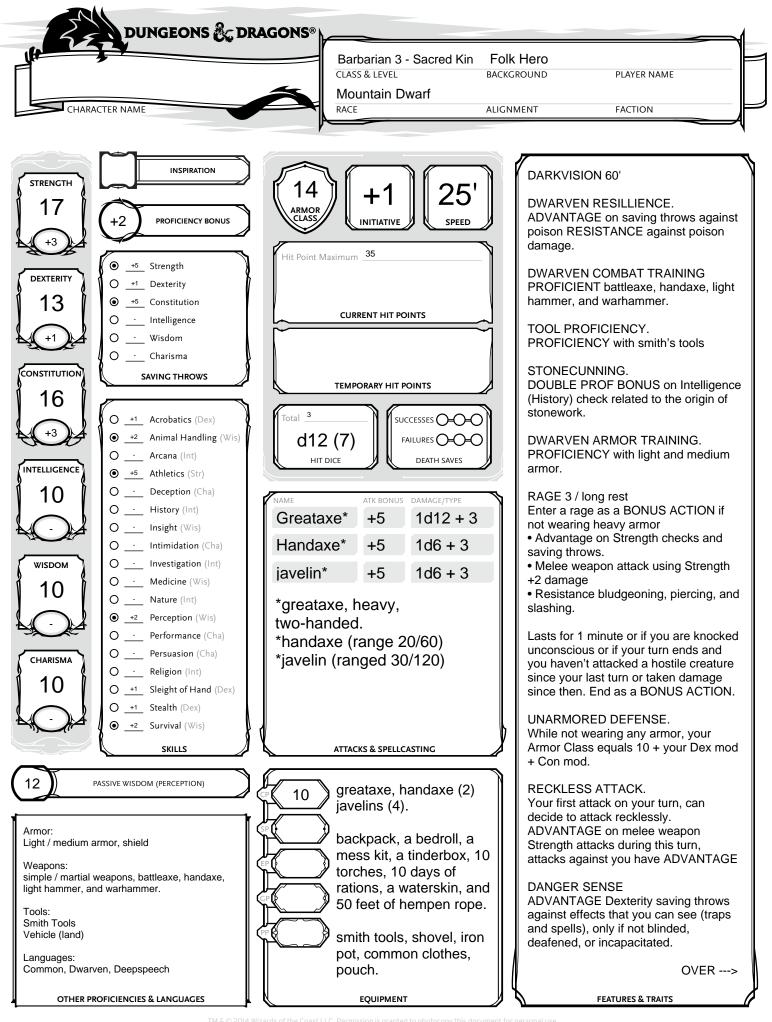


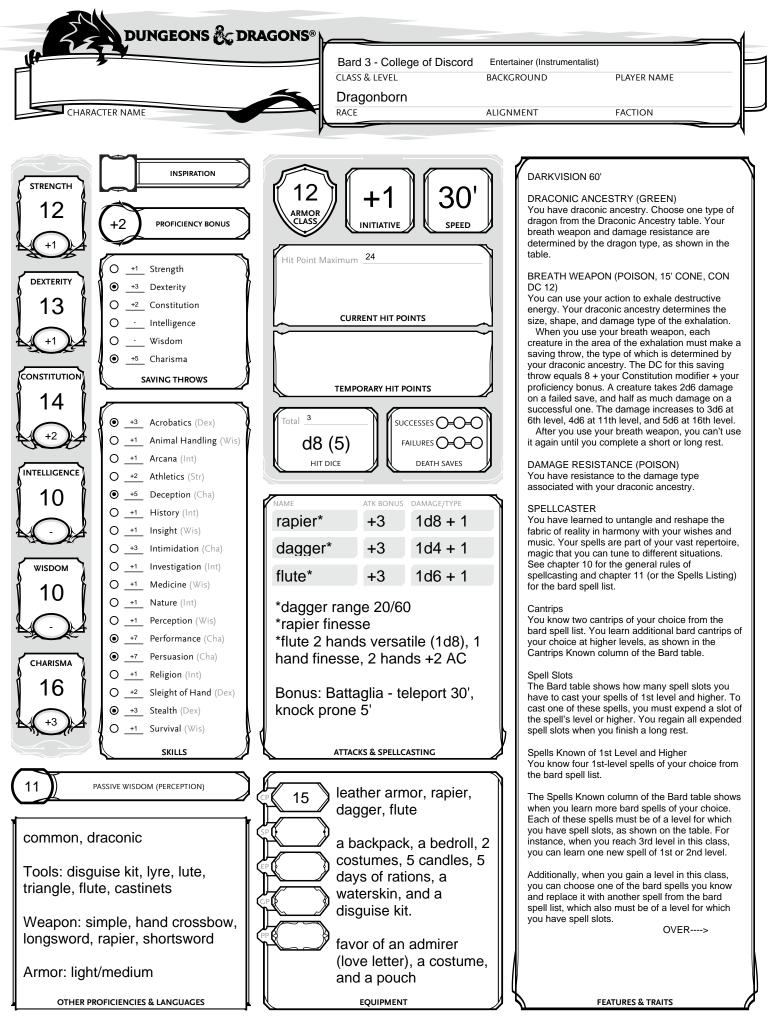
JA-DED.	AGE	HEIGHT	WEIGHT
CHARACTER NAME	EYES	SKIN	HAIR
CHARACTER NAME	PATH OF THE REI Devourer BONUS ACTION: W RAGING and below points. Enter DEVO RAGE, spend hit di is now MAGICAL, it regain hit points eq PLUS the number of spent. If a crit DOU don't hit you take the damage but stay in When you reach may Devourer Rage end Sanguine Scent. (D As an ACTION you able to smell the num not identity. You can focus on of theirs. Instead of Wisdom saving throw	D REAVER While w half hit DURING ce, weapon f you hit ual to: 1 of hit dice BLE it. If you hat amount of the rage. ax HP the ds. ALLIES & ORCANIZATIONS C 10) 1 use regain or can take a deep brea mber of creatures wit a creature you know you rolling Survival th ow. If they fail you know	A LONG rest. and have a possession the creature makes a ow the direction and ow it through terrain you
CHARACTER BACKSTORY		TREASURE	



De				10			
Barbarian Sacred Kin (Kr	now 3)	Constitution SPELLCASTING ABILITY	SP	13 ELL SAVE DC		+5 SPELL ATTACK BONUS	
O CANTRIPS Blade Ward Shocking Grasp	0			0			
SPELL LEVEL SLOTS TOTAL SLOTS EXPENDED	0 0 0 0			0 0 0			
SPELL NAME Feather Fall Magic Missile Shield				0 0 0 0			
0 0 0 0 0 0	0 0 0 0 0			0 0 0 0	X		
	0 0 0 0 5	<u>}</u>		0 0 0 0			
0	0 0 0 0 0			9 0 0 0 0	2		
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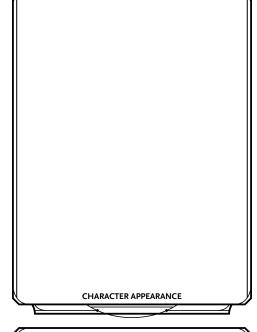
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	AGE	HEIGHT	WEIGHT
CHARACTER NAME	EYES	SKIN	HAIR
	PATH OF THE SAC Spellcasting. When you reach 3rd channel your ancien harness the power of forbearer. See chapt general rules of spel chapter 11 for the so list. Cantrips. You learn cantrips of your choi sorcerer spell list. You additional sorcerer of choice at 10th level.	level, you t blood to f your ter 10 for the lcasting and prcerer spell n three ce from the pu learn an	SYMBOL
CHARACTER APPEARANCE		ALLIES & ORGANIZATIONS	3
Defining Event. Led a militia to fight off an invading army. Rustic Hospitality. Since you come from the ranks of the common folk, you fit in among them with ease. You can find a place to hide, rest, or recuperate among other commoners, unless you have shown yourself to be a danger to them. They will shield you from the law or anyone else searching for	At 3rd level, when you choos demonic, draconic, or aberra You can speak, read, and oaths into your battle-cries. A with a creature of your ances SUPERNATURAL FURY At 3rd level, you can focus of the ancient magic of your blo concentrate on spells, even y When you enter your Supe benefits replace the benefits • You gain a bonus to your A • You have advantage on Co on a spell. • You have resistance to mag your Ancestral Origin. Your Supernatural Fury lasts turn ends and you haven't at	nt. write the language of your ance additionally, whenever you make tors' type, your proficiency bond in the magic in your blood, allow odline and enter a Supernatura vhile raging, at the expense of y rnatural Fury and you aren't we of the Rage feature: C equal to your Strength modifi- nstitution checks and saving the gical damage and are immune to for 1 minute. It ends early if you	in of your ancestor, either celestial, estor and can weave their curses and e a Charisma check when interacting us is doubled if it applies to the check ing you to concentrate your rage into I Fury. You gain the ability to cast and your physical resistances. aring heavy armor, the following er (minimum of +1). rows made to maintain concentration o the damage type you chose from u are knocked unconscious or if your a spell, or taken damage since your la bonus action.
you, though they will not risk their lives for you.	lineage emerge. St	ows through you, phy	nenever you cast a spell,



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A-DED - Miles			
	AGE	HEIGHT	WEIGHT
CHARACTER NAME	EYES	SKIN	HAIR



Entertainer Routines (Instrumentalist, singer) A good entertainer is versatile, spicing up every performance with a variety of different routines.

Popular Demand

You can always find a place to perform, usually in an inn or tavern but possibly with a circus, at a theater, or even in a noble's court. At such a place, you receive free lodging and food of a modest or comfortable standard (depending on the quality of the establishment), as long as you perform each night. In addition, your performance makes you something of a local figure. When strangers recognize you in a town where you have performed, they typically take a liking to vou.

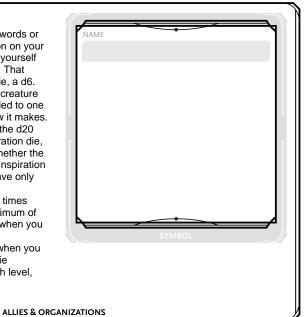
BARDIC INSPIRATION (2, D6)

You can inspire others through stirring words or music. To do so, you use a bonus action on your turn to choose one creature other than yourself within 60 feet of you who can hear you. That creature gains one Bardic Inspiration die, a d6.

Once within the next 10 minutes, the creature can roll the die and add the number rolled to one ability check, attack roll, or saving throw it makes. The creature can wait until after it rolls the d20 before deciding to use the Bardic Inspiration die, but must decide before the DM says whether the roll succeeds or fails. Once the Bardic Inspiration die is rolled, it is lost. A creature can have only one Bardic Inspiration die at a time.

You can use this feature a number of times equal to your Charisma modifier (a minimum of once). You regain any expended uses when you finish a long rest.

Your Bardic Inspiration die changes when you reach certain levels in this class. The die becomes a d8 at 5th level, a d10 at 10th level, and a d12 at 15th level.



JACK OF ALL TRADES

Starting at 2nd level, you can add half your proficiency bonus, rounded down, to any ability check you make that doesn't already include your proficiency bonus.

SONG OF REST (d6)

Beginning at 2nd level, you can use soothing music or oration to help revitalize your wounded allies during a short rest. If you or any friendly creatures who can hear your performance regain hit points at the end of the short rest by spending one or more Hit Dice, each of those creatures regains an extra 1d6 hit points.

The extra hit points increase when you reach certain levels in this class: to 1d8 at 9th level, to 1d10 at 13th level, and to 1d12 at 17th level.

EXPERTISE (Performace, Persuasion)

At 3rd level, choose two of your skill proficiencies. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies.

At 10th level, you can choose another two skill proficiencies to gain this benefit.

ADDITIONAL FEATURES & TRAITS

COLLEGE OF DISCORD

MELODIC MAYHEM

Beginning at 3rd level, you gain the ability to use your musical instruments effectively in martial combat. When you wield your musical instrument in one or two hands, and no other weapons, it becomes a weapon that deals 1d6 bludgeoning damage and has the versatile (1d8) property. When used in one hand, it gains the finesse property. Wielded with two hands, your Armor Class increases by 2.

BATTAGLIA

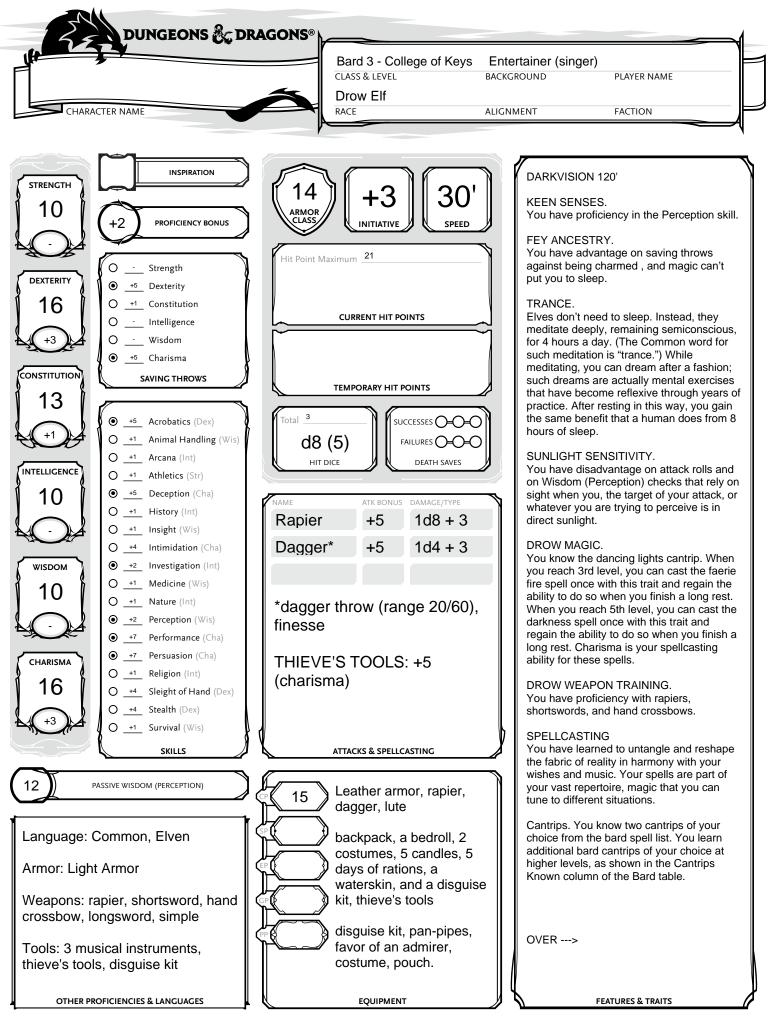
Also at 3rd level, you are able to anticipate the rhythm of battle and adjust to disrupt the flow of your enemies. As a bonus action on your turn, you can choose to teleport to an unoccupied square adjacent to any number of creatures you can see within 30 feet of you. Any Large or smaller creature within 5 feet of your new location must succeed on a Strength saving throw or be knocked prone. At 6th level, the radius of this effect increases to 10 feet, and to 15 feet at 14th level.

You can use this feature a number of times equal to your Charisma modifier and regain all expended uses after you finish a short or long rest. As part of this bonus action, you can expend one of your uses of Bardic Inspiration, rolling a Bardic Inspiration die and

As part of this bonus action, you can expend one of your uses of Bardic Inspiration, rolling a Bardic Inspiration die and adding the number rolled to the save DC. You can choose to use this feature after the creature makes its roll but before the DM announces if it succeeds or fails.

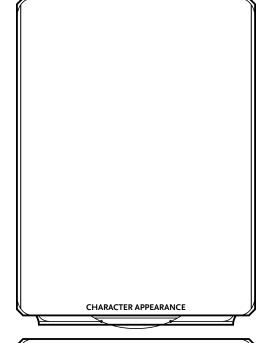
Bard Discord (know	vn 6)	Charisma SPELLCASTING ABILITY	SPELL SAVE D		+5
0 CANTRIPS BLADE WARD VICIOUS MOCKERY) 3 - 0		6 0		
	- 0 - 0 - 0 - 0		0 0 0 0 0 0 0 0 0		
SPELL SLOTS TOTAL SLOTS EXPENDED					
O HEALING WORD O SLEEP O	O	<u>}</u>	0 0 0		
			0 0 0		
2 2 O CROWN OF MADNESS O HOLD PERSON O INVISIBILITY O O					
o o o o	O O O O		0 0 0 0	<u> </u>	
0 0 0	0 0		0 0		

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NE DED 30 ANIAM				
	AGE	HEIGHT	WEIGHT	
CHARACTER NAME	EYES	SKIN	HAIR	



BY POPULAR DEMAND You can always find a place to perform, usually in an inn or tavern but possibly with a circus, at a theater, or even in a noble's court. At such a place, you receive free lodging and food of a modest or comfortable standard (depending on the quality of the establishment), as long as you perform each night. In addition, your performance makes you something of a local figure. When strangers recognize you in a town where you have performed, they typically take a liking to vou.

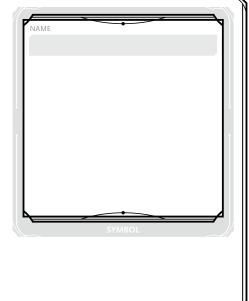
BARDIC INSPIRATION (2, D6)

You can inspire others through stirring words or music. To do so, you use a bonus action on your turn to choose one creature other than yourself within 60 feet of you who can hear you. That creature gains one Bardic Inspiration die, a d6.

Once within the next 10 minutes, the creature can roll the die and add the number rolled to one ability check, attack roll, or saving throw it makes. The creature can wait until after it rolls the d20 before deciding to use the Bardic Inspiration die, but must decide before the DM says whether the roll succeeds or fails. Once the Bardic Inspiration die is rolled, it is lost. A creature can have only one Bardic Inspiration die at a time.

You can use this feature a number of times equal to your Charisma modifier (a minimum of once). You regain any expended uses when you finish a long rest.

Your Bardic Inspiration die changes when you reach certain levels in this class. The die becomes a d8 at 5th level, a d10 at 10th level, and a d12 at 15th level.



ALLIES & ORGANIZATIONS

JACK OF ALL TRADES

Starting at 2nd level, you can add half your proficiency bonus, rounded down, to any ability check you make that doesn't already include your proficiency bonus.

SONG OF REST (d6)

Beginning at 2nd level, you can use soothing music or oration to help revitalize your wounded allies during a short rest. If you or any friendly creatures who can hear your performance regain hit points at the end of the short rest by spending one or more Hit Dice, each of those creatures regains an extra 1d6 hit points.

The extra hit points increase when you reach certain levels in this class: to 1d8 at 9th level, to 1d10 at 13th level, and to 1d12 at 17th level.

EXPERTISE (Performance, Persuasion) At 3rd level, choose two of your skill proficiencies. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies.

At 10th level, you can choose another two skill proficiencies to gain this benefit.

ADDITIONAL FEATURES & TRAITS

TIMBRE ILLUMINOUS

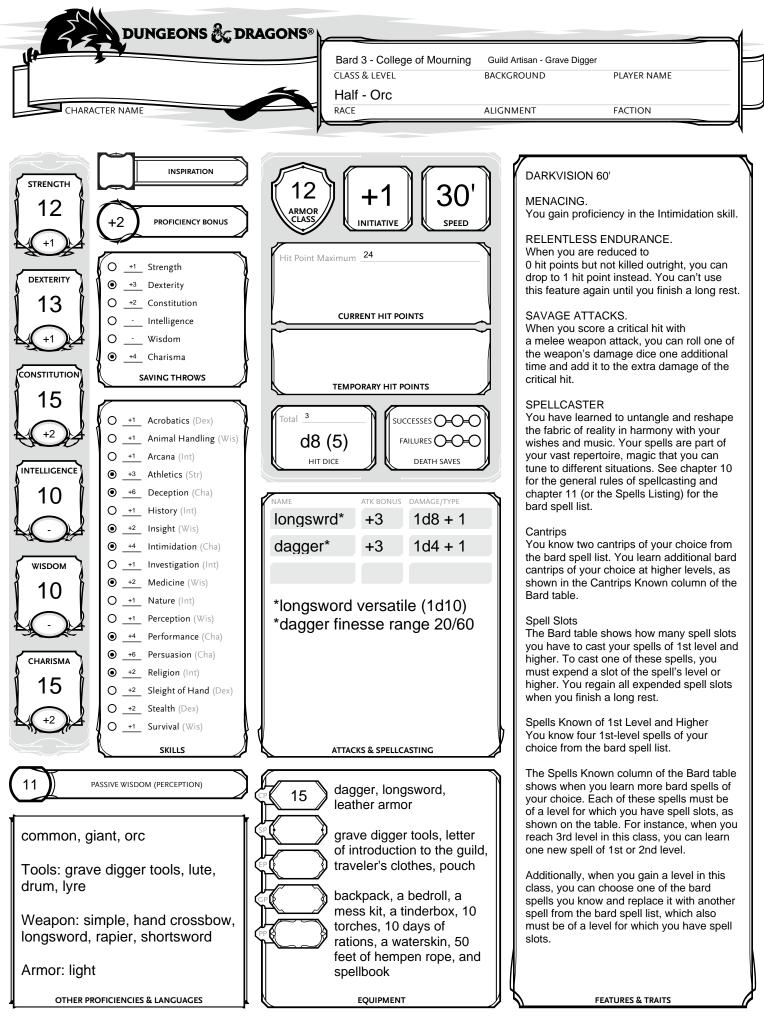
At 3rd level, you can coax a variety of information from a mechanism regarding its composition using merely verse and rhyme. When you spend at least 1 minute in speaking or singing to a construct or inanimate mechanism, you can expend one Bardic Inspiration to learn certain information about its capabilities compared to your own. The DM tells you two of the following characteristics of the mechanism, of your choice:

TREASURE

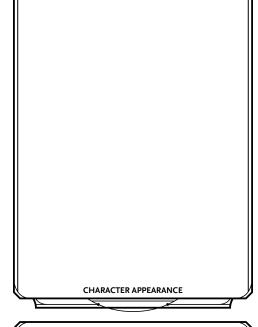
- Purpose (lock, trap, surveillance, etc.)
- Intricacy (singular, compound, or complex)
- Nature (magical, mundane, or otherwise),
- Approximate difficulty class (easy, hard, nearly impossible, etc.)
- Elemental energies present (if any)
- Additional imbed magical qualities (if any)

BARD (known 6	6)	Charisma SPELLCASTING ABILITY	SPELL SAVE		+5
CLASS				7	
0 CANTRIPS	3	Ì	6		
Dancing Lights Vicious Mockery	0		0		
	_ 0		o		
	_ 0		0		
SPELL					
SPELL LEVEL SLOTS TOTAL SLOTS EXPENDED					
	<i>•</i> •			2	
SPELL NAME					
O Healing Word O Tasha's Hideous Laughter	- 4	<u> </u>			
o			O		
0 0					
0 0	0 0		0 0		
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0 0	_ o			<u> </u>	
	~ o		0 0		
2 2)		0 0		
O Heat Metal O Invisibility			0 0		
O Knock	5				
0			()	<u> </u>	
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A-DED -			
	AGE	HEIGHT	WEIGHT
CHARACTER NAME	EYES	SKIN	HAIR
	/		



GUILD BUSINESS Gravediggers

GUILD BUSINESS

As an established and respected member of a guild, you can rely on certain benefits that membership provides. Your fellow guild members will provide you with lodging and food if necessary, and pay for your funeral if needed. In some cities and towns, a guildhall offers a central place to meet other members of your profession, which can be a good place to meet potential patrons, allies, or hirelings.

Guilds often wield tremendous political power. If you are accused of a crime, your guild will support you if a good case can be made for your innocence or the crime is justifiable. You can also gain access to powerful political figures through the guild, if you are a member in good standing. Such connections might require the donation of money or magic items to the guild's coffers.

You must pay dues of 5 gp per month to the guild. If you miss payments, you must make up back dues to remain in the guild's good graces.

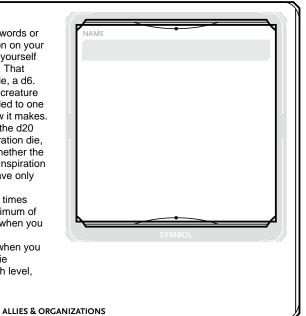
BARDIC INSPIRATION (2, D6)

You can inspire others through stirring words or music. To do so, you use a bonus action on your turn to choose one creature other than yourself within 60 feet of you who can hear you. That creature gains one Bardic Inspiration die, a d6.

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You can use this feature a number of times equal to your Charisma modifier (a minimum of once). You regain any expended uses when you finish a long rest.

Your Bardic Inspiration die changes when you reach certain levels in this class. The die becomes a d8 at 5th level, a d10 at 10th level, and a d12 at 15th level.



JACK OF ALL TRADES Starting at 2nd level, you can add half your proficiency bonus, rounded down, to any ability check you make that doesn't already include your proficiency bonus.

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The extra hit points increase when you reach certain levels in this class: to 1d8 at 9th level, to 1d10 at 13th level, and to 1d12 at 17th level.

