

HIT DICE





ATK BONUS DAMAGE/TYPE Bite* advantage if under half hp, also add CON instead of STR when using this attack, also proficient.

ATTACKS & SPELLCASTING

DEATH SAVES

Bite empower- damage enhances next atk roll/ ability check, OR heals for piercing damage dealt LR cd Pb# of uses () ()

I am extra suspicious of inanimate

objects due to how a door mimic

tried to eat me after answering their

riddle correctly

*Ancestral legacy-due to your sea elvish past, you have a swim speed of 30 ft and proficiency in perception

*Darkvision-60 ft bright 120 dim sees in greyscale

*Deathless nature- doesn't need to breath

*Spider climb- climb spd = walk spd and can do it hands free across all walls and cealings (was improved at 3rd lv)

*Tides of Chaos- advantage on attack roll, ability check, or saving throw LR cd(),

---DM can wild surge you on LV 1+ magic cast and restore this feature's use

Metamagics:

*seeking spell - on magical spell miss can spend 2 sp to reroll attack

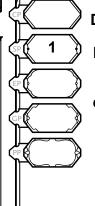
*subtle spell- 1 sp = remove verbal and somatic components

Magical guidence(locked)

Common, Undercommon, primordial

OTHER PROFICIENCIES & LANGUAGES

PASSIVE WISDOM (PERCEPTION)



Deadman's wineskin trinket 10/10 Dungeoneer's pack, monster hunter's pack common clothes Quarterstaff 1d6/ 1d8(2h) 2 daggers

> **EQUIPMENT FEATURES & TRAITS**