lamp, 10 flasks of Oil, 10 sheets of Parchment, a Tinderbox, a bottle of ink, a quill, a small knife, a letter from a dead colleague posing a question you have not yet been able to answer, a set of common clothes, and a pouch containing 10gp (Spells in book: Mage Armor, Shield, Ebon Smoke, Ray Of Sickness, False Life, Find Familiar)

Feature or Trait. Arcane Recovery (Wizard Lvl 1), Magic Resistance (Yuan-ti, advantage on saving throws against spells and magical effects) Serpentine Spellcasting (Yuan-ti, poison spray and unlimited animal friendship, but the friendship spell only works on snakes)

Feature or Trait. (Researcher) When you attempt to learn or recall a piece of lore, if you do not know that information, you often know where and from whom you can obtain it. Usually, this information comes from a library, scriptorium, university, or a sage or other learned person or creature. Your DM might rule that the knowledge you seek is secreted away in an almost inaccessible place, or that it simply cannot be found. Unearthing the deepest secrets of the multiverse can require an adventure or even a whole campaign.

Spellcasting. DC 13, +5 to hit

Cantrips (at will): Mage hand, Mending, Poison Spray, Toll The Dead

1st level (2 slots): *False Life, Mage Armor, Shield, Ebon Smoke*

2nd level (## slots): *spell, spell*

3rd level (#/# slots): *spell, spell*

4th level (#/# slots): *spell, spell*

5th level (#/# slots): *spell, spell*

6th level (#/# slots): *spell, spell*

7th level (#/# slots): *spell, spell*

8th level (#/# slots): *spell, spell*

9th level (#/# slots): *spell, spell*

—ACTIONS—

Weapon. Dagger. +5 to hit. Range 5 feet. 1d4 plus 3 piercing damage.

Spell. Poison Spray. 1d12 poison damage. Range 30 feet. +5 to hit.

Spell. Toll The Dead. Range 60 feet. 1d8 or 1d12 damage, depending on if they took damage yet. Wisdom Save.