EXPERTISE (Deception, Persuasion)

At 3rd level, choose two of your skill proficiencies. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies.

At 10th level, you can choose another two skill proficiencies to gain this benefit.

ADDITIONAL FEATURES & TRAITS

BARDIC COLLEGE OF MOURNING

Mourning Glory

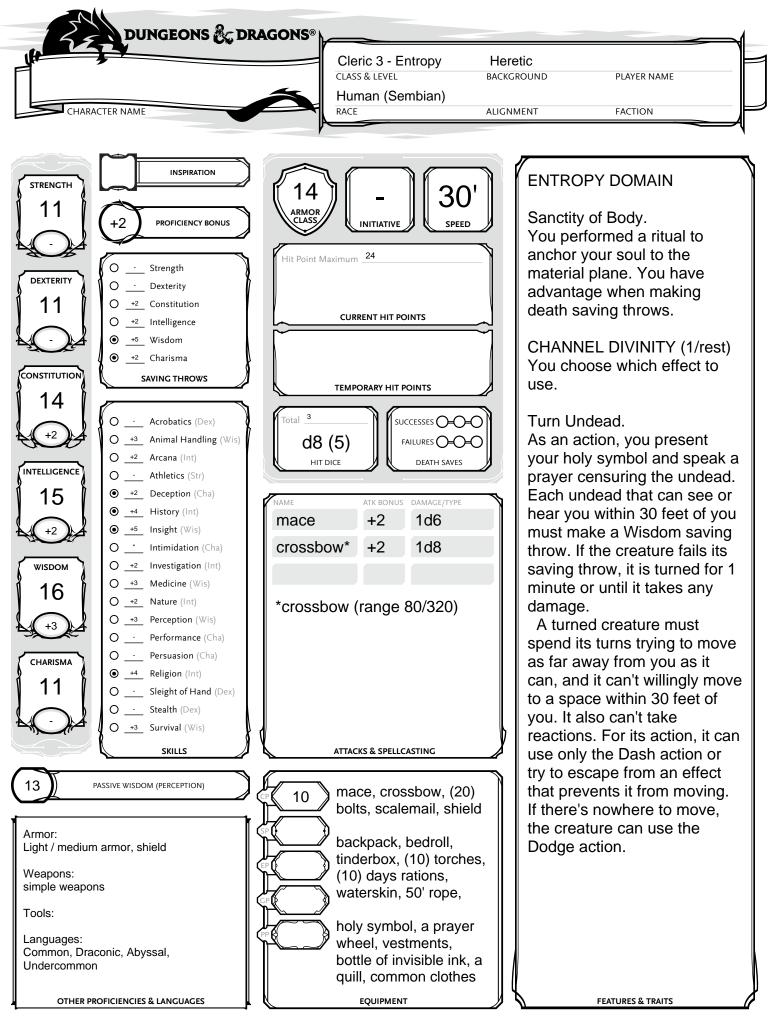
When you join the College of Mourning at 3rd level, you learn the spare the dying cantrip. You also gain proficiency in the Medicine and Religion skills.

Grief Note

Also at 3rd level, when a creature you can see within 60 feet, including you, deals damage to a target other than itself, you can use your reaction to expend one of your uses of Bardic Inspiration, rolling a Bardic Inspiration die and adding the number on the die to the damage of the attack. The creature also regains hit points equal to the number on the die.

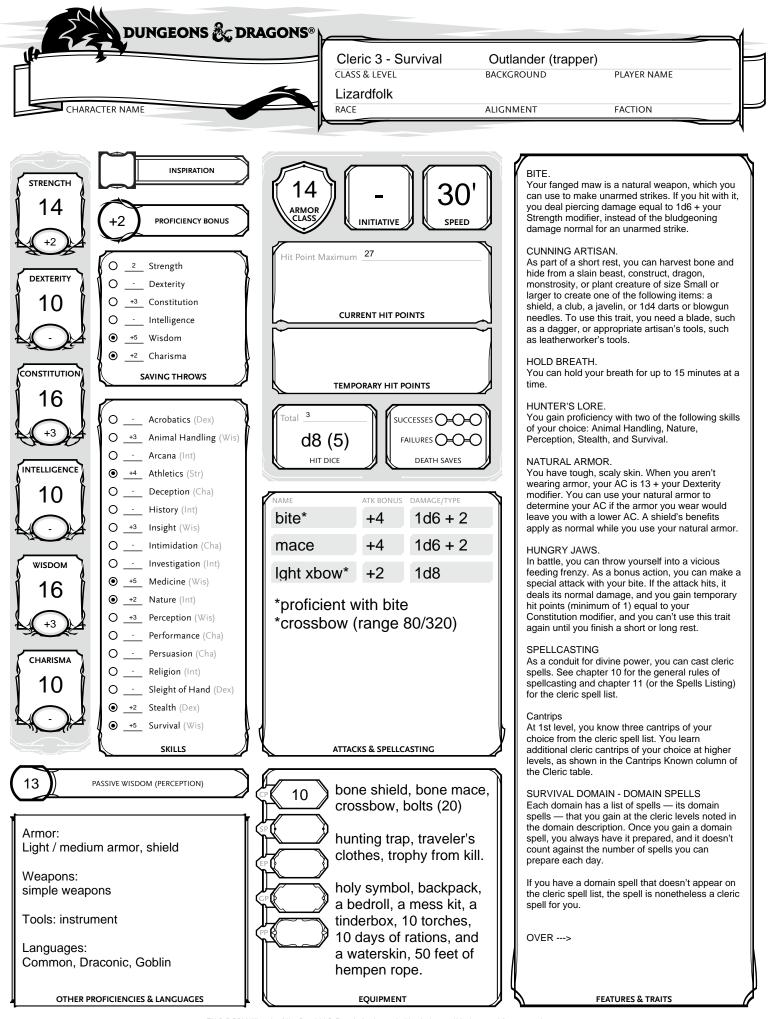
Bard (known	6)		SPELL SAVE DC		+4
SPELLCASTING CLASS		SPELLCASTING ABILITY		Ē	LL ATTACK CONUS
0 CANTRIPS	3		6		
SPARE THE DYING	0		0		
MAGE HAND VICOUS MOCKERY					
	0		O		
	0		O		
SPELL	_				
LEVEL SLOTS TOTAL SLOTS EXPENDED					
1 4	Δ		7))	
SPELL NAME	0		o		
O_CURE WOUNDS	- ~				
O HEALING WORD O TASHA'S HIDEOUS LAUGHTER	_ [4]	2			
0	`				
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0 0	0 0		0		
0	O		O		
0	0 0		(<u>)</u>	X	
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2 2	∽ °		0 0		
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O HEAT MEATAL			< o		
O BLINDESS/DEAFNESS	5	X			
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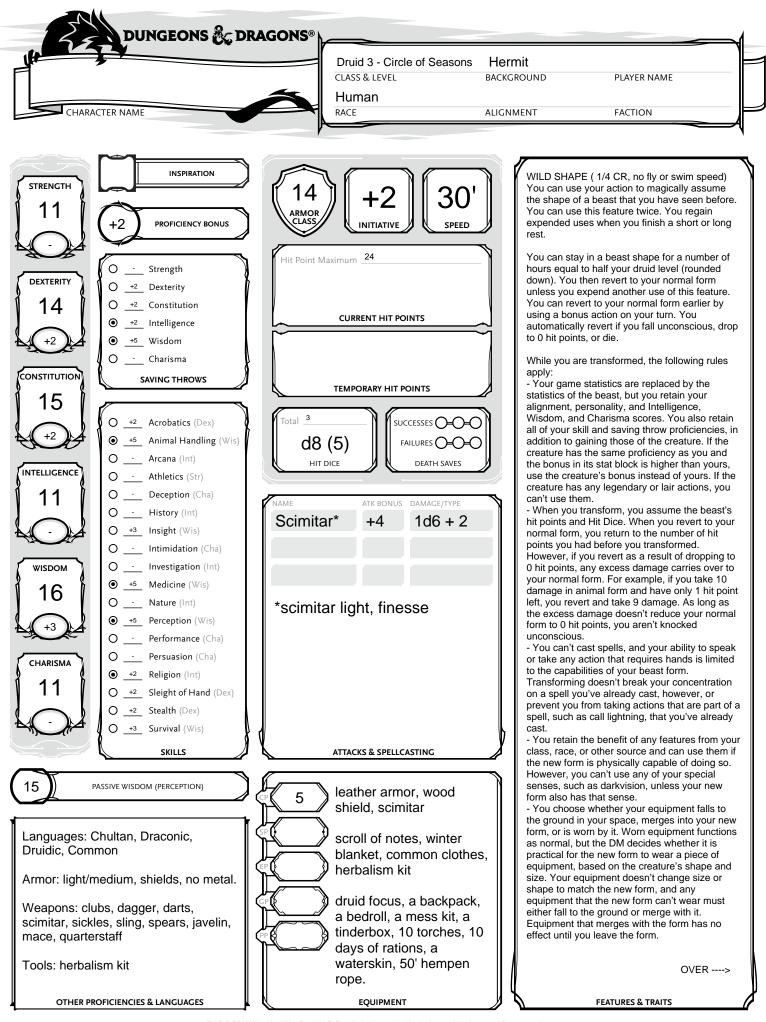
CHARACTER NAME	AGE HEIGHT WEIGHT EYES SKIN HAIR	
CHARACTER APPEARANCE	ALLIES & ORGANIZATIONS	
Heretical Belief Entropy. Dying gods sent a divine sphere of annihilation to Toril to kills wizards. Heretical Contacts You know where to find heretics in settlements where your faith is represented. If no heretics are present, you can indoctrinate weak-willed souls if you spend a day preaching. Where heretics are present, you can always find a place to	Arcane Disruption. You can use your Channel Divinity to disrupt the flow of magic your vicinity. As an action, you conjure an aura of disruptive energy that radiates from you in a 15-foot radius. The aura lasts until the e of your next turn, and moves with you, centered on you. While inside the aura, any creature that attempts to cast a spell must first succeed on a Constitution saving throw. If they fail the sav their spell fails to cast and the spell slot is wasted.	end t
hide, rest and recuperate. If needed, they can help you escape the settlement on a cart or through a secret tunnel.	TREASURE	

De			
Cleric (prepare 6)) 13 SPELL SAVE DC	+5
SPELLCASTING CLASS	SPELLCASTING ABILITY	5, 222 5, 72 5 6	SPELL ATTACK BONUS
CANTRIPS Guidance Light	3 0	6 0	
Mending Sacred Flame	0 0 0 0	0 0	
SPELL LEVEL SLOTS TOTAL SLOTS EXPENDED	0 0 0 0	0 0	
SPELL NAME Bless Cure Wound Healing Word	0 0 4		
	0 0 0 0	0 0	
	0 0 0 0		
2 2 • Hold Person	0 0 0	0 0	
Silence Silence O O	\$ 0 0 0		
0 0 0	0 0 0	0 0	
DOMAIN SPELL Gentle Repose DOMAIN SPELL Spiritual Weapon	0 0		



JA-DED.	AGE	HEIGHT	WEIGHT
CHARACTER NAME	EYES	SKIN	HAIR
	CHANNEL DIVINITY (1 / LON At 2nd level, you gain the abili energy directly from your deity fuel magical effects. You start Turn Undead and an effect de domain. Some domains grant as you advance in levels, as n description. When you use your Channel I which effect to create. You mu or long rest to use your Channel Some Channel Divinity effects throws. When you use such a class, the DC equals your cler Beginning at 6th level, you can Divinity twice between rests, a level, you can use it three time When you finish a short or lon your expended uses.	ity to channel divine y, using that energy to with two such effects: termined by your you additional effects soled in the domain Divinity, you choose ust then finish a short hel Divinity again. a require saving n effect from this ic spell save DC. In use your Channel and beginning at 18th es between rests.	E
Wanderer You have an excellent memory for maps and geography, and you can always recall the general layout of terrain, settlements, and other features around you. In addition, you can find food and fresh water for yourself and up to five other people each day, provided that the land offers berries, small game, water, and so forth.	 Each undead that can see throw. If the creature fails damage. A turned creature must spit can't willingly move to a action, it can use only the moving. If there's nowhere Encourage the Troops (3 You use your Channel Div As an action, you prese deity. Each allied creature ranged weapon attack beilty beach and the second seco	e or hear you within 30 feet o its saving throw, it is turned space within 30 feet of you. Dash action or try to escape to move, the creature can o hit points) vinity to bolster the fighting al ent your holy symbol and invo that you can see you, gains	a prayer censuring the undead. If you must make a Wisdom saving for 1 minute or until it takes any as far away from you as it can, and It also can't take reactions. For its from an effect that prevents it from use the Dodge action. bilities of you allies. bke your survival instincts of your advantage on their next melee or n. If their attack hits, the allied el.
CHARACTER BACKSTORY	bonus is doubled for a STAND THE FALLEN When you cast SPAR changes to the spell: o creature gains 1 hit po You can use this fe	n the Survival and Natur any ability checks you m E THE DYING cantrip, y change the range from to pint instead of becoming ature a number of times of once). You regain all e	stable.

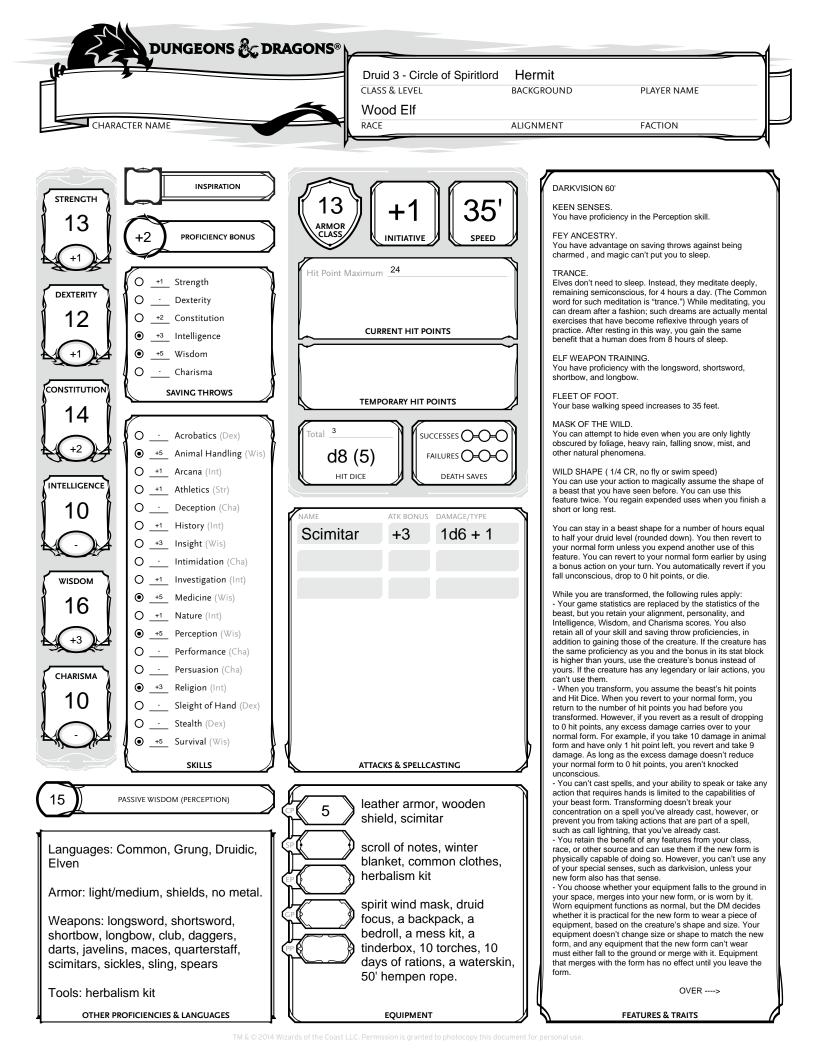
De						
Cleric (Prepare 6)		Wisdom SPELLCASTING ABILITY	SPE	13	SPE	+5
CLASS CLASS CLASS CLASS CLASS CLASS				6 0	ž	
Spare the Dying	0 0 0 0			0 0 0 0		
SPELL SLOTS TOTAL SLOTS EXPENDED	0 0 0			7 0 0	2	
Purify Food and Water		<u> </u>		0 0		
OO	0 0 0 0					
 Hold Person Lesser Restoration Protection from Poison O	0 5			0	<u>}</u>	
O	0 0 0			0 0		
O DOMAIN SPELL Prayer of Healing	0			0		



	AGE	HEIGHT	WEIGHT
CHARACTER NAME	EYES	SKIN	HAIR
CHARACTER NAME	CIRCLE OF SEASONS SHROUD OF SEASON Starting at 2nd level, yo friend or foe under natu As an action, you can e your Wild Shape and ch you can see within 60 fe at least 1 hit point. That make a Constitution saw creature can choose to throw if it wishes. If a cr saving throw, choose or options, which takes eff the creature's next turn 1 minute while you cond bonus action, you cause directly on the creature effect: Deep Winter's Freeze. Frost covers the target's skit takes cold damage equal to Fade Rot. A creature is afflicted with puregains only half the normal damage equal to your Wisde Harvestide. The season of harvest reaps can use its bonus action on 1d4 + your Wisdom modifier Wildflame. As a bonus action, you cause fire damage equal to your W and dim light for an addition	S u can embrace re's shroud. xpend one use of oose one creature set of you that has creature must ing throw; a fail this saving eature fails its he of the following ect at the start of and lasts for up to centrate it. As a e nature to focus to much greater ALLIES & ORCANIZATIONS ALLIES & ORCANIZATION	by 10 feet. Using your bonus action, it suffer one level of exhaustion, and sing your bonus action, it takes necrotic a). or renewal. A creature under the shroud energy, and regains hit points equal to dealing 1d6 fire damage, and causes until the shroud ends, the target takes d sheds bright light in a 10-foot radius e within 5 feet of it uses an action to put as being submerged in water).

D					
Druid (prepare 6	5)		SPELL S		+5
SPELLCASTING CLASS		SPELLCASTING ABILITY	SPELL 3	AVE DC	SPELL ATTACK BONUS
0 CANTRIPS	3	<u> </u>			
Druidcraft		/k]
Shilleagh					
Thorn Whip					
	_ 0		0_		
SPELL	-				
LEVEL SLOTS TOTAL SLOTS EXPENDED					
	Δ		7)
SPELL NAME	_ 0		O_		
Cure Wounds	- 🔨				
Healing Word	- [4]	2	<u> </u>		
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	●		O_		
2 2)		0 0		
Barkskin	0		0_		
Flaming Sphere	- 🔨		°_		
Heat Metal Moonbeam	- 5	2			
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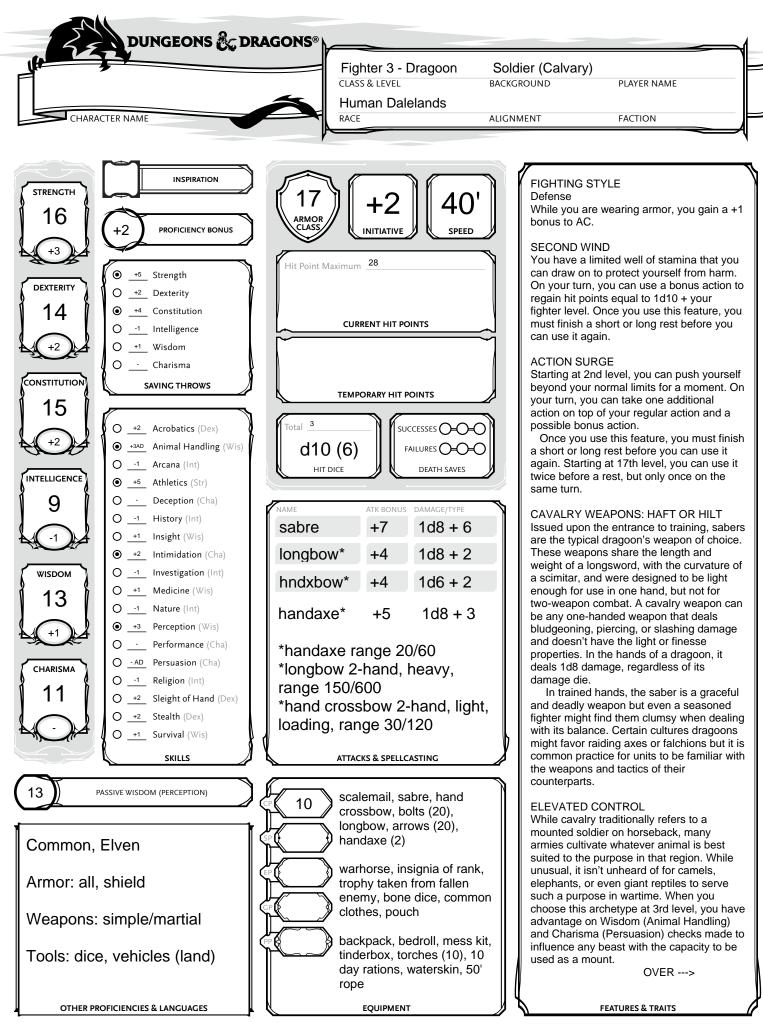
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A-DED.	A AND		
	AGE	HEIGHT	WEIGHT
CHARACTER NAME	EYES	SKIN	HAIR
CHARACTER APPEARANCE Life of Seclusion What was the reason for your isolation, and what changed to allow you to end your solitude? I needed to commune with nature, far from civilization. Discovery The quiet seclusion of your extended hermitage gave you access to a unique and powerful discovery. You discovered that the spirits of the Chultan jungle are aspects of Ubtao.	below and you learn the conduit, which counts as number of cantrips know level and again at 10th I Additionally, you can c your chosen spirit-eleme you cast find familiar usi long rest. You can only have one	W(-) Ch(-4) ive each 5'; 1 ALLIES & ORCANIZATION ement to bond for your to cantrip associated with a druid cantrip for you, yn. You can select one a evel. ast the find familiar spell ent (glowing skin, fiery ey ing this feature, you can't mask at a time and once the within your mask. If the your spirit-element take	mask from the Spirit Bond table your spirit-element's fledging and doesn't count against your additional spirit-element at 6th , which bears features similar to yes, a thorny tail, etc.). Once t cast it again until you finish a the this bond is formed, you can't e mask is lost or destroyed, s eight hours of uring a long rest.

