

Liliana Vess

CHARACTER NAME

Necromancer Wizard - 7 Noble

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Human

Chaotic Neutral

RACE

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

8

-1

DEXTERITY

10

+0

CONSTITUTION

14

+2

INTELLIGENCE

16

+3

WISDOM

12

CHARISMA

16

+3

INSPIRATION

+3

PROFICIENCY BONUS

- ___ Strength
- ___ Dexterity
- ___ Constitution
- +6 Intelligence
- +4 Wisdom
- +6 Charisma

SAVING THROWS

- ___ Acrobatics (Dex)
- ___ Animal Handling (Wis)
- +6 Arcana (Int)
- ___ Athletics (Str)
- ___ Deception (Cha)
- +6 History (Int)
- +4 Insight (Wis)
- +6 Intimidation (Cha)
- ___ Investigation (Int)
- ___ Medicine (Wis)
- ___ Nature (Int)
- ___ Perception (Wis)
- ___ Performance (Cha)
- +6 Persuasion (Cha)
- ___ Religion (Int)
- ___ Sleight of Hand (Dex)
- ___ Stealth (Dex)
- ___ Survival (Wis)

SKILLS

10

ARMOR CLASS

+5

INITIATIVE

30

SPEED

Hit Point Maximum 44

44

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total Durable Feat

7

HIT DICE

SUCCESSES

○ ○ ○ ○

FAILURES

○ ○ ○ ○

DEATH SAVES

If you do me an injury, I will crush you, ruin your name, and salt your fields

PERSONALITY TRAITS

If I can attain more power, no one will tell me what to do

IDEALS

The dead is my family. Their loyalty to me is unwavering

BONDS

I secretly believe that everyone is beneath me

FLAWS

NAME ATK BONUS DAMAGE/TYPE

Dagger +2 1d4-1 B

Sling +3 1d4 B

ATTACKS & SPELLCASTING

PASSIVE WISDOM (PERCEPTION)

Common - Abyssal - Infernal

Poisoner's Tools

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP 25

PP

EQUIPMENT

Grim Harvest:

Once/turn, if kill a creature with a spell of 1st level or higher, regain HP equal to twice the spell's level. 3x the spell level if it was a Necromancy spell. Doesn't work against undead/constructs

Animate Dead:

Animate Dead spell can create an additional zombie or skeleton

Creatures HP Max increased by an amount equal to wizard level

Creatures add Proficiency bonus to damage rolls

FEATURES & TRAITS



Liliana Vess

CHARACTER NAME

130

AGE

5'6

HEIGHT

125

WEIGHT

Purple

EYES

Arcane Markings

SKIN

Black

HAIR

CHARACTER APPEARANCE

POSITION of PRIVILEGE

People think the best of Liliana. She is welcome in high society and people assume she has the right to be wherever she is. Common folk go out of their way to accommodate her.

NAME

SYMBOL

ALLIES & ORGANIZATIONS

Seeking the Chain Veil so that she can defeat the demons that trap her: Kothophed, Griselbrand, Razaketh, and Belzenlok

CHARACTER BACKSTORY

FEATS:

Resilient: Increased CHA +1 and Proficient in CHA Saves

Durable: Increased CON +1. When roll HD to regain HP, the minimum number of HP regained from rolls is 2x CON Modifier

ZOMBIES:

Liliana always has two animated zombies

AC 8. HP 29. Speed 20

Slam Attack. +3 to Hit. 1d6+1 (+Prof Bonus) Bludge Damage

ADDITIONAL FEATURES & TRAITS

Fine Clothes, Signet Ring, Scroll of Pedigree and Purse of Coins
 Component Pouch - Arcane Focus
 Scholar's Pack
 Spellbook

TREASURE



Wizard

SPELLCASTING CLASS

INT

SPELLCASTING ABILITY

14

SPELL SAVE DC

+6

SPELL ATTACK BONUS

0

CANTRIPS

- Chill Touch (Necromancy)
- Toll the Dead (Necromancy)
- Prestidigitation (Abjuration)
- Friends (Enchantment)

3

2

- Animate Dead (Necromancy) from Necro School
- Fear (Illusion)
- Summon Lesser Demons (Conjuration) (from her Demon Pact)
- Fireball (Evocation) From Magic Scroll or Chandra
- Enemies Abound (Enchantment)

6

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

SPELL NAME

- Mage Armor (Abjuration)
- Charm Person (Enchantment)
- Tasha's Hideous Laughter (Enchantment)
- Magic Missile (Evocation)
- Unseen Servant (Evocation)
- Ice Knife (Conjuration)
- Shield (Abjuration)

4

- Summon Greater Demon (from her Demon Pact)
- Banishment (Abjuration)

7

SPELLS KNOWN

2

4

- Blindness/Deafness (Necromancy)
- Suggestion (Enchantment)
- Darkness (Evocation)
- Darkvision (Transmutation)

5

8

9