BIRD TACKETT

Undead Wizard, Level 3 | Alignment: Chaotic Neutral
Background: Ghostly whisperer of experimental concoctions and alchemical recipes

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ARMOR CLASS	HIT POINTS	SPEED	INITIATIVE	PROF BONUS	PASSIVE PERCEPTION	LUCK
12	11	30 ft	+2	+2	12	3

STR	DEX	CON	INT	WIS	CHA
+0	+2	-1	+3	+2	+0
Score 11 | Save +0	Score 15 | Save +2	Score 8 | Save -1	Score 16 | Save +5*	Score 14 | Save +4*	Score 10 | Save +0

**Proficient Save*

Skills & Proficiencies

Arcana (INT) *	+5	Perception (WIS)	+2
Investigation (INT) *	+5	Persuasion (CHA)	+0
History (INT) *	+5	Deception (CHA)	+0
Insight (WIS) *	+4	Stealth (DEX)	+2

**Proficient Skill*

Attacks, Spells, & Abilities

Name	Attack/DC	Damage	Notes
The Last Word	+5	1d8+3	Signature weapon / tool
Off the Record	At Will	-	Signature move, roleplay / utility
Galvanic Surge	DC 13	Varies	Once per session, ultimate ability

Class Features

Arcane Recovery - Once per day after a short rest, recover a portion of spent spell slots by reviewing your notes
Signature Move - Off the Record: Disappears for days into research nobody can explain, returns with answers nobody asked for
Ultimate Ability - Galvanic Surge: Channels raw current through anything nearby, shocking enemies or jump-starting whatever needs it
The Last Word - A grim scythe that hums faintly with unfinished business

Personality

Trait	In a crisis: Charging in!. Known around the office as Mysterious.
Ideal	*"Everything can be opened up and put back together better, a car, a body, a recipe. The trick is paying attention on the way in."*
Bond	Every tattoo he's inked and every engine he's rebuilt carries the same promise: it'll still be running long after he's gone, one way or another
Flaw	Occasionally blindsided by the obvious

Backstory & Equipment

Backstory

Nobody quite remembers when Bird stopped being entirely alive, least of all Bird. By day he's a tattoo artist with a steady hand and a set of dreadlocks he's proud of; by night he can strip a car down to its last bolt and put it back together running better than it started. Some of that comes from Native American roots; most of it just comes from liking to take things apart to see how they work. The scythe came later, mostly for emphasis.

Equipment

The Last Word
No armor, just nerve
An adventurer's pack
15 gp