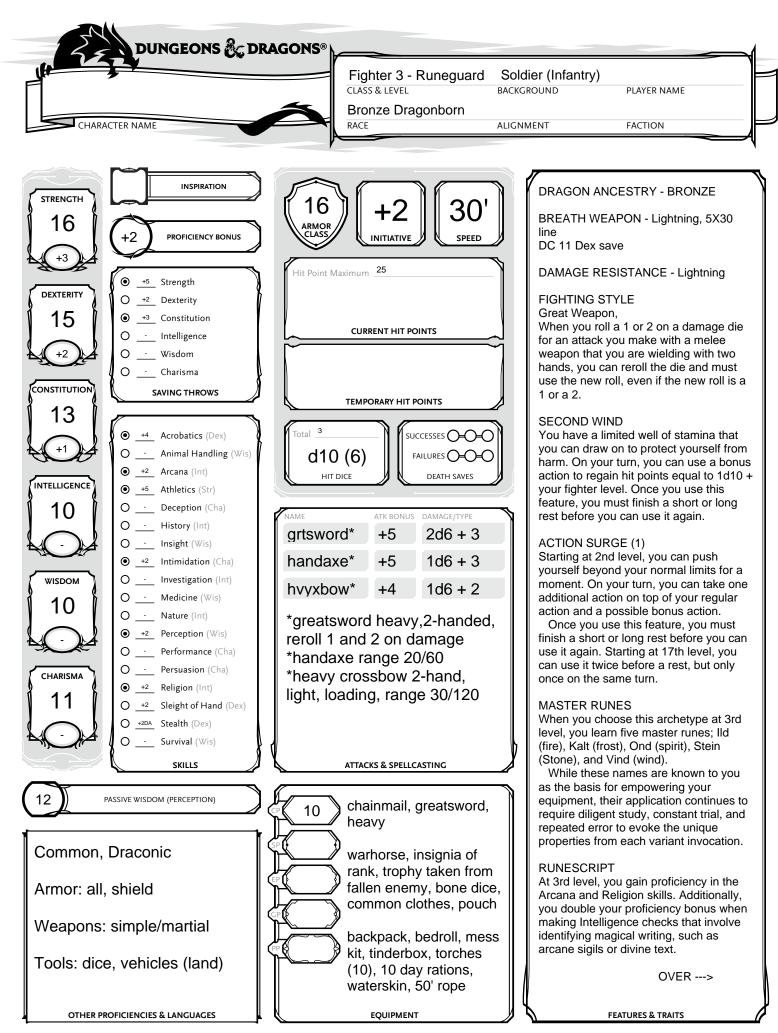
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	DCO.	Wisdom	13		15
Druid (prepar	re 6)	SPELLCASTING	SPELL SAVE DO		+5
SPELLCASTING CLASS		ABILITY		BC	
0 CANTRIPS	3	2	6	2	
Druidcraft	`		`		
Guidance	0		o		
Gust	0		o		
SPELL LEVEL					
SLOTS TOTAL SLOTS EXPENDED					
	Δ		7	2	
SPELL NAME	0			12	
Cure Wounds			< -		
Healing Word	4	X) o		
0	-		o		
0	0				
0					
0	0 0		0 0		
0	0		0		
0	0				
0	O		8	X	
	0				/
O Find Familiar	0 o		0		
			0 0		
2 2	o		0		
● Barkskin	O		o		
Beast Sense	—		0		
Gust of Wind	[5]	ð)		
Pass Without Trace				×	
0	0 0		9	<u> </u>	
0	0		`		
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0 0	0 0		0 0		
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CHARACTER NAME	AGE	HEIGHT	WEIGHT
	Warhorse Large beast, unaligned Armor Class 11 Hit Points 19 (3d10 + 3) Speed 70 ft. STR 18 (+4) DEX 12 (+1) CON WIS 12 (+1) CHA 7 (-2) Senses Passive Perception 11 Languages Challenge 1/2 (100 XP) Trampling Charge. If the horse r straight toward a creature and th hooves attack on the same turn, succeed on a DC 14 Strength sa knocked prone. If the target is p make another attack with its hoo bonus action. Actions Hooves. Melee Weapon Attack: one target. Hit: 11 (2d6 + 4) blue	13 (+1) INT 2 (-4) noves at least 20 feet len hits it with a that target must aving throw or be one, the horse can ves against it as a +6 to hit, reach 5 ft., Igeoning damage.	SYMBOL
Military Rank You have a military rank from your career as a soldier. Soldiers loyal to your former military organization still recognize your authority and influence, and they defer to you if they are of a lower rank. You can invoke your rank to exert influence over other soldiers and requisition simple equipment or horses for temporary use. You can also usually gain access to friendly military encampments and fortresses where your rank is recognized.	effective in heavy armor, rakish freedom to press a armor's protection, moun wearing medium armor, y your cavalry weapon and the speed of your mount When unarmored, or v any attack rolls you make wearing medium armor, a of 10 feet. While you are way. Additionally, when you can use a bonus action to	ous training your mastery of but even more so in mediu a tactical advantage in any ted or not, you gain maneu you add double your Streng your speed increases by 5 also increases by 5 feet. wearing light armor, your pr with your cavalry weapon and your speed increases b mounted, the speed of you u use the Attack action to a pattack with a loaded one-	of cavalry weapons makes you im or light armor, allowing a situation. In exchange for heavy iverability and precision. When of the modifier to damage rolls with of feet. While you are mounted, roficiency bonus is doubled for , in addition to the benefits of by an additional 5 feet, to a total ir mount also increases in this ttack with a cavalry weapon, you handed ranged weapon you are isn't impose disadvantage on this

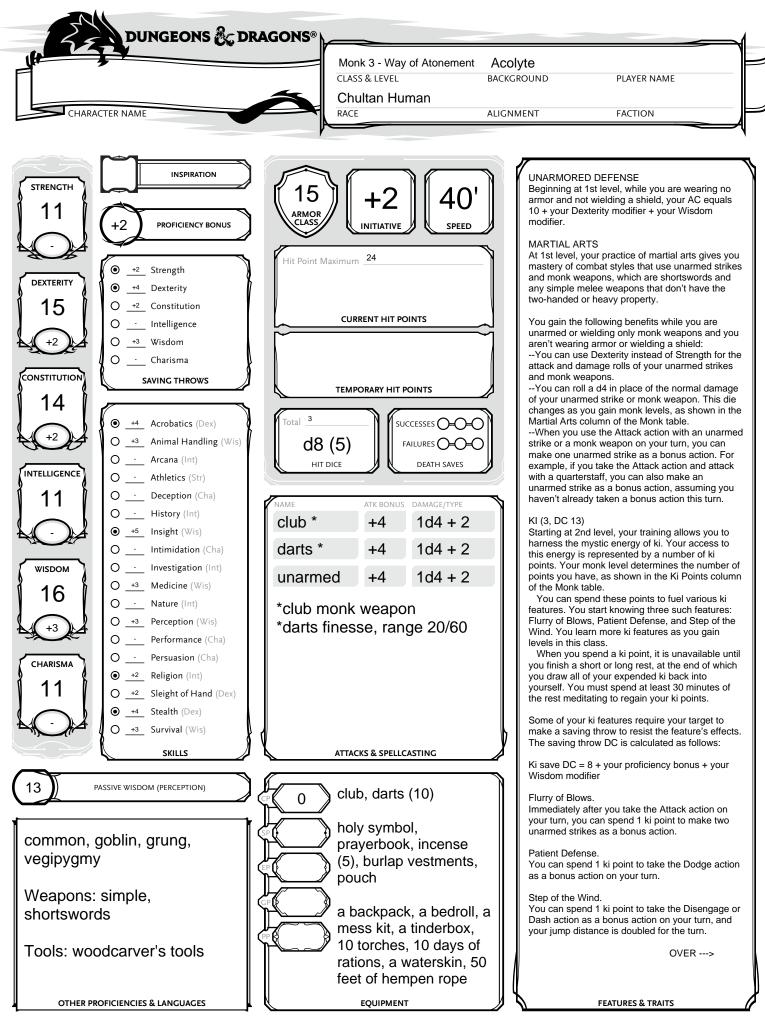
TREASURE



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	AGE	HEIGHT	WEIGHT
CHARACTER NAME	EYES	SKIN	HAIR
	Runecraft At 3rd level, you learn au utilize the master runes to martial prowess. Their eff how you invoke them, ge properties to thwart your deal decisive blows. Ritual Crafting. Each ru must be inscribed and em equipment over the cours can be done during a long equipment must be within throughout the ritual, at th which, you infuse a part of runes, causing them to gl own spiritual essence. The rune's power fades than 100 feet away from y used by anyone other than	b enhance your ects are based on nerating defensive foes' advance or unic combination npowered into your se of 8 hours, which g rest. Each piece of n your reach he conclusion of of your being into the ow slightly with your s if it moves more you and can't be	IE SYMBOL
CHARACTER APPEARANCE		ALLIES & ORGANIZATION	IS
Military Rank You have a military rank from your career as a soldier. Soldiers loyal to your former military organization still ecognize your authority and influence, and they defer to you if they are of a lower ank. You can invoke your ank to exert influence over other soldiers and requisition simple equipment or horses or temporary use. You can also usually gain access to riendly military encampments and fortresses where your ank is recognized.	Each augmentation is specific master rune, you don't gain the learn that specific combination Once you activate one of your again. Augmentation Activation. During your turn, you can activ activate one of these augment your reaction to entrench your Activating a rune requires con your Constitution modifier (mir concentrate on a rune and a si at 10th level Saving Throws. Some of your runic augmentat throw DC is calculated as follo Runescript At 3rd level, you g	to its master rune; for instance, if yo e ability to use the Sokn augmentati r runic augmentations, you must fini vate a single runic augmentation by ations on your turn using your bonu defenses (Vard) or skillfully enhance centration, which lasts a number of imum of 3). While you concentrate pell at the same time. You gain the ions require your target to make a s ws: ADDITIONAL FEATURES & TR ADDITIONAL FEATURES & TR	tailed under "Runic Augmentations" below bu learn the Sokn augmentation of the Ild ion with other master runes unless you als sh a short or long rest before you can use focusing on the rune's power. You can is action to empower your attacks (Sokn), ee another ability (Hagr) with your action. rounds equal to your proficiency bonus + on a rune, you can cast spells but you can ability to concentrate on two runes at once saving throw to resist the effects. The savi saving throw to resist the effects. The savi matrix Arcana and Religion skill y bonus when making

TREASURE



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A DOD - ANIA				
	AGE	HEIGHT	WEIGHT	
CHARACTER NAME	EYES	SKIN	HAIR	
	Y			

DEFLECT MISSILES (reduce damage 1d10 +5)

Starting at 3rd level, you can use your reaction to deflect or catch the missile when you are hit by a ranged weapon attack. When you do so, the damage you take from the attack is reduced by 1d10 + your Dexterity modifier + your monk level.

If you reduce the damage to 0, you can catch the missile if it is small enough for you to hold in one hand and you have at least one hand free. If you catch a missile in this way, you can spend 1 ki point to make a ranged attack with the weapon or piece of ammunition you just caught, as part of the same reaction. You make this attack with proficiency, regardless of your weapon proficiencies, and the missile counts as a monk weapon for the attack, which has a normal range of 20 feet and a long range of 60 feet.



ALLIES & ORGANIZATIONS

UNARMORED MOVEMENT

Starting at 2nd level, your speed increases by 10 feet while you are not wearing armor or wielding a shield. This bonus increases when you reach certain monk levels, as shown in the Monk table.

At 9th level, you gain the ability to move along vertical surfaces and across liquids on your turn without falling during the move.

WAY OF ATONEMENT

ATONEMENT (D8, 3)

When you choose this tradition at 3rd level, you can channel your vitality to fuel your wrath. You have a pool of Atonement Dice, represented by a number of d8s equal to your monk level which you can use to empower your Way of Atonement features.

You regain all expended dice when you atone at the end of a short or long rest. Atonement requires deep contemplation, and usually making amends for the pain you inflict on others by inflicting that pain on yourself during contemplation or prayer. To atone, roll the Atonement Dice you spent and add them together. You deal bludgeoning, piercing, or slashing damage to yourself equal to the total. You deal this damage after you regain hit points from any Hit Dice you spend at the end of a short or long rest.

ADDITIONAL FEATURES & TRAITS

PENANCE

Also at 3rd level, you learn a ritual prayer that creates a divine bond between you and one of civilization's earliest weapons, the club. You perform these prayers over the course of 1 hour, which can be during a short rest.

During this ritual, you carve notches that represent your past atonements, and each time you take a short rest, you are compelled to consider any additional sins you have committed and add notches to its stock to atone. While your penance is paid, your weapon is bonded to you, counts as your monk weapon, and can't be disarmed of that weapon unless you are incapacitated.

STRENGTH OF FAITH (2d8, 1 KI for 1/2)

At 3rd level, you learn to focus your anger to strike harder, delivering justice with your penance at the expense of your own vitality.

When you hit with an unarmed attack or a club, you can channel your zeal through your ki and spend Atonement Dice to add an additional 2d8 force damage for each you spend. When you use this feature, you can expend 1 ki point and spend a number of Atonement Dice equal to half your monk level or less.

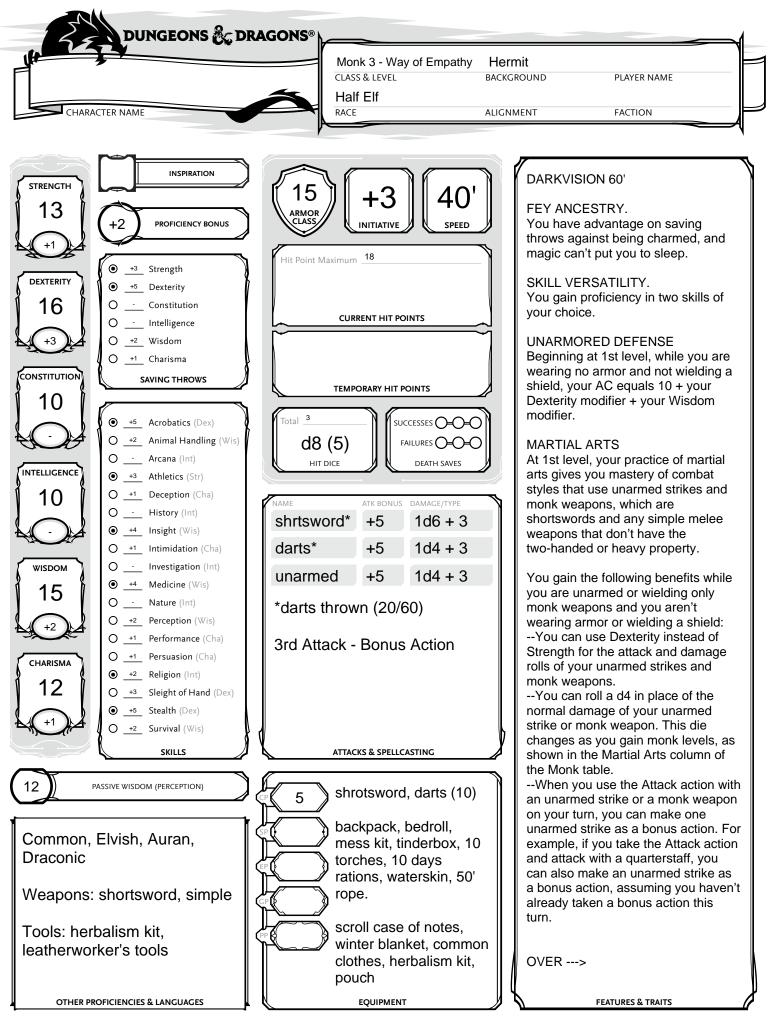
respect of those who share your faith, and you can perform the religious ceremonies of your deity. You and your adventuring companions can expect to receive free healing and care at a temple, shrine, or other established presence of your faith, though you must provide any material components needed for spells. Those who share your religion will support you (but only you) at a modest lifestyle.

CHARACTER APPEARANCE

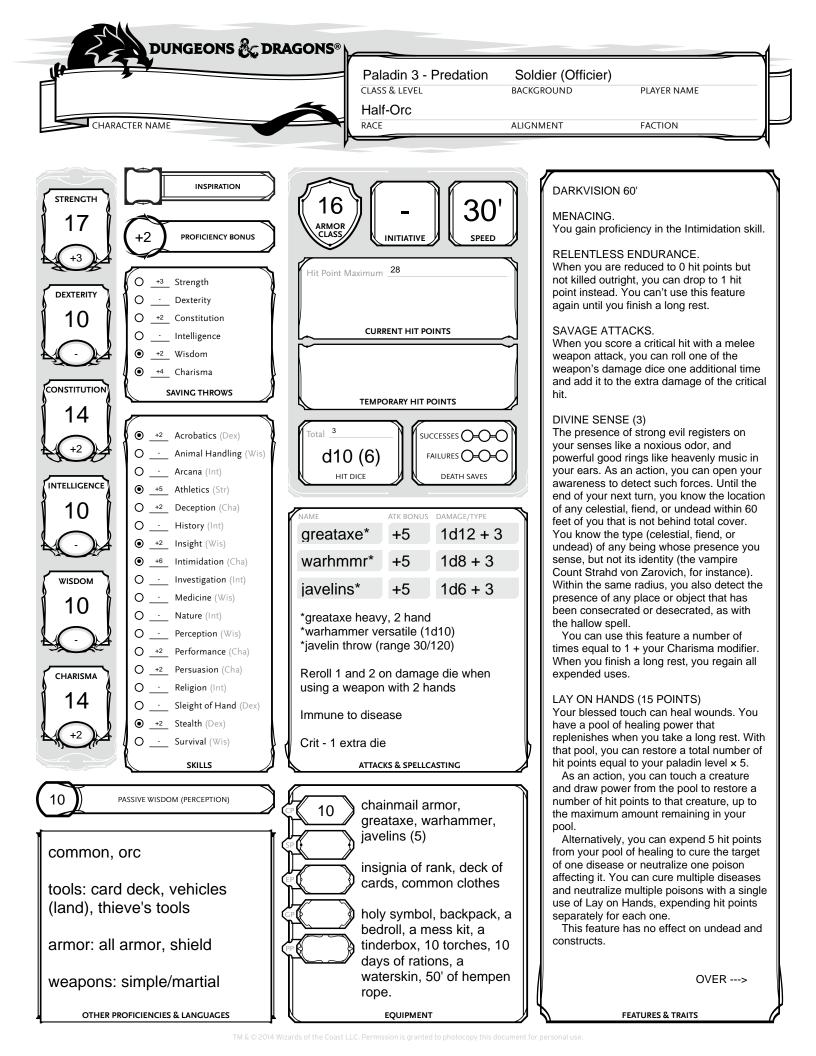
As an acolyte, you command the

Shelter of the Faithful

You might also have ties to a specific temple dedicated to your chosen deity or pantheon, and you have a residence there. This could be the temple where you used to serve, if you remain on good terms with it, or a temple where you have found a new home. While near your temple, you can call upon the priests for assistance, provided the assistance you ask for is not hazardous and you remain in good standing with your temple.



A DED - A	same from		
	AGE	HEIGHT	WEIGHT
CHARACTER NAME	EYES	SKIN	HAIR
	, <u> </u>		
CHARACTER APPEARANCE	 KI (DC 12, 3) Starting at 2nd level, your training mystic energy of ki. Your access to represented by a number of ki poir determines the number of points yo Ki Points column of the Monk table. You can spend these points to fu You start knowing three such feature Flurry of Blows, Patient Defense, a learn more ki features as you gain When you spend a ki point, it is u a short or long rest, at the end of wexpended ki back into yourself. You minutes of the rest meditating to reflurry of Blows. Immediately after you take the Atta you can spend 1 ki point to take the bonus action. Patient Defense. You can spend 1 ki point to take the bonus action on your turn. Step of the Wind. You can spend 1 ki point to take the action as a bonus action on your turn. 	b this energy is ths. Your monk level ou have, as shown in the a. Jel various ki features. Jeres: and Step of the Wind. You levels in this class. Junavailable until you finish which you draw all of your ou must spend at least 30 again your ki points. ack action on your turn, wo unarmed strikes as a he Dodge action as a the Disengage or Dash	SYMBOL
Life of Seclusion What was the reason for your isolation, and what changed to allow you to end your solitude? Life of Seclusion What was the reason for your isolation, and what changed to allow you to end your solitude? I was the caretaker of an ancient ruin or relic. You were attacked by powerful undead	wielding a shield. This bo the Monk table. At 9th level, you gain th your turn without falling d DEFLECT MISSILES (da Starting at 3rd level, you are hit by a ranged weap is reduced by 1d10 + you If you reduce the dama hold in one hand and you you can spend 1 ki point t you just caught, as part o regardless of your weapo	r speed increases by 10 feet with nus increases when you read use ability to move along vertical uring the move. mage reduced 1d10 + 5) can use your reaction to deflet on attack. When you do so, the r Dexterity modifier + your modifier + your modifier to 0, you can catch the mist have at least one hand free. to make a ranged attack with f the same reaction. You make	ssile if it is small enough for you to If you catch a missile in this way, the weapon or piece of ammunition the this attack with proficiency, le counts as a monk weapon for the range of 60 feet.
and the relic was stolen. Discovery The quiet seclusion of your extended hermitage gave you access to a unique and powerful discovery. You learned the true nature of the relic you protected.	fortitude through focus and During a short rest, when rolled before adding your of EMPATHY (UP TO 15 PO At 3rd level, your depths of your own health. As an ad number of hit points up to points healed. This feature doesn't trans	d deep concentration to recove you roll a hit die to regain hit p Constitution modifier. MNTS) of compassion allow you to take ction, you can expend 1 ki poir 5 x your monk level. You take fer any other effects that migh	extend the bounds of your internal er from injury at an accelerated pace. oints, you regain twice the number e the wounds of others at the cost of it to touch a creature and heal a damage equal to the amount of hit t accompany the damage, and this ed Empathic Bond class feature).
CHARACTER BACKSTORY		TREASURE	



Paladin (prepare 3)		Charisma SPELLCASTING ABILITY	SP	12	-4 ATTACK NUS
CANTRIPS	0 0			0 0	
SPELL SLOTS TOTAL SLOTS EXPENDED 3 SPELL NAME O CURE WOUNDS HEROISM SEARING SMITE	0 0 0 0			0 0 0 0 0	
				o	
	0 0 0 0 0 0			0 0 0 0 0	
0	0 0 0 0			0 0 0 0	

1-Ded.				
CHARACTER NAME	AGE	HEIGHT	WEIGHT	
	FIGHTING STYLE At 2nd level, you adop fighting as your specia one of the following op can't take a Fighting S more than once, even get to choose again. Great Weapon Fightin When you roll a 1 or 2 die for an attack you n melee weapon that you with two hands, you ca die and must use the weapon must have the	alty. Choose otions. You Style option if you later eg. on a damage nake with a ou are wielding an reroll the new roll. The	E	

or versatile property for you to gain

CHARACTER APPEARANCE

Military Rank

You have a military rank from vour career as a soldier. Soldiers loyal to your former military organization still recognize your authority and influence, and they defer to you if they are of a lower rank. You can invoke your rank to exert influence over other soldiers and requisition simple equipment or horses for temporary use. You can also usually gain access to friendly military encampments and fortresses where your rank is recognized.

ALLIES & ORGANIZATIONS

SPELLCASTING

this benefit.

By 2nd level, you have learned to draw on divine magic through meditation and prayer to cast spells as a cleric does. See chapter 10 for the general rules of spellcasting and chapter 11 (or the Spells Listing) for the paladin spell list.

Preparing and Casting Spells

The Paladin table shows how many spell slots you have to cast your spells. To cast one of your paladin spells of 1st level or higher, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

You prepare the list of paladin spells that are available for you to cast, choosing from the paladin spell list. When you do so, choose a number of paladin spells equal to your Charisma modifier + half your paladin level, rounded down (minimum of one spell). The spells must be of a level for which you have spell slots.

You can change your list of prepared spells when you finish a long rest. Preparing a new list of paladin spells requires time spent in prayer and meditation: at least 1 minute per spell level for each spell on your list.

Spellcasting Ability

Charisma is your spellcasting ability for your paladin spells, since their power derives from the strength of your convictions. You use your Charisma whenever a spell refers to your spellcasting ability.

ADDITIONAL FEATURES & TRAITS

 OATH SPELLS

 Paladin Level
 Spells

 3rd
 command, protection from evil and good

 5th
 enthrall, pass without trace

 9th
 hypnotic pattern, nondetection

 13th
 compulsion, Mordenkainen's private sanctum

 17th
 dominate person, teleportation circle

 DIVINE SMITE
 Starting at 2nd level, when you hit a creature with a melee weapon attack, you can expend one spell slot to deal radiant damage to the target in addition to the weapon's damage. The extra

Starting at 2nd level, when you hit a creature with a melee weapon attack, you can expend one spell slot to deal radiant damage to the target, in addition to the weapon's damage. The extra damage is 2d8 for a 1st-level spell slot, plus 1d8 for each spell level higher than 1st, to a maximum of 5d8. The damage increases by 1d8 if the target is an undead or a fiend.

