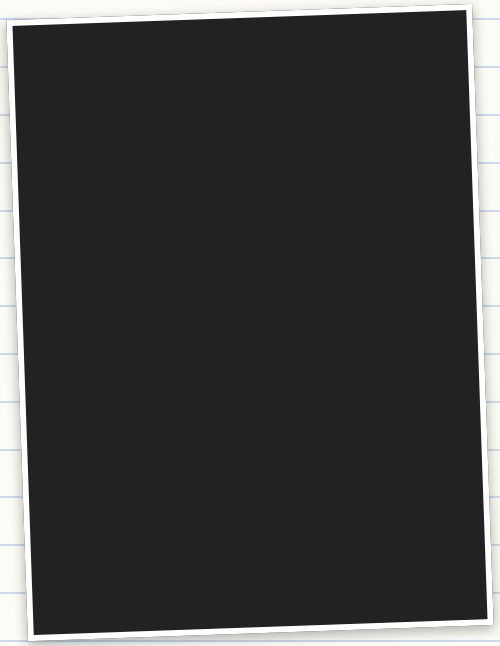
Wetzel

Carlos Luna as Wetzel

SEASON 18



RACE
Human

CLASS
Rogue (Mastermind)

LEVEL
7

BACKGROUND
—

STR	DEX	CON	INT	WIS	CHA
+2	+3	+2	+0	+1	+1

ARMOR CLASS	HIT POINTS	LEVEL	PROFICIENCY
14	—	7	—

End of Coffin Run — contains spoilers. Only what is said in play or shown on stat cards; *italic* = derived from spoken rolls; — = never stated. Source: Coffin Run wiki (fan project), every value links to its moment on the site.

Wetzel

FULL SHEET

Skills

- Stealth +9

Saving throws

- —

Features

- **Description** — A once-handsome young man with scars on his face that he glues back down every morning because his skin has been flayed; his right arm is metal; big trench coat with a little daisy on the side; very happy and sunny CR E1 00:25:37
- **Wish to become a vampire** — Wants to become a vampire: "I'm gonna be a vampire. That's what I… I just feel like that's what I've been made for." CR E1 00:27:42
- **Pep talk** — Tells a crying Drago how he pulls out his mirror and gives himself a little pep talk; Drago tries it (Persuasion 19) CR E1 00:30:31, CR E1 00:31:07
- **Hydraulic fluid** — Extends his metal hand and projects a stream of hydraulic fluid from the palm at a creature in range: Constitution save against 11, 1d12 poison damage; the target fails the save and takes 5 CR E2 00:32:09, CR E2 00:32:33
- **Extendable metal arm** — Makes his metal hand extend 10 feet and attacks with a "slash arm hand type deal": 16 plus 6, 22 hits; the table settles that Aleksandr built the arm CR E4 00:24:26, CR E4 00:24:29
- **Sneak attack** — Asks to use his sneak attack on a werewolf and gets it from a Stealth check of 25 (+9) from inside the carriage: the werewolf has no clue he is there; 19 plus 3, 22 damage CR E4 00:26:30, CR E4 00:26:52
- **Metal arm raised for AC** — Reaction: raises his metal arm for +5 to AC against a bite CR E4 01:00:10
- **Enraged Frenzy** — Unlocked when he fails a Wisdom save (8) after spitting on a werewolf; a sheet of paper is handed over: advantage on Strength checks and saving throws, two extra damage dice on melee attacks, no spells or concentration, resistance to slashing, bludgeoning and piercing; after three rounds he is drained, his speed is halved and he has disadvantage on Dex checks and saves CR E4 01:01:02, CR E4 01:01:20
- **Pretzel Bender** — Ability that comes with the frenzy: a grapple check against the target; on a success it is incapacitated and takes 3d8 bludgeoning damage, and it must succeed on a DC 13 saving throw to escape CR E4 01:01:23
- **Turns down becoming a vampire** — In CR_06 he decides against being turned and leaves the castle with Drago: "If this is the price... I don't know, I don't know if this is really for me." CR E6 01:26:47, CR E6 01:28:10
- **Striking Ground** — Strikes the ground with his metal arm: a tremor in a 10-foot radius, a Dexterity save; on a failure 1d6 bludgeoning damage and knocked prone, and the area becomes difficult terrain CR E6 00:20:52, CR E6 00:21:24
- **Roguish Scanning** — Uses his Roguish Scanning ability, a Perception check, to look over the room CR E6 00:22:19, CR E6 00:22:20
- **Uncanny Dodge** — Uses Uncanny Dodge as a reaction to reduce the damage of a hit CR E6 00:37:26, CR E6 00:37:27
- **Sneak attack dice** — Sneak attack in a frenzy: two extra dice from Enraged Frenzy, four from his sneak attack and one regular CR E6 00:53:40

Spells

- —

Items

- **Notebook** — Pulls out a notebook and writes down Drago's story about the nickname CR E1 00:27:26
- **Mirror** — A really cool mirror he pulls out to give himself a pep talk CR E1 00:30:31
- **Aftercare Ice Pack** — A throwable he reads off: a ranged spell attack against a target for 1d10 piercing damage, then the pack explodes and everything within five feet makes a Dexterity save; thrown at the hatchet man (Razvan): the attack misses (10 against 16), the pack still explodes against the crates and barrels, and Razvan beats the DC 11 save with a 16, unhurt CR E2 00:02:17, CR E2 00:02:45

- **Talisman fish** — Squing's dead, rotting fish talisman is put around his neck by Zarb; he adds it to an Acrobatics check CR E2 00:12:41, CR E2 00:12:54
- **Dracula's letter to Wetzel** — A letter and candle from the castle, addressed to him; he almost doesn't want to break the seal CR E2 01:31:31, CR E2 01:31:42
- **Talisman fish back with Squing** — Squing offers his talisman again and later uses it on himself, saying he hasn't given it to anyone; nobody says when Wetzel gave it back CR E3 01:16:19, CR E4 00:20:26
- **Teacup pig** — His teacup pig; May drinks from it CR E3 00:12:18, CR E3 00:13:11
- **Union worker's wallet** — Pulls a wallet out of the dead union worker he carried and finds a library card CR E3 01:12:27, CR E3 01:12:45
- **Flight potion** — Tossed to him by Aleksandr; he downs his energy drink, a flight drink, and extends his hand to Drago CR E4 01:32:58, CR E4 01:37:36
- **Bridge seal** — Frees Drago from a spectral ribbon (Sleight of Hand 21); Drago calls the bridge scroll old protective magic, removes its seal and hands it to him; Investigation 5 tells him nothing; Drago believes it will protect him if his heart is true CR E5 00:23:50, CR E5 00:22:08
- **Dracula's letter found in the plant** — Cuts open the plant and finds a letter addressed to him and reads it aloud CR E5 00:44:52, CR E5 00:45:45