TREASURE

CHARACTER BACKSTORY

OVER --->

1-Ded.				
CHARACTER NAME	AGE	HEIGHT	WEIGHT	
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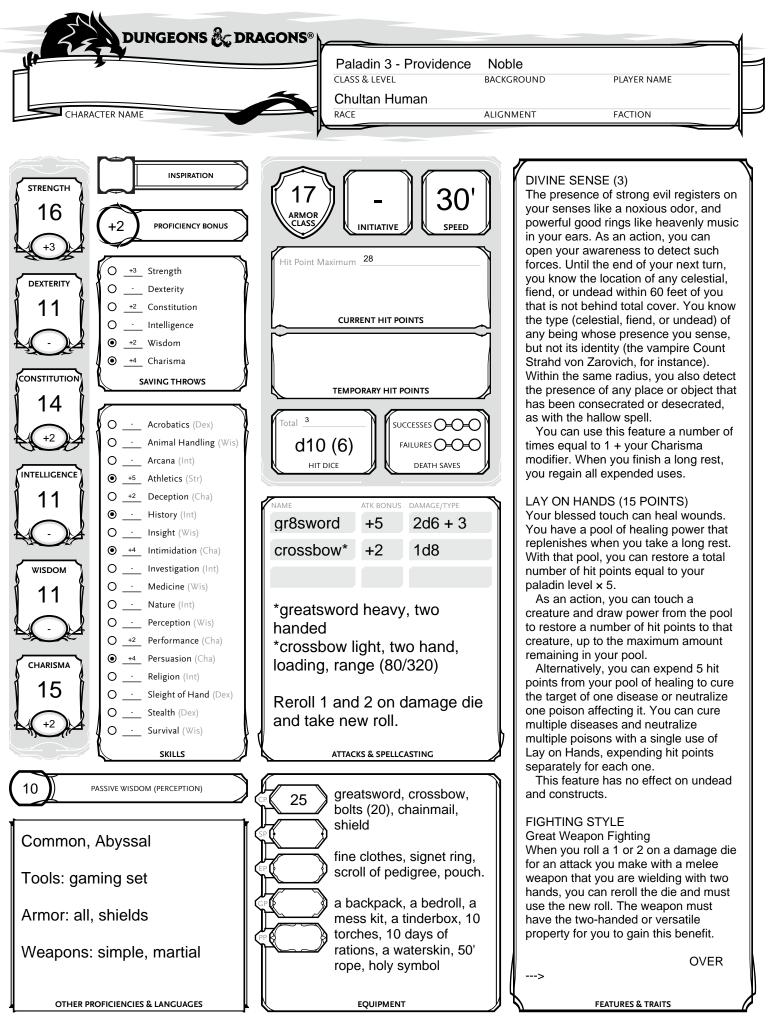
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TREASURE

CHARACTER BACKSTORY

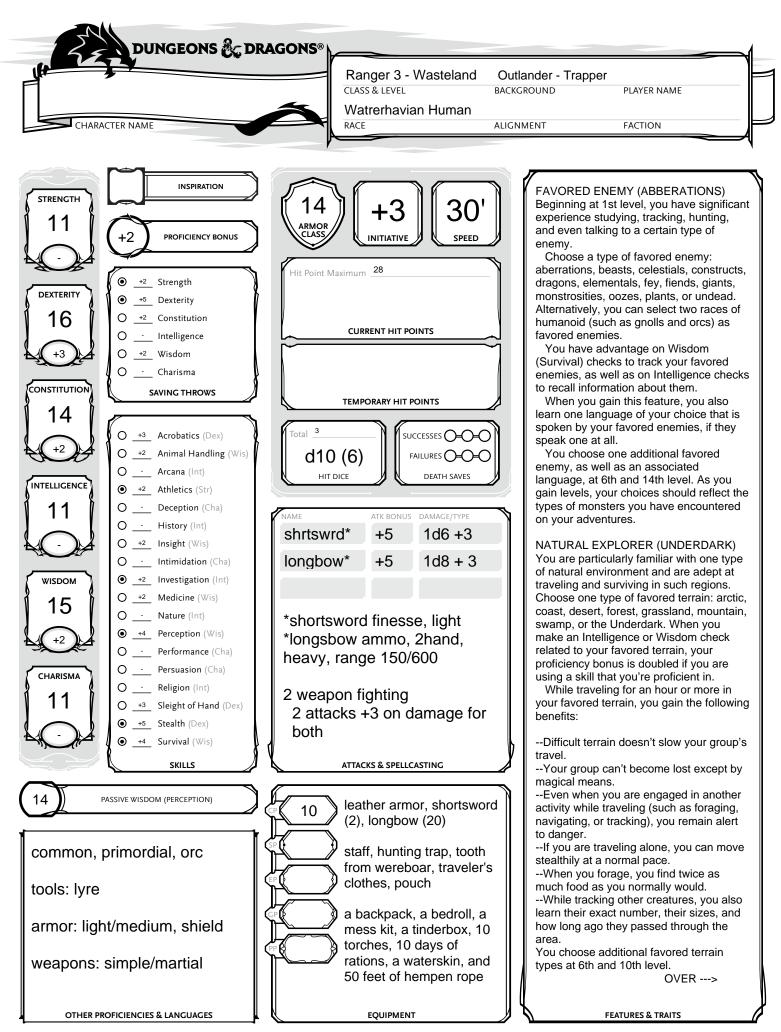
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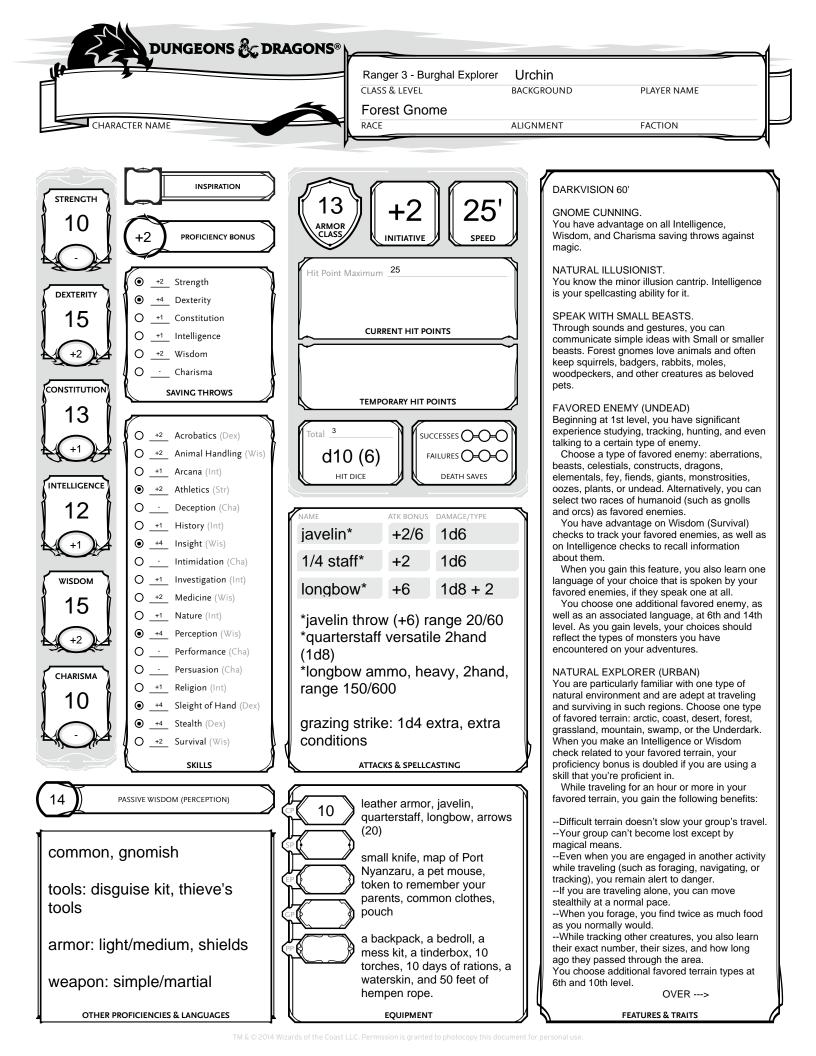
D		
Paladin (prepare 3) SPELLCASTING ABILITY	12 SPELL SAVE DC +4 SPELL ATTACK BONUS
CLASS CANTRIPS CANTRIPS CANTRIPS CANTRIPS CANTRIPS CANTRIPS SPELL SLOTS TOTAL SLOTS EXPENDED SLOTS EXPENDED SPELL NAME © Bless © Cure Wounds © Searing Smite		
0 0		

CHARACTER NAME			
	EYES	SKIN	HAIR
	Spellcasting By 2nd level, you have learned to dr meditation and prayer to cast spells 10 for the general rules of spellcasti Spells Listing) for the paladin spell li Preparing and Casting Spells The Paladin table shows how many	as a cleric does. See chapter ig and chapter 11 (or the st. spell slots you have to cast	
	your spells. To cast one of your paia higher, you must expend a slot of th regain all expended spell slots when You prepare the list of paladin spells cast, choosing from the paladin spells a number of paladin spells equal to your paladin level, rounded down (rr spells must be of a level for which you For example, if you are a 5th-level p and two 2nd-level spell slots. With a prepared spells can include four spe combination. If you prepare the 1st-1 can cast it using a 1st-level or a 2nd doesn't remove it from your list of pre You can change your list of prepare long rest. Preparing a new list of pal spent in prayer and meditation: at le each spell on your list.	din spells of 1st level or s spell's level or higher. You you finish a long rest. that are available for you to list. When you do so, choose your Charisma modifier + half inimum of one spell). The pu have spell slots. aladin, you have four 1st-level Charisma of 14, your list of lls of 1st or 2nd level, in any evel spell cure wounds, you level slot. Casting the spell pared spells. d spells when you finish a adin spells requires time	SYMBOL
CHARACTER APPEARANCE		ALLIES & ORGANIZATION	5
Position of Privilege Thanks to your noble birth, beople are inclined to think he best of you. You are welcome in high society, and beople assume you have the ight to be wherever you are. The common folk make every effort to accommodate you and avoid your displeasure, and other people of high birth reat you as a member of the same social sphere. You can secure an audience with a	spell slot to deal radiant da damage is 2d8 for a 1st-le maximum of 5d8. The dam DIVINE HEALTH By 3rd level, the divine ma OATH OF PROVIDENCE OATH SPELLS Paladin Level Spe 3rd ble 5th aid, 9th bes 13th dea	amage to the target, in addition to vel spell slot, plus 1d8 for each hage increases by 1d8 if the targ ngic flowing through you makes	get is an undead or a fiend. you immune to disease.
ocal noble if you need to.			
	Predestination. You can use your Channel I within 60 feet of you that you creature advantage on the s only half damage on a succ and only half as much dama	u can see makes a saving throw, y ave, using your Channel Divinity. essful save, the creature instead to	e upon your allies. When one creature you can use your reaction to grant the If the effect allows the creature to take akes no damage on a successful save,
		Divinity can be used to besiege yo	our enemies with bad luck. Each /ou must make a Charisma saving throw,



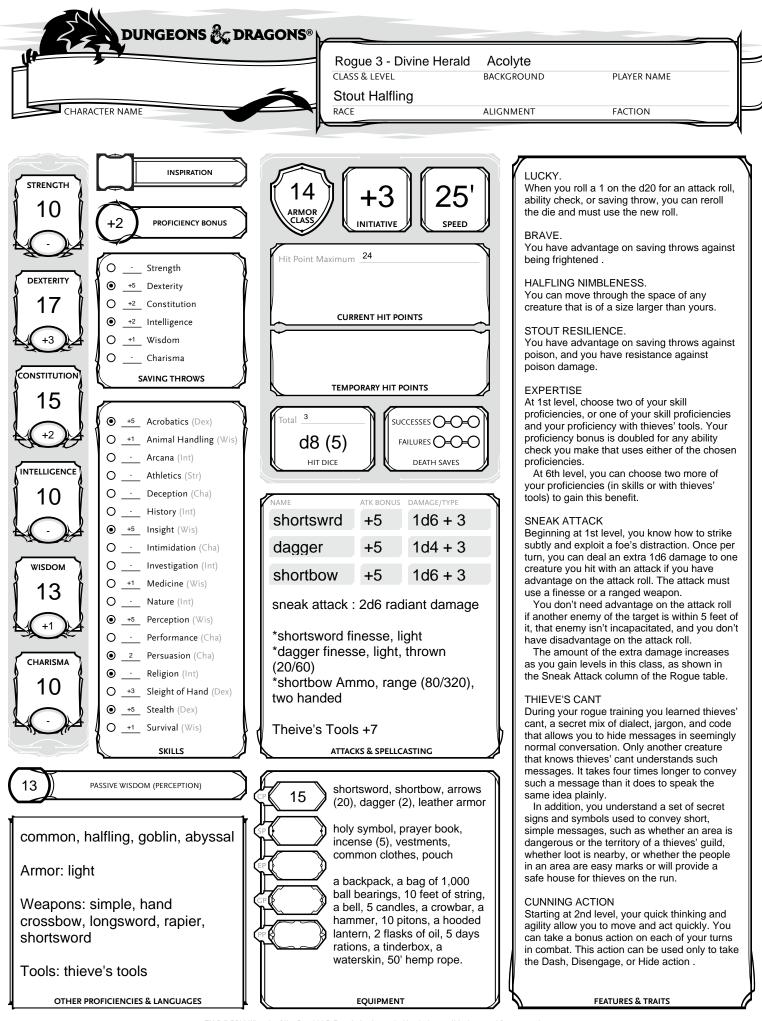
A DED .			
	AGE	HEIGHT	WEIGHT
CHARACTER NAME	EYES	SKIN	HAIR
CHARACTER APPEARANCE Wanderer You have an excellent memory for maps and geography, and you can always recall the general layout of terrain, settlements, and other features around you. In addition, you can find food and fresh water for yourself and up to five other people each day, provided that the land offers berries, small game, water, and so forth.	cast one of these spells, you m spell slots when you finish a lor For example, if you know the spell slot available, you can cas Spells Known of 1st Level and You know two 1st-level spells of The Spells Known column of choice. Each of these spells m reach 5th level in this class, you Additionally, when you gain a and replace it with another spe have spell slots. PRIMEVAL AWARENESS Beginning at 3rd level, you can awareness on the region aroum sense whether the following typ if you are in your favored terraii undead. This feature doesn't re	hoose one of the yle option more get to choose eapon fighting, difier to the k. evel, you have essence of nature uid does. See ules of (or the Spells ist. ALLIES & ORCANIZATIONS hany spell slots you have to cas ust expend a slot of the spell's l ist evel spell animal friendship at animal friendship using either Higher f your choice from the ranger s the Ranger table shows when y ust be of a level for which you h u can learn one new spell of 1st level in this class, you can cho I from the ranger spell list, which use your action and expend on d you. For 1 minute per level of hes of creatures are present with h): aberrations, celestials, drago	symbol sy
	table. The spell counts as a ranger spelRanger LevelSpell3rdpurify food an5thaid9thmass healing13thdeath ward17thmass cure wo	I for you, but it doesn't count against th d drink word	in this class, as shown in the Wasteland Spells e number of ranger spells you know.
CHARACTER BACKSTORY	surprised at the start of combat, you ha Additionally, you can use your bonus hidden enemies. If you notice a hidden	ve advantage on initiative rolls. action to make a Wisdom (Perception creature, you can immediately move up art of that same bonus action. When yo	your favored terrain. If a member of your party is) or Intelligence (Investigation) check to notice to half your speed and make one additional u do, you have advantage on the attack and you

U	Ded.			
SPELLCASTING CLASS	r (known 3)	SPELLCASTING ABILITY	SPELL SAVE DC	SPELL ATTACK BONUS
0 CANTRI	0 0		0 0 0 0 0 0 0 0 0 0 0 0 0	
SPELL SLOTS TOTAL SLOT LEVEL SLOTS TOTAL SLOT 3 SPELL NAM O PURIFY FOOD AND WATER O CURE WOUNDS O LONGSTRIDER O HUNTER'S MARK O O O O O O O O O O O O O O O O O O O	Disservended 0 0 0 0 0 0 0 1 0 0 0			
0 0 0 0 0 0			0 8 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	



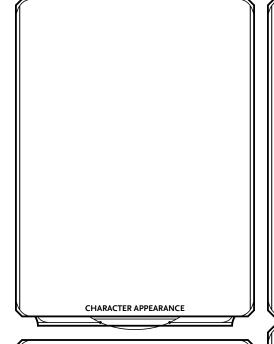
D			
Ranger (know 3)	SPELLCASTING ABILITY) 12 SPELL SAVE DC	+4 SPELL ATTACK BONUS
CANTRIPS MINOR IMAGE DC 11			
SPELL LEVEL SLOTS TOTAL SLOTS EXPENDED 3 SPELL NAME O FIND FAMILAR O CURE WOUNDS		O O O O O	
Hail OF THORNS HUNTER'S MARK O			
0		○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○	

A-DED.			
	AGE	HEIGHT	WEIGHT
CHARACTER NAME	EYES	SKIN	HAIR
CHARACTER APPEARANCE City Secrets You know the secret patterns and flow to cities and can find passages through the urban sprawl that others would miss. When you are not in combat, you (and companions you lead) can travel between any two locations in the city twice as fast as your speed would normally allow.	 weapons. PRIMEVAL AWARENESS Beginning at 3rd level, you of expend one ranger spell slot the region around you. For 1 slot you expend, you can se types of creatures are prese within up to 6 miles if you are aberrations, celestials, dragg and undead. This feature do location or number. SPELLCASTING By the time you reach 2nd let the magical essence of natu druid does. See chapter 10 f spellcasting and chapter 11 ranger spell list. Spell Slots The Ranger table shows how spells, you must expend a slo For example, if you know the can cast animal friendship usi Spells Known of 1st Level and You know two 1st-level spells The Spells Known column of spells must be of a level for w one new spell of 1st or 2nd let Additionally, when you gain another spell from the ranger RANGER ARCHETYPE BURGHAL MAGIC Starting at 3rd level, you learn Spells table. The spell counts RANGER LEVEL SPELL 3rd find fa 5th misty 9th tongu 13th Morde 17th anima GRAZING STRIKE At 3rd level, you gain the a weapon attack, you can takes an additional 1d4 of target: Head. It has disadvantage the r Arm. It has disadvantage turn. Leg. Its movement speed is re Chest. 	of the following options. yle option more than once, se again. ck rolls you make with ranged the focus your action and the to focus your awareness on 1 minute per level of the spell nse whether the following with within 1 mile of you (or e in your favored terrain): ons, elementals, fey, fiends, besn't reveal the creatures' evel, you have learned to use re to cast spells, much as a for the general rules of (or the Spells Listing) for the ALLIES & ORCANIZATION many spell slots you have to cast your spell the of the spell's level or higher. You regain all e 1st-level spell animal friendship and have ing either slot. d Higher of your choice from the ranger spell list. d high er of the Ranger table shows when you learn m hich you have spell slots. For instance, where a a additional spell with you reach certain le as a ranger spell for you, but it doesn't court amiliar step es enkainen's faithful hound the objects <u>ADDITIONAL FEATURES & TI</u> e ability to hinder your foes with your in graze your target's arm, leg, chest, damage of the weapon's type and you hext saving throw it makes before the e on the next Strength check or attact educed by 10 feet until the end of its	IS
	bludgeoning damage.	nt structure as a result of being push	
CHARACTER BACKSTORY		TREASURE	



SPI	Rogue (prepare	3)	Wisdom SPELLCASTING ABILITY	SPELL SAVE DC	+3 SPELL ATTACK BONUS	
Guidance Resistance Sacred Flat		- 0 - 0 - 0		0 0 0 0 0 0 0 0		
	SPELL NAME					
-						
0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0		0 0 0 0 0 0 0 0 0 0 0 0 0 0			2	
0		O		0		

1-DED.			
	AGE	HEIGHT	WEIGHT
CHARACTER NAME	EYES	SKIN	HAIR



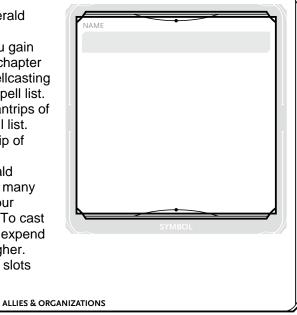
Shelter of the Faithful As an acolyte, you command the respect of those who share your faith, and you can perform the religious ceremonies of your deity. You and your adventuring companions can expect to receive free healing and care at a temple, shrine, or other established presence of your faith, though you must provide any material components needed for spells. Those who share your religion will support you (but only you) at a modest lifestyle.

You might also have ties to a specific temple dedicated to your chosen deity or pantheon, and you have a residence there. This could be the temple where you used to serve, if you remain on good terms with it, or a temple where you have found a new home. While near your temple, you can call upon the priests for assistance, provided the assistance you ask for is not hazardous and you remain in good standing with your temple. Roguish Archetype: Divine Herald SPELLCASTING

When you reach 3rd level, you gain the ability to cast spells. See chapter 10 for the general rules of spellcasting and chapter 11 for the cleric spell list.

Cantrips. You learn three cantrips of your choice from the cleric sell list. You learn another cleric cantrip of your choice at 10th level.

Spell Slots. The Divine Herald Spellcasting table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.



HARBINGER OF FAITH

Starting at 3rd level, your Sneak Attack deals radiant damage instead of dealing the damage of the same type as your weapon.

Additionally, when you hit a creature with a weapon attack on your turn, you can instill doubt in your target, causing it to question its convictions. The target must make a successful Wisdom saving throw or suffer disadvantage on the next attack it makes within 1 minute. You can use this feature an amount of times equal to your Wisdom modifier (minimum of 1). You regain all uses after a long rest.

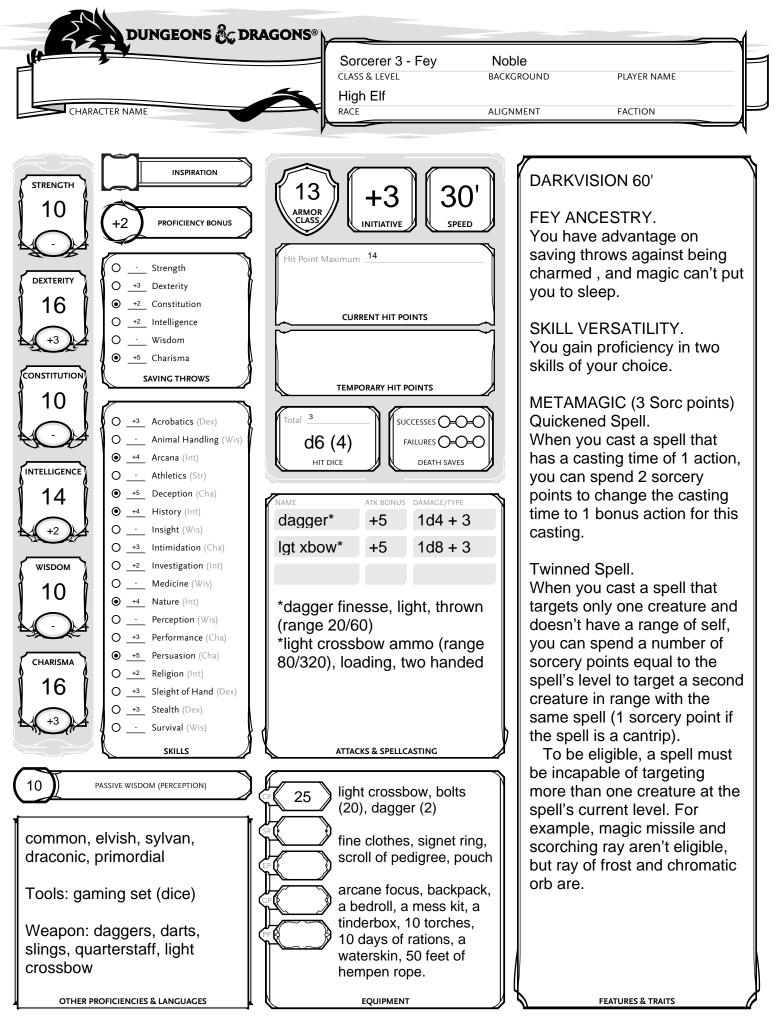
ADDITIONAL FEATURES & TRAITS

DOGMA VOTARY

At 3rd level, your studies have given you a wide knowledge of religion and its impact on life. Whenever you make an Intelligence (History or Religion) check to recall information about the gods or their worshipers, you are considered proficient in these skills and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

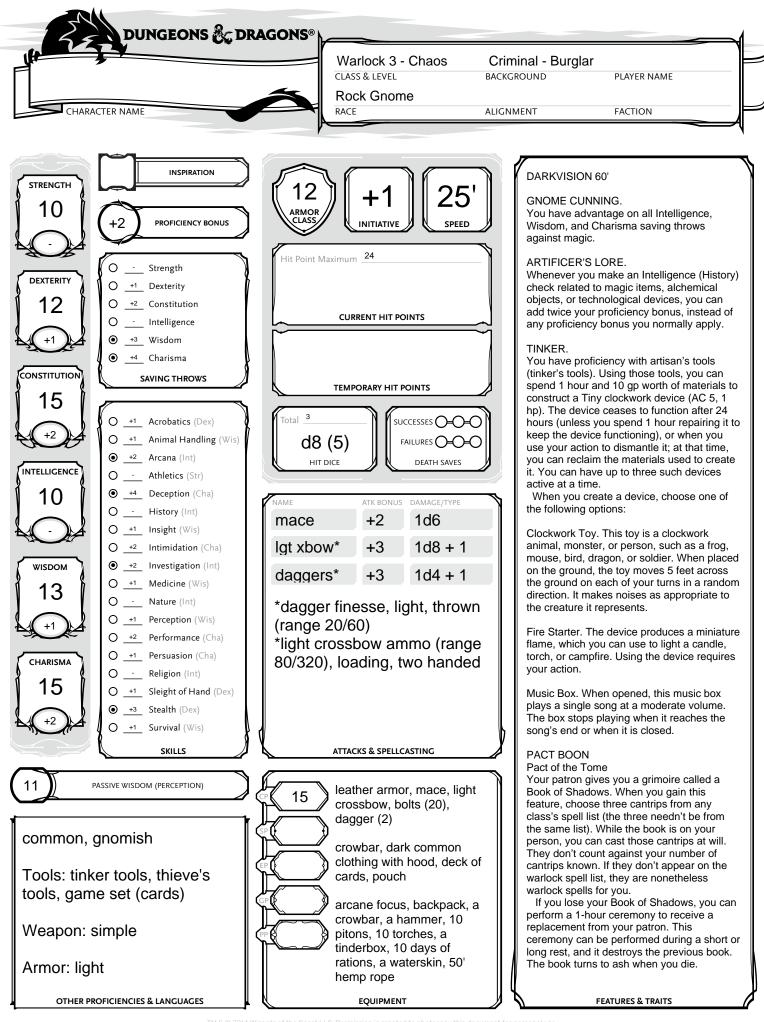
CHARACTER BACKSTORY

TREASURE



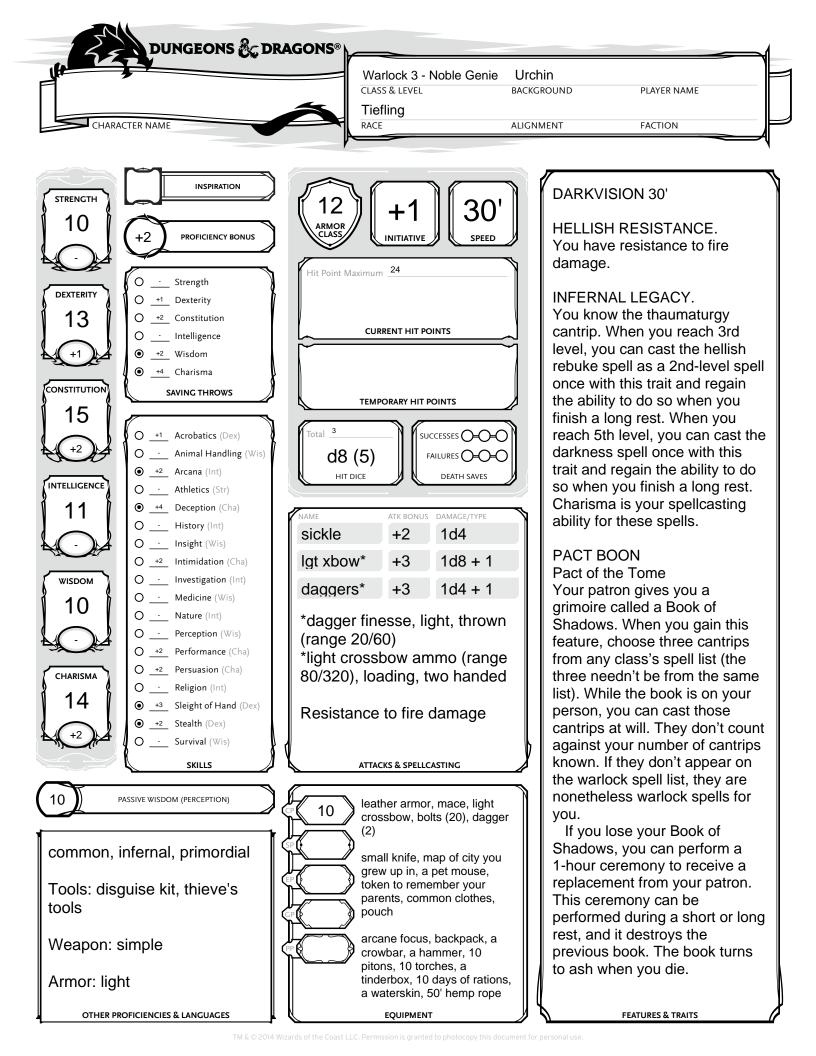
De			<i></i>		/	
Sorcerer (know 4) Sorcery p	oints (3)	Charisma		12		-4
SPELLCASTING CLASS		SPELLCASTING ABILITY	SPE	LL SAVE DC	SPELL BC	ATTACK INUS
0 CANTRIPS	3	2		6	2	
acid splash chill touch	0 0			0 0		
fire bolt				-		
ray of frost						
SPELL						
LEVEL SLOTS TOTAL SLOTS EXPENDED						
				7	2	
SPELL NAME	0			-		
O O magic missile	4	X				
O mage armor						
0 0	-					
0 0 0	0			0		
0	0 0			0 0		
0	0					
0	0 0			8	2	
0	0			o		
	0 0			0 0		
2 2 2	0			o		
O hold person	0		\prec	o		
0	5	- X		0 0		
0					V	
0 0	0 0			9	2	
0	0			• •		
0	0 0			o o		
0	0			0		
0	0 0			o o		
0	0			0		

17-Ded.	AGE	HEIGHT	WEIGHT
CHARACTER NAME	EYES	SKIN	HAIR
	SPELLCASTING An event in your past, or in the ancestor, left an indelible mark you with arcane magic. This for whatever its origin, fuels your 10 for the general rules of spe chapter 11 (or the Spells Listin spell list. Cantrips At 1st level, you know four can from the sorcerer spell list. Yo sorcerer cantrips of your choic as shown in the Cantrips Know Sorcerer table. Spell Slots	c on you, infusing ont of magic, spells. See chapter llcasting and ng) for the sorcerer htrips of your choice u learn additional ee at higher levels,	
CHARACTER APPEARANCE	The Sorcerer table shows how you have to cast your spells o higher. To cast one of these s must expend a slot of the spel You regain all expended spell finish a long rest.	f 1st level and orcerer spells, you I's level or higher.	SYMBOL
Position of Privilege Thanks to your noble birth, people are inclined to think the best of you. You are welcome in high society, and people assume you have the right to be wherever you are. The common folk make every effort to accommodate you and avoid your displeasure, and other people of high birth treat you as a member of the same social sphere. You can secure an audience with a local noble if you need to.	by sorcery points, which allow Sorcery Points. You have 2 sorcery points, ar Points column of the Sorcere table for your level. You regain Flexible Casting. You can use your sorcery point additional sorcery points. You levels. Creating Spell Slots. You can transform unexpend. The Creating Spell Slots table create spell slots no higher in	y you to create a variety of mag ad you gain more as you reach table. You can never have mo n all spent sorcery points when nts to gain additional spell slots learn other ways to use your s ed sorcery points into one spell a shows the cost of creating a s	higher levels, as shown in the Sorcery re sorcery points than shown on the you finish a long rest. , or sacrifice spell slots to gain orcery points as you reach higher slot as a bonus action on your turn. pell slot of a given level. You can
טיסמי ווטטוב זו צטע וופפע נט.			
	Fey Magic Your link to nature allows Spellcasting feature lets of 1st level or higher, you	can speak, understand, a skill. s you to learn spells from t you learn or replace a sor u can choose the new spe just otherwise obey all res	nd write Sylvan and gain the druid class. When your cerer cantrip or a sorcerer spell Il from the druid spell list or the trictions for selecting the spell,
CHARACTER BACKSTORY		TREASURE	



D						
Warlock (known 4)	Charisma SPELLCASTING ABILITY		2 SAVE DC	SPELL AT BONU	
CLASS CLASS CANTRIPS eldritch Blast (+2 TO HIT) poison spray	3 0 0		0		2	
vicious mockery thorn whip fire bolt SPELL LEVEL SLOTS TOTAL SLOTS EXPENDED	0 0 0 0			 		
CONTRACT SPELL NAME Chaos bolt Hex O	0 0 0 4					
O	0))		
RITUAL comprehend language 2 2	0 0 0 0 5_			 		
0	0 0 0 0 0				<u>}</u>	
0 0	0 0		0			

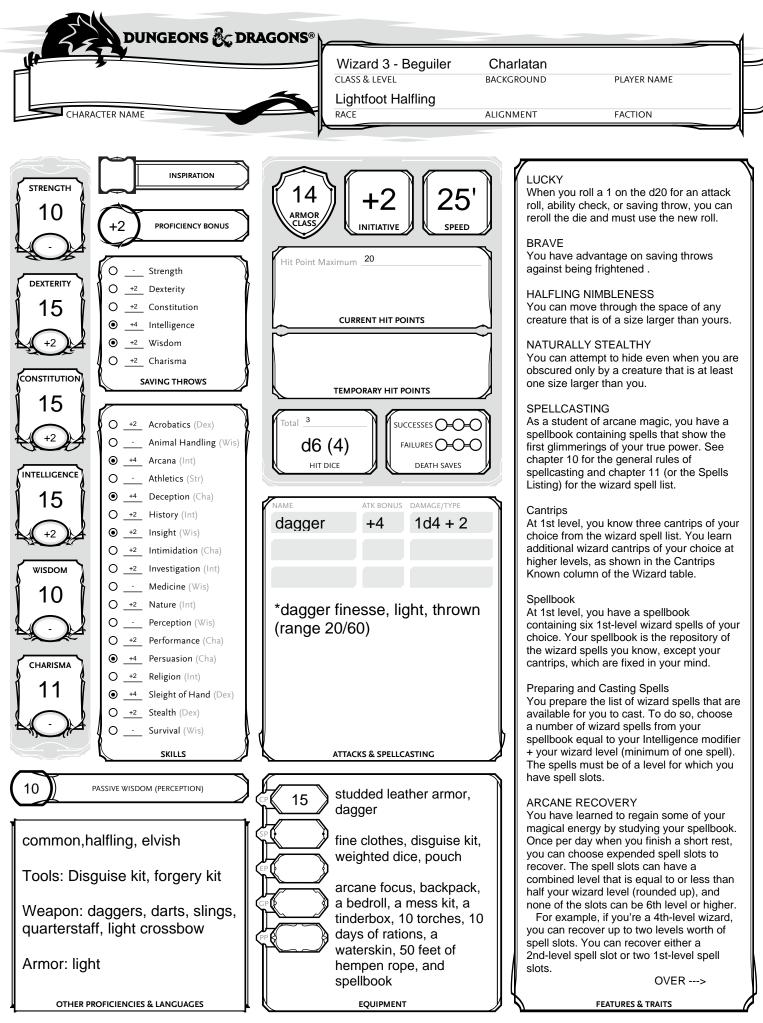
A-DED -	stant .		
	AGE	HEIGHT	WEIGHT
CHARACTER NAME	EYES	SKIN	HAIR
CHARACTER APPEARANCE Criminal Contact You have a reliable and trustworthy contact who acts as your liaison to a network of other criminals. You know how to get messages to and from your contact, even over great distances; specifically, you know the local messengers, corrupt caravan masters, and seedy sailors who can deliver messages for you.	a hit. Book of Ancient Secrets. You can now inscribe magi spells that have the ritual ta same list). The spells appe spells you know. With your spells as rituals. You can't them by some other means it has the ritual tag. On your adventures, you When you find such a spell or less than half your warlo	OINTS 1 h +5 13 e weasel has eption) checks +5 to hit, reach ng damage. ALLIES & ORCANIZATIONS at ituals in your Book of a from any class's spell ar in the book and don't of Book of Shadows in han cast the spells except as 5. You can also cast a wall can add other ritual spell, you can add it to the book ck level (rounded up) and ch level of the spell, the t	SYMBOL SY
	When you take this p patron attached are g from the chaotic plan but reward you with t rest, roll 1d6 to deter	reater than they se es visit you in your he sweetest of trea mine the "gifts" bes ost Notes to Everyt	a learn the strings your eem. Each night, denizens sleep to play cruel tricks ts. When you finish a long towed on you from the hing Else. When you roll
CHARACTER BACKSTORY		TREASURE	



De						
Warlock (known 4)		Charisma		12		+4
SPELLCASTING CLASS		SPELLCASTING ABILITY	5P	ELL SAVE DC	25	ELL ATTACK BONUS
	\wedge			\wedge		
0 CANTRIPS	3	2		6	2	
eldritch Blast	● ○			✓		
poison spray	0			0		
vicious mockery	0			0		
thorn whip	0			-		
fire bolt				0		
thaumaturgy mage armor						
-				0		
SPELL LEVEL SLOTS TOTAL SLOTS EXPENDED						=
				7	X	
				12	<u>}</u>	
SPELL NAME	0			◆ ○		
O shield	~ <u> </u>			0		
O_Hex	4	Ş		0		
0				0		
0						
O O O O						
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0	0			0		
0	0 0		b	▶.		
0	0				X	
O RITUAL find familiar	0			8	<u> </u>	
RITUAL comprehend language	0			0		
	o			-		
2 2	0			0		
	0			0		
O misty step	0			0		
O shatter	\wedge			0		
O hellish rebuke (1/ long rest)	5	ð		0		
0				\wedge		
0	0			9	2	
0	0			<u>~</u>		2
0 0	0 0			0 0		
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0	0			0		
0	0			0		
	Κ				<u>`</u>	

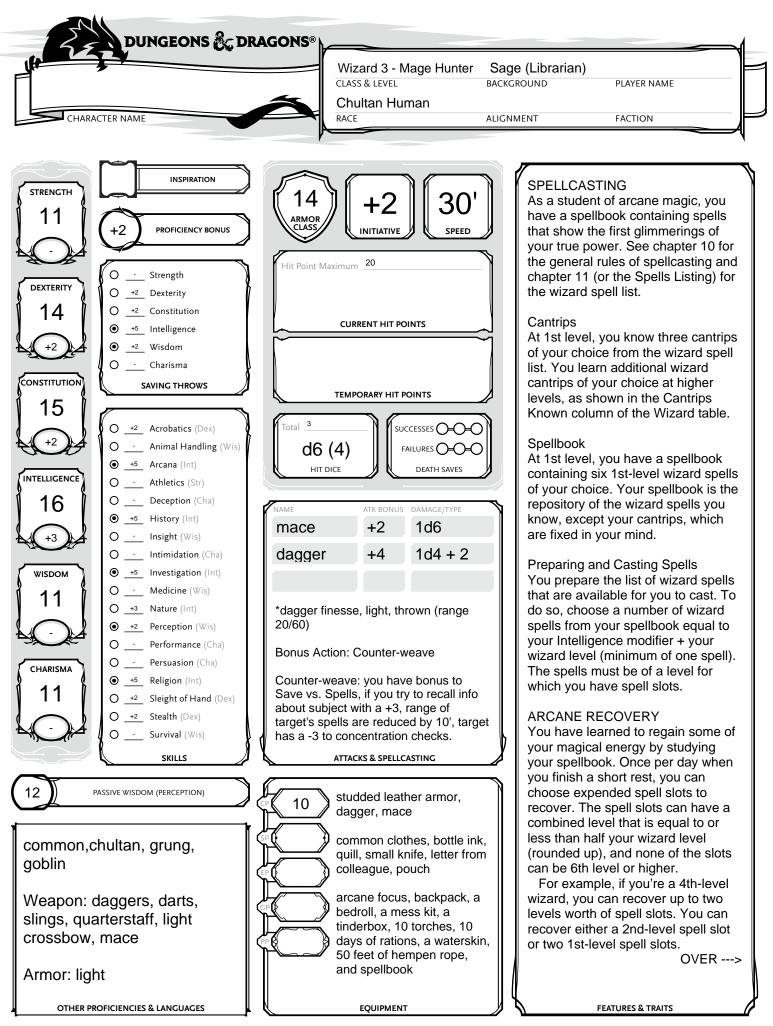
	sawt h					
	AGE	HEIGHT	WEIGHT			
CHARACTER NAME	EYES	SKIN	HAIR			
CHARACTER APPEARANCE City Secrets You know the secret patterns and flow to cities and can find passages through the urban sprawl that others would miss. When you are not in combat, you (and companions you lead) can travel between any two locations in the city twice as fast as your speed would normally allow.	Book of Ancient Secrets. You can now inscribe magical ritu ritual tag from any class's spell lis and don't count against the numb the chosen spells as rituals. You of some other means. You can also On your adventures, you can ad spell, you can add it to the book if up) and if you can spare the time process takes 2 hours and costs s Noble Patronage (efreeti - fire) At 1st level, your patron grants you Intelligence (Arcana) checks mad created by other sha'irs, their patr Additionally, you choose the or	OINTS 1 h +5 h 13 e weasel has reption) checks t +5 to hit, reach ng damage. ALLIES & ORGANIZATIONS reself at will, without expending a als in your Book of Shadows. Of t (the two needn't be from the s er of spells you know. With you can't cast the spells except as ri- cast a warlock spell you know a id other ritual spells to your Boo the spell's level is equal to or la to transcribe the spell. For each 50 gp for the rare inks needed to u the ability to speak Primordia e to identify portals to elementa ons, or other genie-kind. e of the four types of noble gen	a spell slot or material components. Choose two 1st-level spells that have the ame list). The spells appear in the book r Book of Shadows in hand, you can cast ituals, unless you've learned them by as a ritual if it has the ritual tag. bk of Shadows. When you find such a ess than half your warlock level (rounded n level of the spell, the transcription o inscribe it. I. You also gain advantage on I planes and magical inscriptions or items ie to be your patron as shown on the al of your class features as you gain			
	At 1st level, your patron assigns a le dependent upon your patron's genie required to obey your commands, al combat. Your companion grants you the follo Spell Fetching. (d12-2 rounds)	At 1st level, your patron assigns a lesser genie to accompany you during your travels. The type of gen is dependent upon your patron's genie type as defined on the Noble Genie Patron table. Your gen vizier isn't required to obey your commands, although it usually tries to the best of its ability, and doesn't participate in combat. Your companion grants you the following benefits. Spell Fetching. (d12-2 rounds)				
	of a level you can cast and can be fr gen to retrieve and it returns in a nu When the gen returns, it immediate can then cast normally by expending spell knowledge disappears, and yo	om any class spell list. As a bonum ber of rounds equal to 1d12 miny y imparts the spell knowledge to y a spell slot. If you don't cast the u can't use this feature again until	onal spell you don't know. The spell must be is action, you can request a spell for your us your Charisma modifier (minimum of 1). you at the beginning of your turn, which you spell within two rounds of receiving it, the you finish a long rest. ee times between long rests at 14th level.			
CHARACTER BACKSTORY	K	TREASURE				

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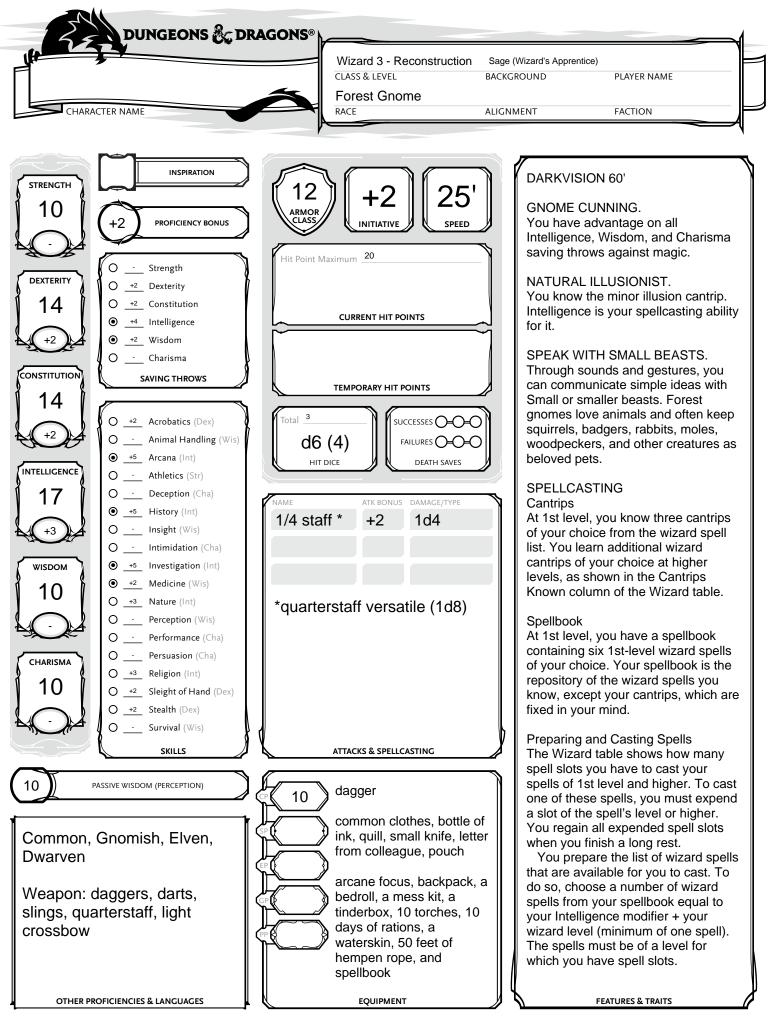
D					
Wizard (prepare	5)	Intelligence	SPELL SAVE DC		
SPELLCASTING CLASS		SPELLCASTING ABILITY	SFELL SAVE DC	SPELL A BON	
CANTRIPS FRIENDS MINOR ILLUSION PRESTIDIGITATION					
	- 0 - 0 - 0		0 0 0 0 0 0 0 0		
SPELL LEVEL SLOTS TOTAL SLOTS EXPENDED	> 0 0			2	
	_ 0				
0 0 0 0 0	00		0 0 8	<u>}</u>	
O 2 2 2 © ALTER SELF	0 0 0 0		0 0 0 0 0 0 0 0 0		
MIRROR IMAGE O O O O O O O O O O O	- 5 - 0 - 0			2	
0 0 0 0 0	O O O O		0 0 0 0 0 0 0 0 0 0		
°	O		0		

A-DED -	sant f		
	AGE	HEIGHT	WEIGHT
CHARACTER NAME	EYES	SKIN	HAIR
CHARACTER APPEARANCE			SYMBOL
CHARACTER APPEARANCE		ALLIES & ORGANIZATION	s
Favorite Schemes Every charlatan has an angle he or she uses in preference to other schemes. I cheat at games of chance. False Identity You have created a second identity that includes documentation, established acquaintances, and disguises that allow you to assume that	proficiency with Persuasion, or S choice. ERUDITE ELUC Beginning wher and resisting oth When you make	n you select this school a light armor and your cho Stealth skills. You also le CIDATION n you select this school a hers is just like solving a	bice of the Deception, earn one language of your at 2nd level, influencing
persona. Additionally, you can forge documents including		ADDITIONAL FEATURES & TR	AITS
official papers and personal letters, as long as you have seen an example of the kind of document or the handwriting you are trying to copy.			
CHARACTER BACKSTORY	l	TREASURE	



Wizard (prepare	5)		3 SAVE DC	+5 SPELL ATTACK BONUS
CANTRIPS firebolt ray of frost shocking grasp				
SPELL LEVEL SLOTS TOTAL SLOTS EXPENDED 1 4 SPELL NAME				
		0 0 0 0	8	
2 2 2 flaming sphere ray of enfeeblement invisibility		0	9)	
0 0 0 0 0	0 0 0 0 0 0 0 0 0 0 0 0	0 0		

1-DED.			
F	AGE	HEIGHT	WEIGHT
CHARACTER NAME	EYES	SKIN	HAIR
CHARACTER BACKSTORY	 one simple melee weapon of yo have it. COUNTER-WEAVE (2) Starting at 2nd level, you can hi as a magical threat. You can us 30 feet of you, which lasts for 1 Until the counter-weave ends, the apply: You gain a bonus to saving the Intelligence modifier (minimum of You double your ability score of Intelligence checks to identify of the range of your target's can greater. You target's Constitution savi modifier (minimum of 1). 	nder the effectiveness of a creature e a bonus action to place the count minute. It ends early if the creature he following conditions rows against spells from a creature of 1). modifier to Wisdom (Survival) skill c r recall information about your targe trips and spells is reduced by 10 fee ng throws to maintain concentration	In light armor, and you gain proficiency with y in the Perception skill if you don't already d's magical prowess when you identify them er-weave on a creature you can see within dies, you die, or you are incapacitated. affected by counter-weave equal to your hecks to track your quarry, as well as t. et or to the range of touch, whichever is on a spell is reduced by your Intelligence l uses when you finish a short or long rest.

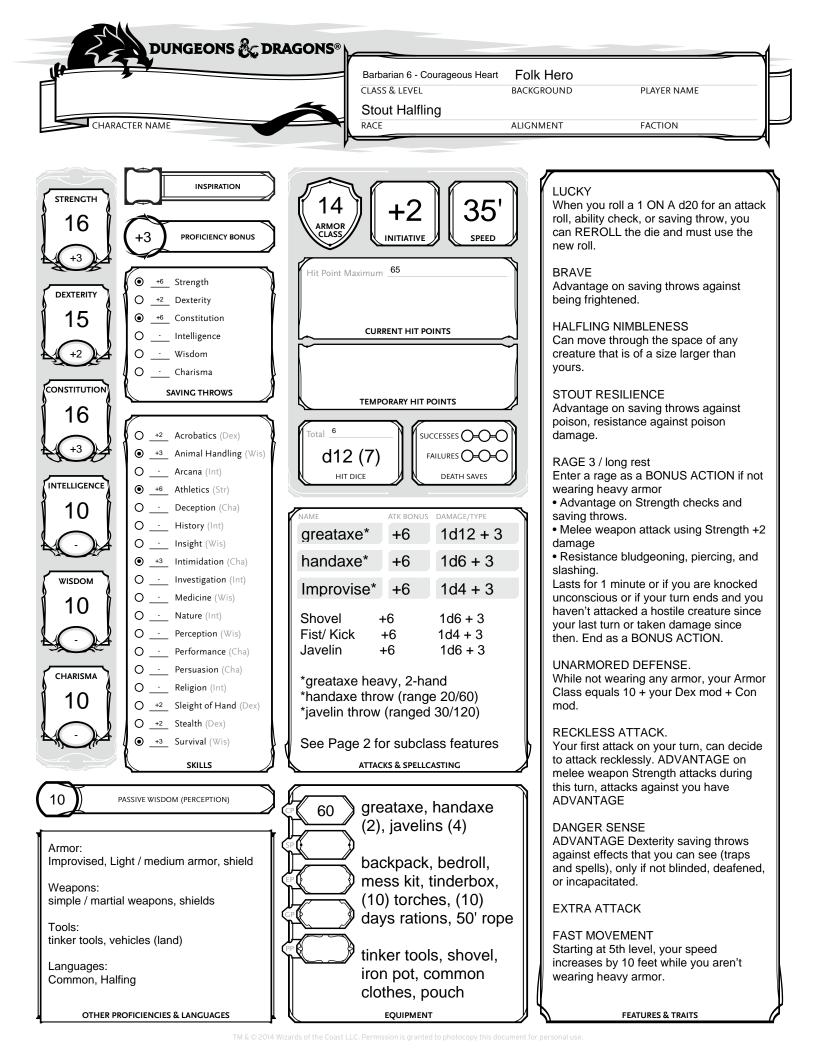


F	Wizard (Prepare 6)		Intelligence		3		+5	1
	SPELLCASTING CLASS	Å	SPELLCASTING ABILITY	SPELL	SAVE DC	SP	ELL ATTACK BONUS	┦
	CANTRIPS MINOR IMAGE RESISTANCE * SPARE THE DYING * FIRE BOLT RAY OF FROST SHOCKING GRASP	0 0 0 0 0))))))))			
0_ ©_	4	0 0 0 0 0	pied by other wizards, count as wizar		7			
		0 0 0 0 0 0 0 0			8			
•_	2 FLAMING SPHERE SCROCHING RAY MELF'S ACID ARROW	0 0 0 0 0			9	2		
00000000		0 0 0 0 0)))			

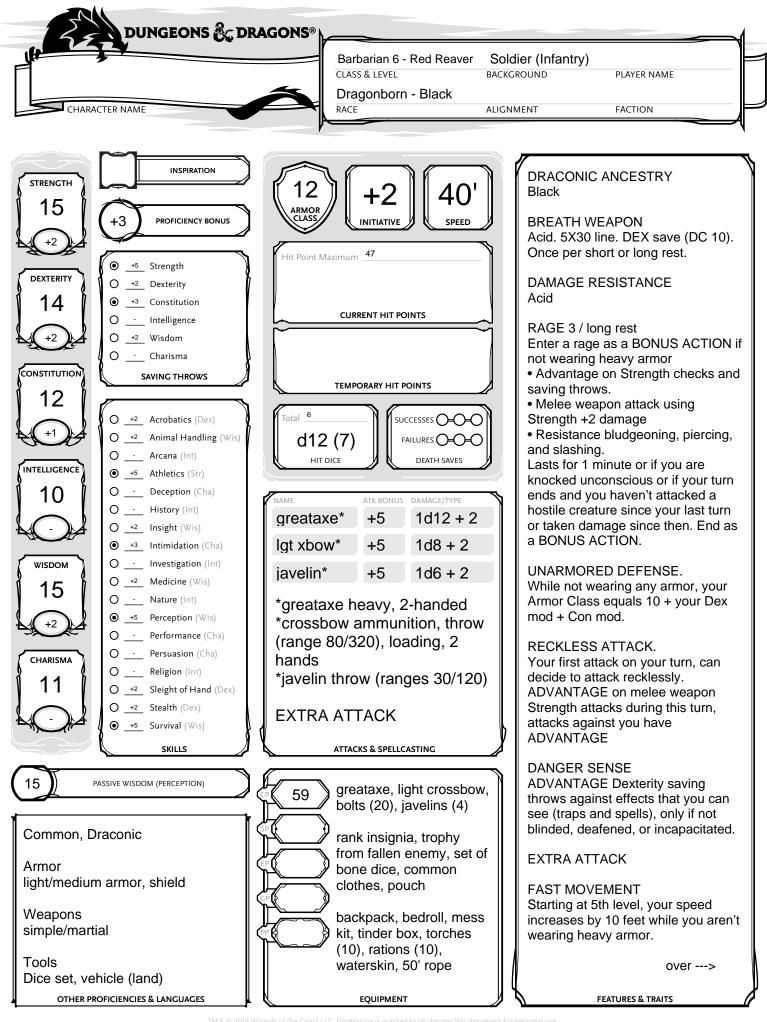
CHARACTER NAME	AGE HEIGHT WEIGHT EYES SKIN HAIR
CHARACTER APPEARANCE	NAME Image: State of the state
When you attempt to learn or recall a piece of lore, if you do not know that information, you often know where and from whom you can obtain it. Usually, this information comes from a library, scriptorium, 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.	a combined level that is equal to or less than half your wizard level (rounded up), and none of the slots can be 6th level or higher. CREATION SAVANT Beginning when you select this school at 2nd level, the gold and time you must spend to copy an evocation spell into your spellbook is halved. Additionally, you learn two cantrips and add one 1st-level spell to your spellbook from the cleric spell list. These spells are wizard spells for you, but other wizards can't copy cleric spells from your spellbook into their own spellbooks. APPLIED RECONSTRUCTION Starting at 2nd level, you can reverse the destructive force of your evocation spells, transforming their power into healing energy. When you cast an evocation spell of 1st level or higher that targets only one creature, with an instantaneous duration, and doesn't require concentration, the target creature takes no damage and instead regains a number of hit points equal to half of the total. If the spell requires you to make an attack roll or requires a creature to make a saving throw, the creature can choose to be hit or fail the saving throw. The spell doesn't impose any status conditions. Undead and constructs cannot regain hit points in this way. ADDITIONAL FEATURES & TRAITS

CHARACTER BACKSTORY

TREASURE



A-DOD -	Sand A				1
Barbarian 6 - Courageous	s Heart	AGE	HEIGHT	WEIGHT	╞
CHARACTER NAME		EYES	SKIN	HAIR	╞
CHARACTER BACKSTORY	HEART Matter a Prof imp unarmed Favor th When ra unarmed +1d4 to Hearty E When hi improvis	at Hand. provised weap d attack ae Bold. aging, saving d or improvise attack	oons, throw, attack ed weapon, ed or	s	



CHARACTER NAME	AGE EYES	HEIGHT SKIN	WEIGHT HAIR	
CHARACTER APPEARANCE	PATH OF THE RE Devourer BONUS ACTION: N RAGING and below points. Enter DEVO RAGE, spend hit d is now MAGICAL, i regain hit points eq PLUS the number spent. If a crit DOU don't hit you take th damage but stay in When you reach m Devourer Rage end	While v half hit DURING ice, weapon f you hit ual to: 1 of hit dice IBLE it. If you hat amount of the rage. ax HP the	SYMBOL	
Military Rank You have a military rank from your career as a soldier. Soldiers loyal to your former military organization still recognize your authority and influence, and they defer to you if they are of a lower	As an ACTION you able to smell the nu not identity. You can focus on of theirs. Instead of Wisdom saving three	C 10) 1 use regain o can take a deep brea imber of creatures wi a creature you know you rolling Survival t ow. If they fail you know om you. You can follo	athe and immediately thin 120'. You know and have a possess he creature makes a ow the direction and	type sion

ADDITIONAL FEATURES & TRAITS

Blood Hound.

If you have been within 30' of your Sanguine Scent target for 5 minutes within the last 24 hours, a possession is not needed to track it.

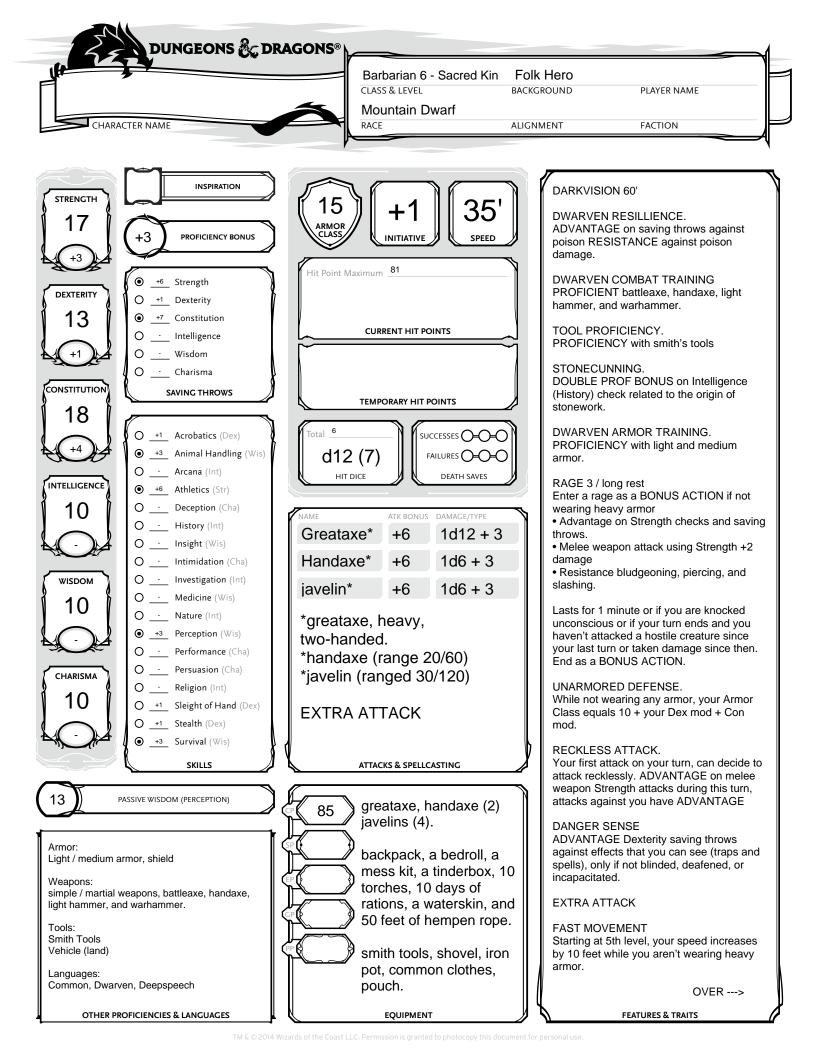
Spend 1 hit die to know exact number and general location of creatures in the area. If focused on a single creature, the creature has DISADVANTAGE on the Wisdom saving throw. (See Sanguine Scent)

CHARACTER BACKSTORY

rank. You can invoke your rank to exert influence over other soldiers and requisition simple equipment or horses for temporary use. You can also usually gain access to

friendly military encampments and fortresses where your

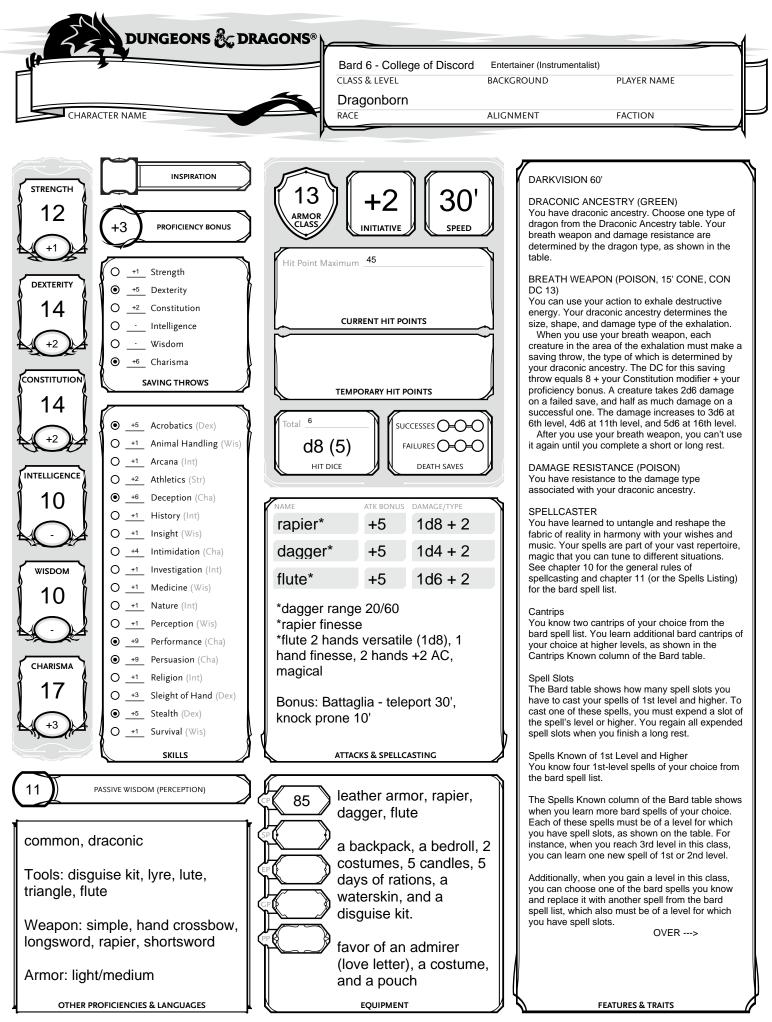
rank is recognized.



1-DED.	AGE	HEIGHT	WEIGHT
CHARACTER NAME CHARACTER NAME	Ievel, whenever you cast a SUPERNATURAL FURY At 3rd Ievel, you can focus into the ancient magic of yo cast and concentrate on sp resistances. When you enter your Sup benefits replace the benefit • You gain a bonus to your • You have advantage on C concentration on a spell. • You have resistance to m from your Ancestral Origin. Your Supernatural Fury las your turn ends and you hav since your last turn. You ca ANCESTRY POINTS METAMAGIC (See S TRANSCENDENT LI At 6th Ievel, when yo to imbue your weapon Ancestral Origin. For of that type instead o 14th Ievel, weapon a	ALLIES & ORCANIZATIONS ALLIES	ur lineage emerge. Starting at 3rd yur lineage emerge. Starting at 3rd yual to three times spell slot's level. Howing you to concentrate your rage ematural Fury. You gain the ability to expense of your physical is wearing heavy armor, the following polifier (minimum of +1). g throws made to maintain the to the damage type you chose if you are knocked unconscious or if re, cast a spell, or taken damage on your turn as a bonus action.
CHARACTER BACKSTORY		TREASURE	

Barbarian Sacred Kin (Know 4)	15 SPELL SAVE DC SPELL ATTACK BONUS
Blade Ward Shocking Grasp Shocking Grasp Shocking Grasp Shocking Grasp Shocking Grasp Spell Stors total Stors total Spell NAME Feather Fall Magic Missile Shield O		When you roll damage for a spell, you can spend 1 ancestry point to reroll a number of damage dice up to your Constitution modifier (minimum of one). You must use the new rolls. You can use Empowered Spell even if you have already used a different Metamagic option during the casting of the spell. TWINNING SPELL When you cast a spell that targets only one creatures and doesn't have a range of self, you can spend a number of Ancestry points equal to the spell's level to target a second creature in a range with the same spell (1 Ancestry point

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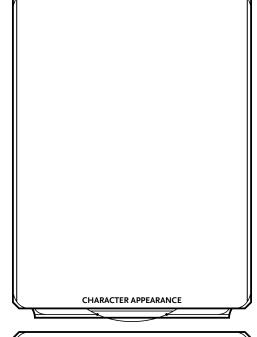


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D						
Bard (known 9)		Charisma SPELLCASTING ABILITY		14	+6 SPELL ATTAC BONUS	
SPELLCASTING		ABILITY		^	BONUS	
0 CANTRIPS	3 3			6	X	
BLADE WARD VICIOUS MOCKERY	O_FEAR			• •		
FRIENDS	O HYPNOTIC O TONGUES					
				0		
SPELL LEVEL				0		
SLOTS TOTAL SLOTS EXPENDED			[¥	
	1			7	<u>× </u>	
SPELL NAME	0			• 0		
O CURE WOUNDS		K				
O SLEEP		2				
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A-DED - AVIA	\sim		
	AGE	HEIGHT	WEIGHT
CHARACTER NAME	EYES	SKIN	HAIR



Entertainer Routines (Instrumentalist, singer) A good entertainer is versatile, spicing up every performance with a variety of different routines.

Popular Demand

You can always find a place to perform, usually in an inn or tavern but possibly with a circus, at a theater, or even in a noble's court. At such a place, you receive free lodging and food of a modest or comfortable standard (depending on the quality of the establishment), as long as vou perform each night. In addition, your performance makes you something of a local figure. When strangers recognize you in a town where you have performed, they typically take a liking to vou.

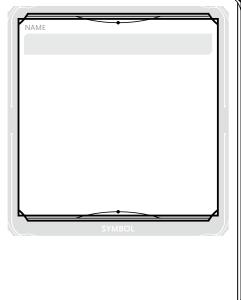
BARDIC INSPIRATION (3, d8)

You can inspire others through stirring words or music. To do so, you use a bonus action on your turn to choose one creature other than yourself within 60 feet of you who can hear you. That creature gains one Bardic Inspiration die, a d6.

Once within the next 10 minutes, the creature can roll the die and add the number rolled to one ability check, attack roll, or saving throw it makes. The creature can wait until after it rolls the d20 before deciding to use the Bardic Inspiration die, but must decide before the DM says whether the roll succeeds or fails. Once the Bardic Inspiration die is rolled, it is lost. A creature can have only one Bardic Inspiration die at a time.

You can use this feature a number of times equal to your Charisma modifier (a minimum of once). You regain any expended uses when you finish a long rest.

Your Bardic Inspiration die changes when you reach certain levels in this class. The die becomes a d8 at 5th level, a d10 at 10th level, and a d12 at 15th level.



ALLIES & ORGANIZATIONS

JACK OF ALL TRADES

Starting at 2nd level, you can add half your proficiency bonus, rounded down, to any ability check you make that doesn't already include your proficiency bonus.

SONG OF REST (d6)

Beginning at 2nd level, you can use soothing music or oration to help revitalize your wounded allies during a short rest. If you or any friendly creatures who can hear your performance regain hit points at the end of the short rest by spending one or more Hit Dice, each of those creatures regains an extra 1d6 hit points.

The extra hit points increase when you reach certain levels in this class: to 1d8 at 9th level, to 1d10 at 13th level, and to 1d12 at 17th level.

EXPERTISE (Performance, Persuasion)

At 3rd level, choose two of your skill proficiencies. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies. At 10th level, you can choose another two skill proficiencies to gain this benefit.

ADDITIONAL FEATURES & TRAITS

FONT OF INSPIRATION

Beginning when you reach 5th level, you regain all of your expended uses of Bardic Inspiration when you finish a short or long rest.

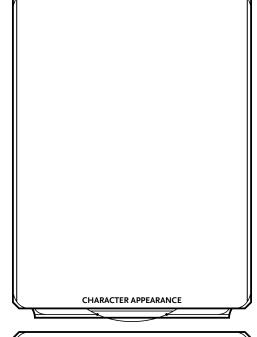
COUNTERCHARM

At 6th level, you gain the ability to use musical notes or words of power to disrupt mind-influencing effects. As an action, you can start a performance that lasts until the end of your next turn. During that time, you and any friendly creatures within 30 feet of you have advantage on saving throws against being frightened or charmed. A creature must be able to hear you to gain this benefit. The performance ends early if you are incapacitated or silenced or if you voluntarily end it (no action required).

TREASURE

OVER --->

A-DED - AVIA	\sim		
	AGE	HEIGHT	WEIGHT
CHARACTER NAME	EYES	SKIN	HAIR



Entertainer Routines (Instrumentalist, singer) A good entertainer is versatile, spicing up every performance with a variety of different routines.

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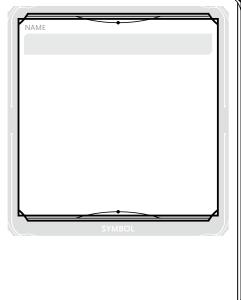
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Your Bardic Inspiration die changes when you reach certain levels in this class. The die becomes a d8 at 5th level, a d10 at 10th level, and a d12 at 15th level.



ALLIES & ORGANIZATIONS

JACK OF ALL TRADES

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ADDITIONAL FEATURES & TRAITS

FONT OF INSPIRATION

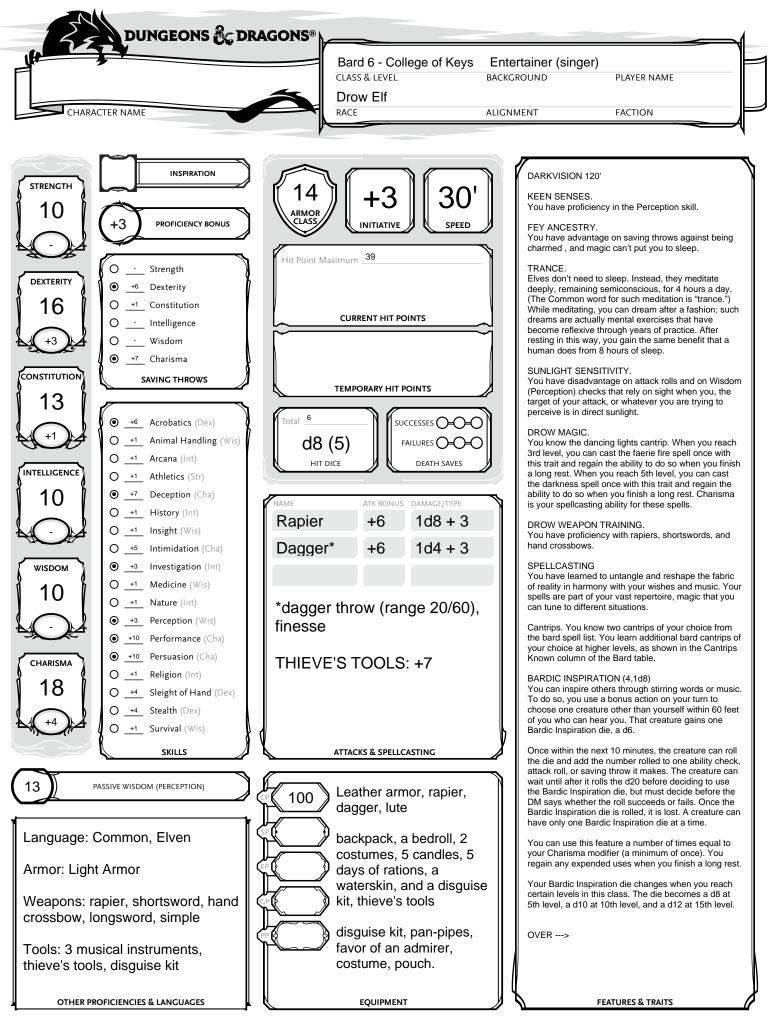
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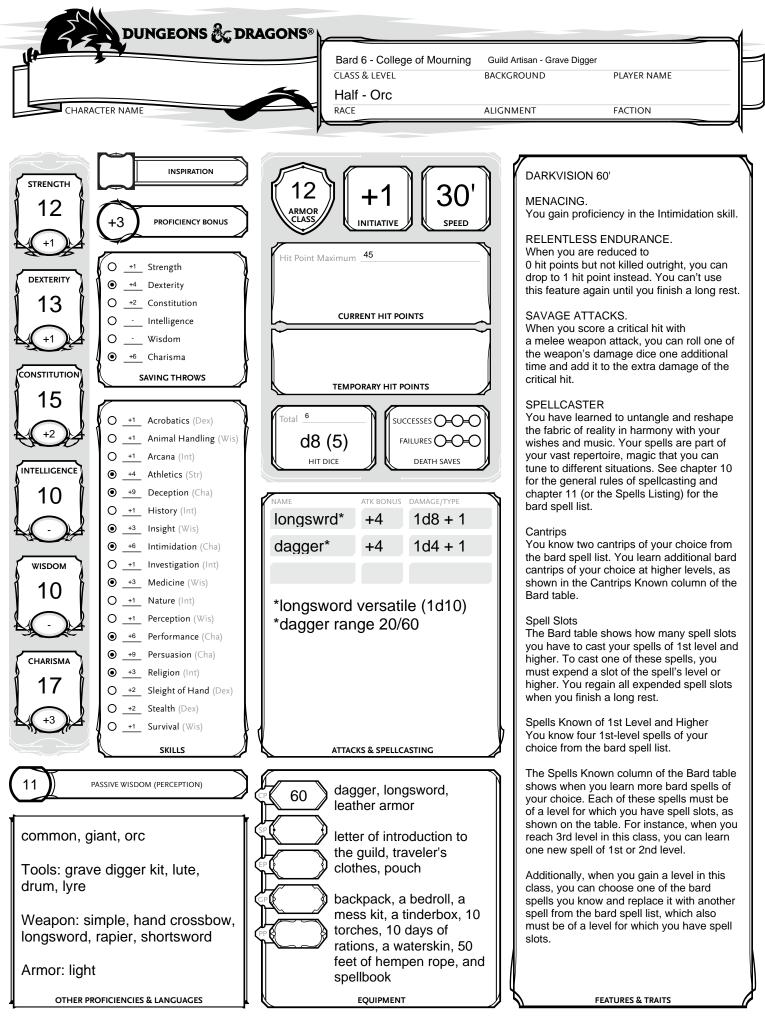
TREASURE

OVER --->



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	AGE	HEIGHT	WEIGHT
CHARACTER NAME	EYES	SKIN	HAIR
CHARACTER APPEARANCE BY POPULAR DEMAND You can always find a place to perform, usually in an inn or tavern but possibly with a circus, at a theater, or even in a noble's court. At such a place, you receive free lodging and food of a modest or comfortable standard (depending on the quality of the establishment), as long as you perform each night. In addition, your performance makes you something of a local figure. When strangers recognize you in a town where you have performed, they typically take a liking to you.	you finish a short of COUNTERCHARM you gain the ability disrupt mind-influen performance that la time, you and any f advantage on savin charmed . A creatu benefit. The perform silenced or if you v TIMBRE ILLUMINOUS At 3rd level, you can coax a variety of islenced or if you v TIMBRE illuminous At 3rd level, you can coax a variety of silenced or if you v Timbre information about its cape mechanism, of your choice: Pupose (lock, trap, surveillance, etc. Intricacy (singular, compound, or corr Nature (magical, mundane, or otherw At 2rd invel, you learn to contro security and surveillance spells. When you use your action to disarm, d divination spell to locate or scry with yo Inspiration die and adding the number	ility check you make proficiency bonus. use soothing music or unded allies during a creatures who can hear its at the end of the pre Hit Dice, each of 1 d6 hit points. en you reach certain level, to 1d10 at 13th suasion) skill proficiencies. Your any ability check you sen proficiencies. Your any ability check you sen proficiencies. Nother two skill ALLIES & ORCANIZATION ALLIES & ORCANIZATION	SYMBOL SYMBOL AS Bardic Inspiration when s or words of power to action, you can start a your next turn. During that hin 30 feet of you have ing frightened or ear you to gain this you are incapacitated or action required).
CHARACTER BACKSTORY	N	TREASURE	

D						
BARD (know 9)		Charisma SPELLCASTING ABILITY		15	+7 SPELL ATTAC BONUS	ĸ
CLASS	4	ABILITY			BONUS	
0 CANTRIPS	3 3			6		
Dancing Lights Friends Vicious Mokery	Dispel Magic Dispel Magic Hypnotic Pat	tern	(
	0		(DC		
	- O		(D		
SPELL LEVEL SLOTS TOTAL SLOTS EXPENDED	< o			-		
1 4	0			7	2	
SPELL NAME	• •					
Healing Word Tasha's Hideous Laughter		2		D		
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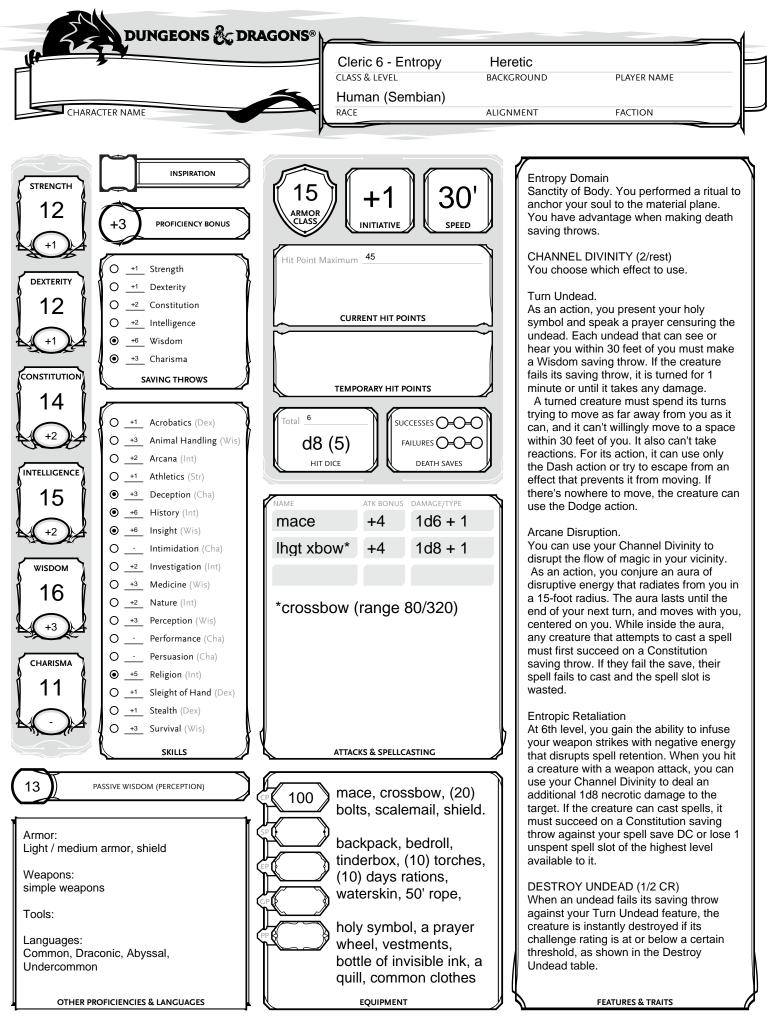


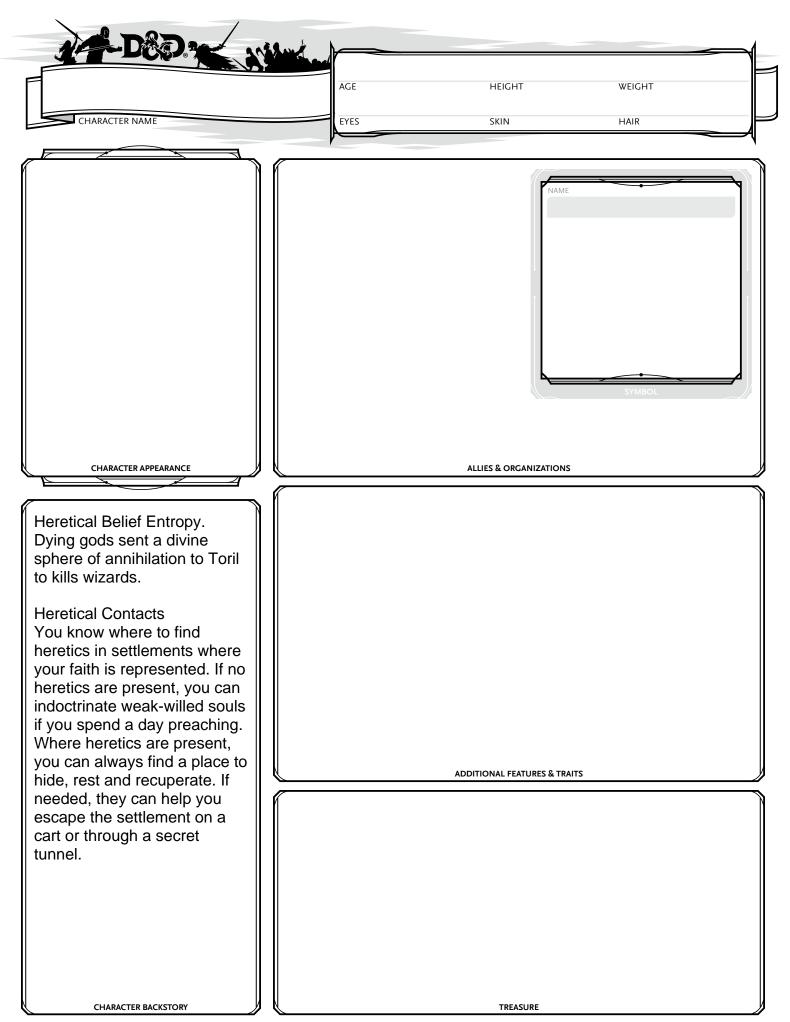
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	AGE	HEIGHT	WEIGHT
CHARACTER NAME	EYES	SKIN	HAIR
	BARDIC INSPIRATION (3, DE You can inspire others through To do so, you use a bonus act choose one creature other tha of you who can hear you. That Bardic Inspiration die, a d6. Once within the next 10 min the die and add the number ro attack roll, or saving throw it m wait until after it rolls the d20 b Bardic Inspiration die, but mus says whether the roll succeed Inspiration die is rolled, it is los only one Bardic Inspiration die You can use this feature a n your Charisma modifier (a min regain any expended uses wh Your Bardic Inspiration die c certain levels in this class. The level, a d10 at 10th level, and JACK OF ALL TRADES Starting at 2nd level, you can i bonus, rounded down, to any that doesn't already include you	 a stirring words or music. ion on your turn to in yourself within 60 feet creature gains one utes, the creature can roll lled to one ability check, lakes. The creature can inefore deciding to use the t decide before the DM s or fails. Once the Bardic st. A creature can have at a time. umber of times equal to imum of once). You en you finish a long rest. hanges when you reach a di 2 at 15th level. 	SYMBOL
CHARACTER APPEARANCE	that doesn't aiready include yo	ALLIES & ORGANIZATION	s
	SONG OF REST (1d6)		
GUILD BUSINESS Gravediggers GUILD BUSINESS As an established and respected member of a guild, you can rely on certain benefits that membership provides. Your fellow guild members will provide you with lodging and food f necessary, and pay for your funeral if needed. In some cities and towns, a guildhall offers a central place to meet other members of your profession, which can be a good place to meet potential patrons, allies, or hirelings. Guilds often wield tremendous political power. If you are accused of a crime, your guild will support you if a good	a short rest. If you or any frie the short rest by spending or The extra hit points increas 13th level, and to 1d12 at 17 EXPERTISE (Deception, Pe At 3rd level, choose two of y you make that uses either of At 10th level, you can choo FONT OF INSPIRATION Beginning when you reach 5 finish a short or long rest. COUNTERCHARM At 6th level, you gain the abi As an action, you can start a and any friendly creatures w or charmed. A creature musi	andly creatures who can hear your p ne or more Hit Dice, each of those of se when you reach certain levels in th level. rsuasion) our skill proficiencies. Your proficien the chosen proficiencies. ose another two skill proficiencies to th level, you regain all of your expen- lity to use musical notes or words of performance that lasts until the end thin 30 feet of you have advantage	nded uses of Bardic Inspiration when you power to disrupt mind-influencing effects of your next turn. During that time, you on saving throws against being frightene hefit. The performance ends early if you n required).
case can be made for your innocence			
or the crime is justifiable. You can also gain access to powerful political figures through the guild, if you are a member in good standing. Such connections might require the donation of money or magic items to the guild's coffers. You must pay dues of 5 gp per month to the guild. If you miss payments, you	Grief Note. Also at 3rd level, when a creat than itself, you can use your r Inspiration die and adding the points equal to the number or Dirge of the Pallbearer.	Mourning at 3rd level, you learn the s d Religion skills. ture you can see within 60 feet, inclu eaction to expend one of your uses of number on the die to the damage of the die.	spare the dying cantrip. You also gain ding you, deals damage to a target other f Bardic Inspiration, rolling a Bardic the attack. The creature also regains hit ard spell for you but doesn't count against

U	Ded			
Bard (kr	lown 9)	Charisma SPELLCASTING ABILITY	SPELL SAVE DC	+6
SPELLCASTING CLASS		ABILITY		SPELL ATTACK BONUS
0 CANTRIPS	3	3	6	
SPARE THE DYING MAGE HAND VICOUS MOCKERY	O_LEOM			
BLADE WARD			O	
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SPELL LEVEL SLOTS TOTAL SLOTS EXP	< o		O	
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CURE WOUNDS	0			
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2 3 O HEAT MEATAL	 		0	
O SUGGESTION O BLINDESS/DEAFNESS	5			
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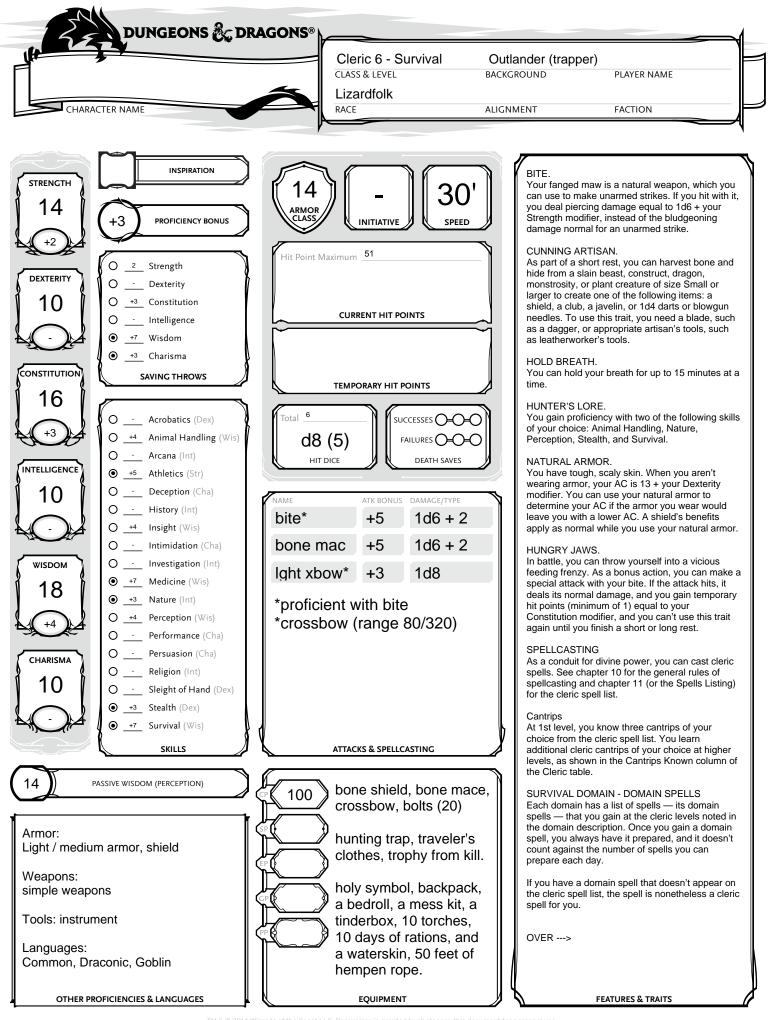
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Dê			
Cleric (Prepare 9)	SPELLCASTING ABILITY	SPELL SAVE DC SPELL ATTACK BONUS)
SPELLCASTING CLASS CLASS Guidance Light Mending	ABILITY ABILITY ABILITY ABILITY ABILITY ABILITY ABILITY ABILITY	6 0 0	
Sacred Flame	O	0 0 0 0 0 0 0	
SPELL NAME Bless Cure Wound Healing Word Shield of Faith	DOMAIN SPELL Protection from Energy 4 0 0 0 0 0 0 0 0 0 0 0		
O	0	0 0 0 0 0 0	
Hold Person Silence Spiritual Weapon O O O O O O			
O	0 0 0 0 0	0 0 0	

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1	Aristan			-
F	AGE	HEIGHT	WEIGHT	
CHARACTER NAME	EYES	SKIN	HAIR	
	CHANNEL DIVIN REST) At 2nd level, you to channel divine	gain the ability		

from your deity, using that energy to fuel magical effects. You start with two such effects: Turn Undead and an effect determined by your domain. Some domains grant you additional effects as you advance in levels, as noted in

the domain description.

CHARACTER APPEARANCE

Wanderer

You have an excellent memory for maps and geography, and you can always recall the general layout of terrain, settlements, and other features around you. In addition, you can find food and fresh water for yourself and up to five other people each day, provided that the land offers berries, small game, water, and so forth. ALLIES & ORGANIZATIONS

CHANNEL DIVINITY Turn Undead

As an action, you present your holy symbol and speak a prayer censuring the undead. Each undead that can see or hear you within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes any damage.

A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

Encourage the Troops (6 HIT POINTS)

You use your Channel Divinity to bolster the fighting abilities of you allies.

As an action, you present your holy symbol and invoke your survival instincts of your deity. Each allied creature that you can see you, gains advantage on their next melee or ranged weapon attack before the start of your next turn. If their attack hits, the allied creature also regain hit points equal to your Cleric level.

Push the Limits. (6 TEMP, 30') You can use your Channel Divinity to strengthen the resolve of your allies. All allied creatures within 30 feet of you gain temporary hit points equal to your cleric level.

ADDITIONAL FEATURES & TRAITS

DESTROY UNDEAD (1/2 CR)

When an undead fails its saving throw against your Turn Undead feature, the creature is instantly destroyed if its challenge rating is at or below a certain threshold, as shown in the Destroy Undead table.

BONUS PROFICIENCY

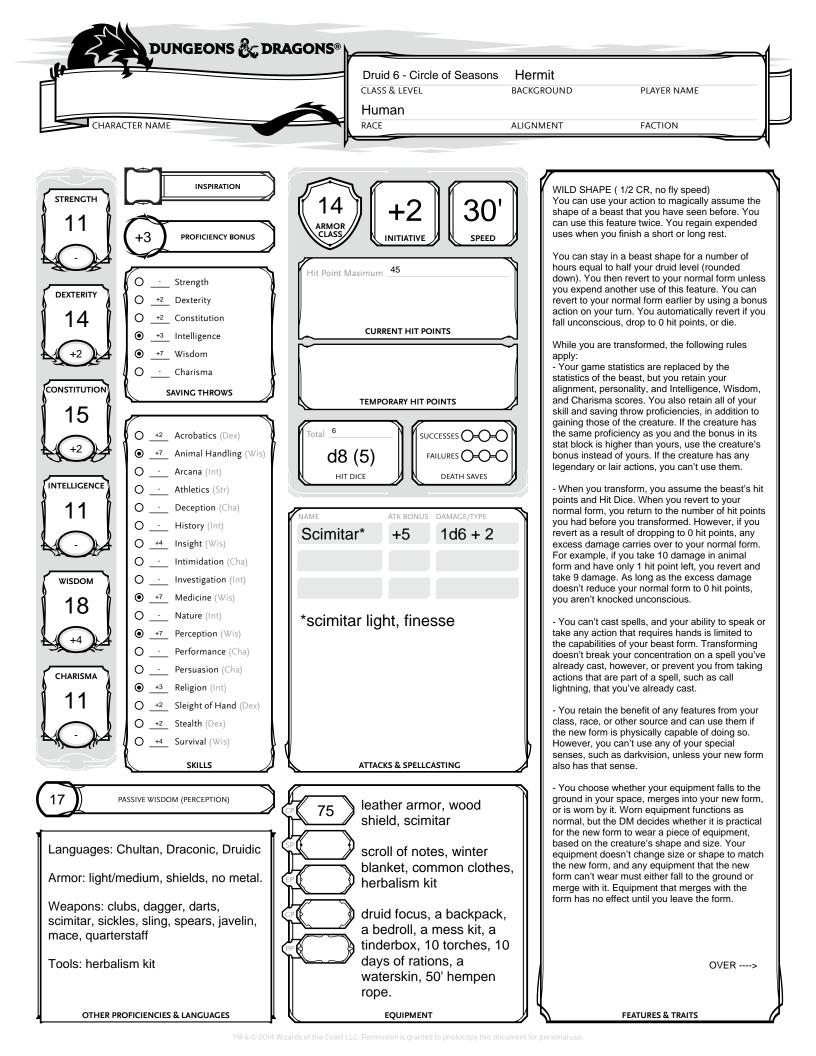
You gain proficiency in the Survival and Nature skills. Your proficiency bonus is doubled for any ability checks you make that use those skills.

STAND THE FALLEN (4)

When you cast SPARE THE DYING cantrip, you make the the following changes to the spell: change the range from touch to 30 feet, and the creature gains 1 hit point instead of becoming stable. You can use this feature a number of times equal to your Wisdom modifier (a minimum of once). You regain all expended uses when you finish a long or short rest.

De		
Cleric (Prepare 10)	SPELLCASTING ABILITY	15 SPELL SAVE DC SPELL ATTACK BONUS
CLASS CLASS CLASS CLASS CANTRIPS Guidance Mending Spare the Dying	ABILITY ABILITY ABILITY (3) 3 (9) Mass healing Word (9) Remove Curse (9) Revivify	
SPELL LEVEL SLOTS TOTAL SLOTS EXPENDED	Network Spirit Guardians O	
4 SPELL NAME Cure Wounds Healing Word Purify Food and Water	O DOMAIN SPELL Fear O DOMAIN SPELL Protection from Energy	
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Solution of Let r duo Line	0 0 0 0 0 0 0 0 0	0 0 0 0 0 0
0	0	
O DOMAIN SPELL Locate Animals and Plants O DOMAIN SPELL Prayer of Healing	0 0	0 0

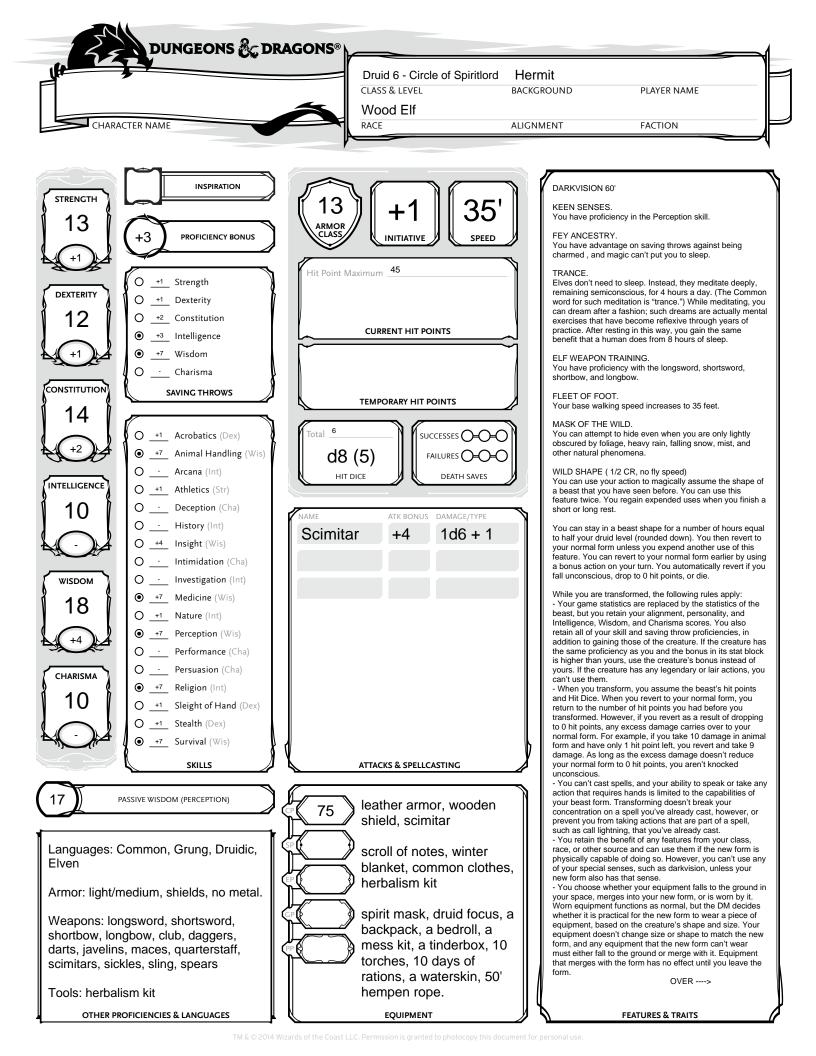
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	AGE	HEIGHT	WEIGHT	
CHARACTER NAME	EYES	SKIN	HAIR	
	P			
CHARACTER APPEARANCE Life of Seclusion What was the reason for your isolation, and what changed to allow you to end your solitude? I needed to commune with nature, far from civilization. Discovery The quiet seclusion of your extended hermitage gave you access to a unique and powerful discovery. You discovered that the spirits of the Chultan jungle are aspects of Ubtao.	takes cold damage equal to Fade Rot. A creature is afflicted with peregains only half the normal damage equal to your Wisdo Harvestide. The season of harvest reaps can use its bonus action on i 1d4 + your Wisdom modifier. Wildflame. As a bonus action, you cause the target to ignite in flames. fire damage equal to your W and dim light for an additiona out the flames, or if some oth ASHES OF LIFE When the target cr reaction to reclaim	A can embrace e's shroud. Spend one use of pose one creature et of you that has creature must ing throw; a ail this saving seature fails its e of the following ect at the start of and lasts for up to entrate it. As a nature to focus o much greater ALLIES & ORCANIZATIONS . Its movement speed is reduced Id4 + your Wisdom modifier. stilence and disease, causing it to healing from spells and effects. U m modifier (minimum of 1 damag the bounty and readies the land f ts turn to be showered in radiant of a flames to flash across the target At the start of each of its turns, or sdom modifier (minimum of 1) an I 10 feet. If the target or a creatur er effect douses the flames (such ADDITIONAL FEATURES & TR/ eature of your shroud some of its life force r creature within 60 fe	SYMBOL SYMBOL SYMBOL Symbol Suffer one level of exhaustion, i sing your bonus action, it takes r e). or renewal. A creature under the energy, and regains hit points eq dealing 1d6 fire damage, and cc until the shroud ends, the targe d sheds bright light in a 10-foot r e within 5 feet of it uses an actio a sbeing submerged in water). ATTS dies, you can use yo and instantly use it he	and hecrotic e shroue ual to auses t takes adius n to pur

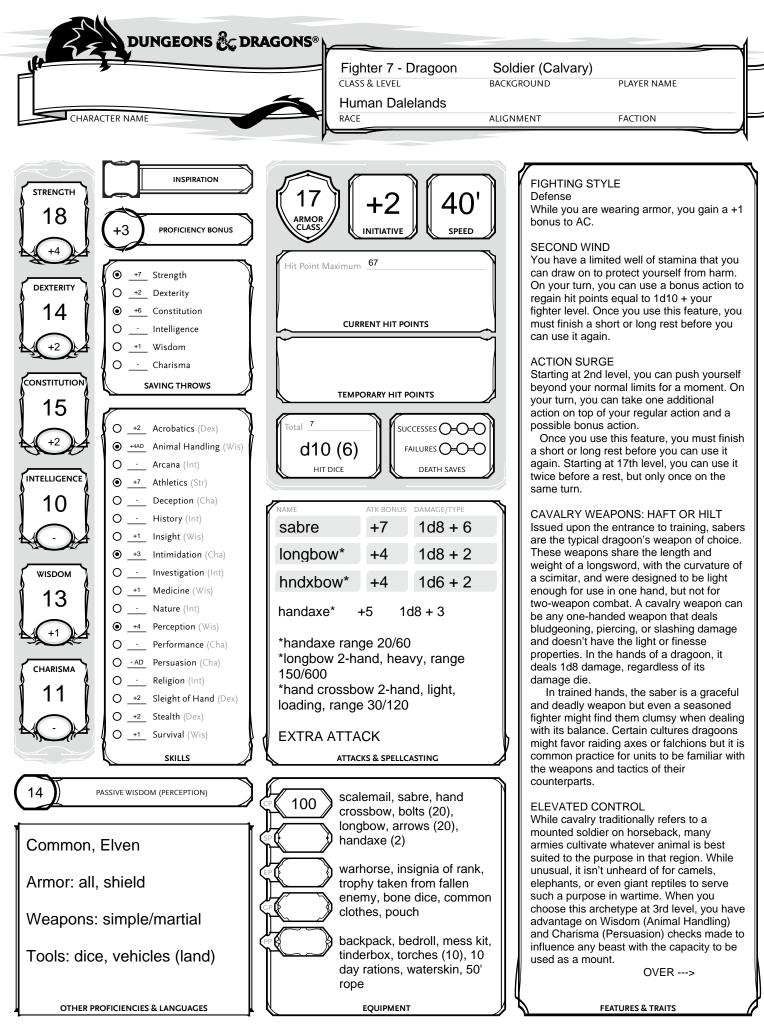
Druid (prepare 1	0) SPELLCASTING ABILITY	SPELL SAVE DC	+7 SPELL ATTACK BONUS
SPELLCASTING CLASS	ABILITY		BONUS
0 CANTRIPS	3 3	6	
Druidcraft Shilleagh Thorn Whip Resistance	Daylight Feign Death Protection from Energy Water Breathing	0	
	- 0 - 0 - 0	0	
SPELL LEVEL SLOTS TOTAL SLOTS EXPENDED	-	o	<u>×</u>
SPELL NAME Cure Wounds		<	
Healing Word O		0	
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2 3	0 0 0	0 0 0	
Barkskin Flaming Sphere Heat Metal Moonbeam	5		
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	AGE	HEIGHT	WEIGHT
	EYES	SKIN	HAIR
	Lizard Familiar AC 10 HP 2 Spo S(-4) D(-) C(-) I(-5 darkvision 30', pas perception 9 Bite: Att +0 to hit; i target; hit 1 point) W(-) Ch(-4) ssive	SYMBOL
CHARACTER APPEARANCE		ALLIES & ORGANIZATION	S
Life of Seclusion What was the reason for your isolation, and what changed to allow you to end your solitude? I needed to commune with nature, far from civilization. Discovery The quiet seclusion of your extended hermitage gave you access to a unique and powerful discovery. You discovered that the spirits of	cantrip associated with your sp doesn't count against your num and again at 10th level. Additionally, you can cast the (glowing skin, fiery eyes, a thor again until you finish a long res You can only have one mask within your mask. If the mask is hours of uninterrupted time, which you c EMPOWERED CONDUIT At 6th level, your mask channe Empowered Conduit column or Further, when your connection you can switch between them you	irit-element's fledging conduit, which ber of cantrips known. You can sele find familiar spell, which bears featu ny tail, etc.). Once you cast find fam t. at a time and once this bond is form clost or destroyed, creating a new m an accomplish during a long rest. Is the destructive powers of your spin the Spirit Bond table. with the spirit realm strengthens end with an action. When you do, you ga similar appearance. No matter how	it Bond table below and you learn the in counts as a druid cantrip for you, and lect one additional spirit-element at 6th leve ures similar to your chosen spirit-element iliar using this feature, you can't cast it ned, you can't change the spirit-element nask for your spirit-element takes eight irit element. You gain the cantrip in the ough to host an additional spirit-element, in the benefits of the mask's current bond many spirits inhabit your mask, you can
the Chultan jungle are aspects of Ubtao.		ADDITIONAL FEATURES & TR/	AITS

	Dê					
	Druid (prepare 10)		Wisdom SPELLCASTING ABILITY	5 SAVE DC	+7 SPELL ATTAC BONUS	
	0 CANTRIPS Druidcraft Guidance Guidance Shillelagh Shillelagh Image: Construction of the second	0 0 0 0 0		2 2 		
SPELLS KNOWN	SPELL NAME © Cure Wounds • Healing Word •	0		8		
	2 3 • Barkskin • Beast Sense • Gust of Wind • Pass Without Trace •	0 0 0 0 0 0 0 0 0 0 0		9 9 9 9		
	0 0 0	o o))		



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1-DED -	Nilut			
	AGE	HEIGHT	WEIGHT	
CHARACTER NAME	EYES	SKIN	HAIR	
CHARACTER APPEARANCE	Warhorse Large beast, unaligned Armor Class 11 Hit Points 19 (3d10 + 3) Speed 70 ft. STR 18 (+4) DEX 12 (+1) CON WIS 12 (+1) CHA 7 (-2) Senses Passive Perception 11 Languages Challenge 1/2 (100 XP) Trampling Charge. If the horse straight toward a creature and the hooves attack on the same turn succeed on a DC 14 Strength sk knocked prone. If the target is p make another attack with its ho bonus action. Actions Hooves. Melee Weapon Attack one target. Hit: 11 (2d6 + 4) blue	moves at least 20 feet hen hits it with a , that target must aving throw or be brone, the horse can oves against it as a	SYMBOL	
Military Rank You have a military rank from your career as a soldier.	effective in heavy armor, rakish freedom to press	NT rous training your mastery but even more so in mediu a tactical advantage in any nted or not, you gain maneu	im or light armor, allowir situation. In exchange for	ng a or heavy

the speed of your mount also increases by 5 feet.

your career as a soldier. Soldiers loyal to your former military organization still recognize your authority and influence, and they defer to you if they are of a lower rank. You can invoke your rank to exert influence over other soldiers and requisition simple equipment or horses for temporary use. You can also usually gain access to friendly military encampments and fortresses where your rank is recognized.

ADDITIONAL FEATURES & TRAITS

wearing medium armor, you add double your Strength modifier to damage rolls with

When unarmored, or wearing light armor, your proficiency bonus is doubled for

Additionally, when you use the Attack action to attack with a cavalry weapon, you

can use a bonus action to attack with a loaded one-handed ranged weapon you are holding. Being within 5 feet of a hostile creature doesn't impose disadvantage on this

your cavalry weapon and your speed increases by 5 feet. While you are mounted,

any attack rolls you make with your cavalry weapon, in addition to the benefits of wearing medium armor, and your speed increases by an additional 5 feet, to a total

of 10 feet. While you are mounted, the speed of your mount also increases in this

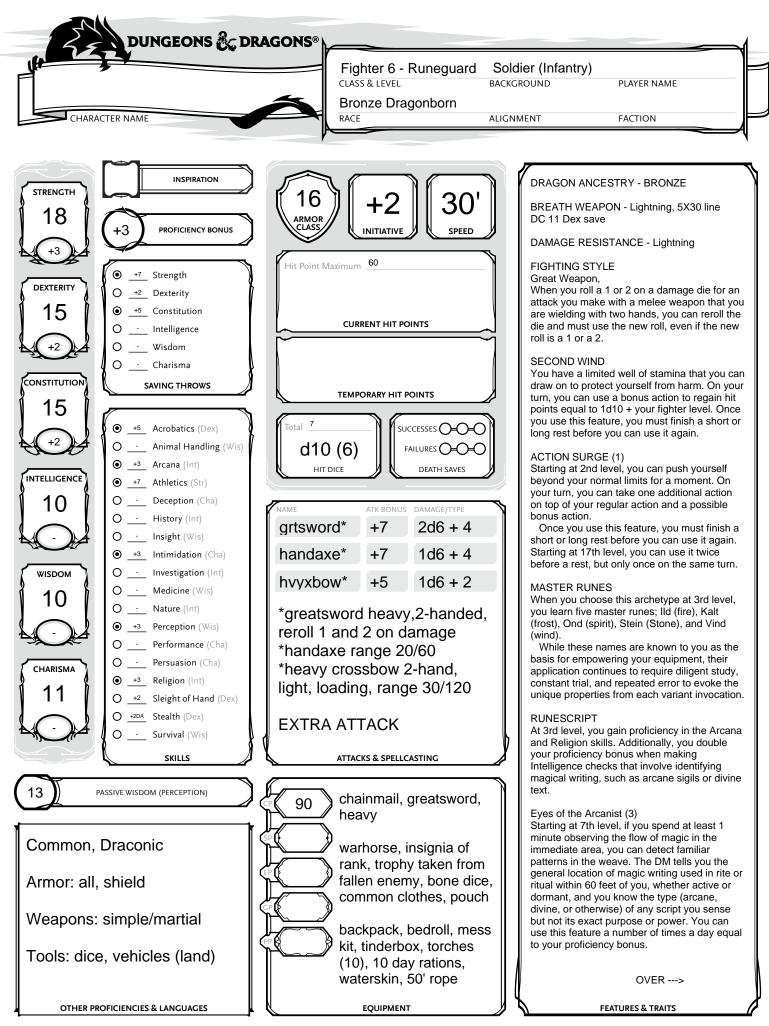
LINE BREAKER (DC 15)

way.

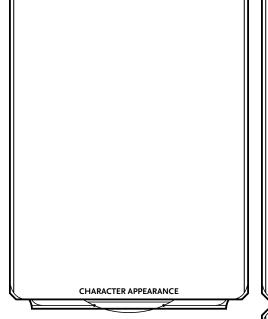
ranged attack.

At 7th level, you have learned to identify the break points in the enemy's line and can clear the way for your allies to follow. When you take the Attack action, you can forgo one of your attacks and use your Move action to move least 20 feet in a straight line. When you do so, each creature in your path must make a Strength saving throw with a DC equal to 8 + your proficiency bonus + your Strength modifier. On a failed save, a creature is pushed 5 feet in a direction of your choice and falls prone.

Creatures have disadvantage on this saving throw if you are mounted.



1-DED - Miler			
AGE	HEIGHT	WEIGHT	
CHARACTER NAME EYES	SKIN	HAIR	\square
Rupecraft			



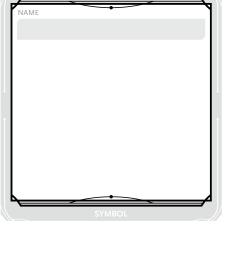
Military Rank

You have a military rank from vour career as a soldier. Soldiers loyal to your former military organization still recognize your authority and influence, and they defer to you if they are of a lower rank. You can invoke your rank to exert influence over other soldiers and requisition simple equipment or horses for temporary use. You can also usually gain access to friendly military encampments and fortresses where your rank is recognized.

At 3rd level, you learn augmentations that utilize the master runes to enhance your martial prowess. Their effects are based on how you invoke them, generating defensive properties to thwart your foes' advance or deal decisive blows.

Ritual Crafting. Each runic combination must be inscribed and empowered into your equipment over the course of 8 hours, which can be done during a long rest. Each piece of equipment must be within your reach throughout the ritual, at the conclusion of which, you infuse a part of your being into the runes, causing them to glow slightly with your own spiritual essence.

The rune's power fades if it moves more than 100 feet away from you and can't be used by anyone other than you.



ALLIES & ORGANIZATIONS

Runic Augmentations. DC

You learn three runic augmentations of your choice, which are detailed under "Runic Augmentations" below. Each augmentation is specific to its master rune; for instance, if vou learn the Sokn augmentation of the Ild master rune, you don't gain the ability to use the Sokn augmentation with other master runes unless you also learn that specific combination.

Once you activate one of your runic augmentations, you must finish a short or long rest before you can use it again.

Augmentation Activation.

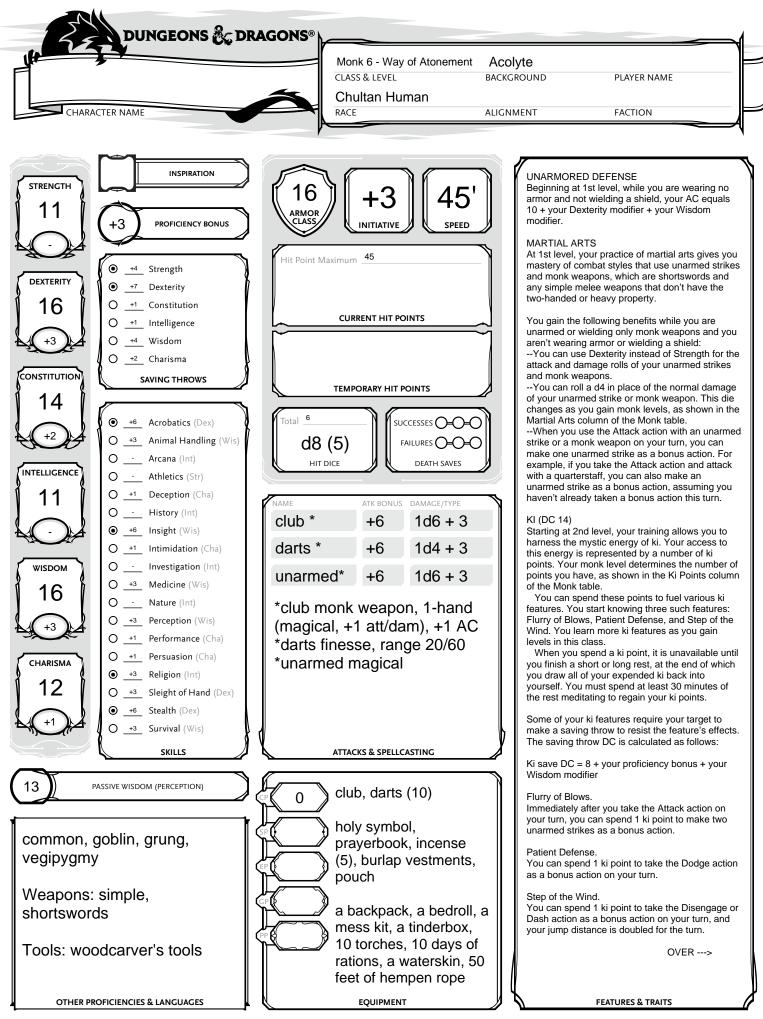
During your turn, you can activate a single runic augmentation by focusing on the rune's power. You can activate one of these augmentations on your turn using your bonus action to empower your attacks (Sokn), your reaction to entrench your defenses (Vard) or skillfully enhance another ability (Hagr) with your action.

Activating a rune requires concentration, which lasts a number of rounds equal to your proficiency bonus + your Constitution modifier (minimum of 3). While you concentrate on a rune, you can cast spells but you can't concentrate on a rune and a spell at the same time. You gain the ability to concentrate on two runes at once at 10th level..

ADDITIONAL FEATURES & TRAITS

Runescript

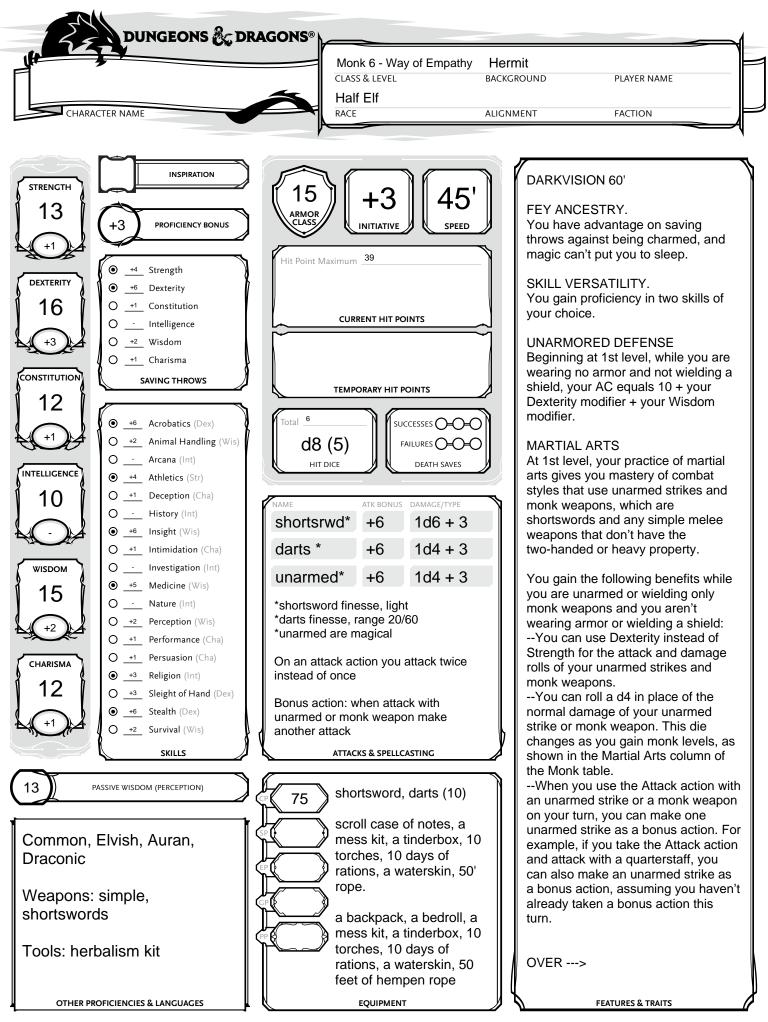
At 3rd level, you gain proficiency in the Arcana and Religion skills. Additionally, you double your proficiency bonus when making Intelligence checks that involve identifying magical writing, such as arcane sigils or divine text.



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	AGE	HEIGHT	WEIGHT
CHARACTER NAME	EYES	SKIN	HAIR
	10 feet while you are n wielding a shield. This you reach certain mor Monk table. At 9th level, you gain along vertical surfaces your turn without fallin SLOW FALL (30 point Beginning at 4th level, reaction when you fall damage you take by a times your monk level EXTRA ATTACK Beginning at 5th level,	vour speed increases by not wearing armor or a bonus increases when ak levels, as shown in the an the ability to move as and across liquids on g during the move. (as reduced) (b) you can use your to reduce any falling an amount equal to five	AME SYMBOL
CHARACTER APPEARANCE Shelter of the Faithful As an acolyte, you command the respect of those who share your faith, and you can perform the religious ceremonies of your deity. You and your adventuring companions can expect to receive free healing and care at a temple, shrine, or other established presence of your faith, though you	Starting at 3rd level you are hit by a ran from the attack is re If you reduce the you to hold in one h in this way, you can piece of ammunitio attack with proficier	ged weapon attack. When yo educed by 1d10 + your Dexter damage to 0, you can catch hand and you have at least of h spend 1 ki point to make a in n you just caught, as part of the hoy, regardless of your weapon veapon for the attack, which	
must provide any material components needed for spells. Those who share your religion will support you (but only you) at a modest lifestyle.			as magical for the purpose of ical attacks and damage.
You might also have ties to a specific temple dedicated to your chosen deity or pantheon, and you have a residence there. This could be the temple where you used to serve, if you remain on good terms with it, or a temple where you have found a new home. While near your temple, you can call upon the priests for assistance, provided the assistance you ask for is not hazardous and you remain in good standing with your temple.	opponent's bod weapon attack, strike. The targ	evel, you can interfere ly. When you hit anothe you can spend 1 ki poi	with the flow of ki in an er creature with a melee int to attempt a stunning Constitution saving throw or
CHARACTER BACKSTORY	l l	TREASURE	

	AGE	HEIGHT	WEIGHT
CHARACTER NAME	EYES	SKIN	HAIR
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CHARACTER BACKSTORY	l l	TREASURE	

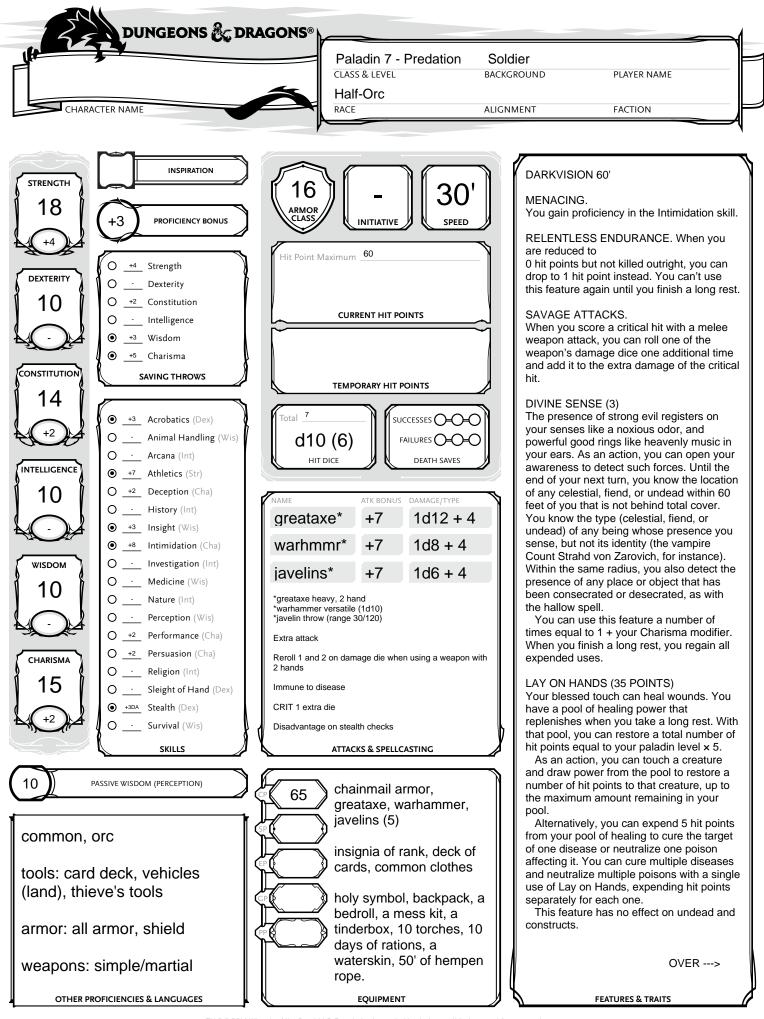


SPELLCASTING CLASS	SPELICASTING ABILITY	SPELL SAVE DC SPELL ATTACK BONUS
CANTRIPS FRIENDS	3 2 0 0 0 0 0 0 0 0 0 0 0 0	
SPELL LEVEL SLOTS TOTAL SLOTS EXPENDED KI POINTS SPELL NAME O CALM EMOTIONS O DETECT THOUGHTS	0 0	
0	0	
	0 0 0 0 0 0	
0 0 0 0 0 0 0	0 0 0 0 0 0 0	

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A DED -	same h		
	AGE	HEIGHT	WEIGHT
CHARACTER NAME	EYES	SKIN	HAIR
	p		
	 KI (DC 14, 6) Starting at 2nd level, your training a mystic energy of ki. Your access to represented by a number of ki point determines the number of points you Ki Points column of the Monk table. You can spend these points to fuu You start knowing three such feature Flurry of Blows, Patient Defense, at learn more ki features as you gain 1 When you spend a ki point, it is u a short or long rest, at the end of wiexpended ki back into yourself. You minutes of the rest meditating to rest flurry of Blows. Immediately after you take the Attaryou can spend 1 ki point to take the bonus action. Patient Defense. You can spend 1 ki point to take the bonus action on your turn. Step of the Wind. You can spend 1 ki point to take the action as a bonus action on your turn. 	this energy is ts. Your monk level u have, as shown in the el various ki features. res: nd Step of the Wind. You evels in this class. navailable until you finish hich you draw all of your u must spend at least 30 gain your ki points. ck action on your turn, wo unarmed strikes as a e Dodge action as a	SYMBOL
CHARACTER APPEARANCE		ALLIES & ORGANIZATION	s
Life of Seclusion What was the reason for your isolation, and what changed to allow you to end your solitude? Life of Seclusion What was the reason for your isolation, and what changed to allow you to end your solitude? I was the caretaker of an ancient ruin or relic. You were attacked by powerful undead	a shield. This bonus increase At 9th level, you gain the a without falling during the mov DEFLECT MISSILES (dama Starting at 3rd level, you can ranged weapon attack. When + your Dexterity modifier + you If you reduce the damage to one hand and you have at le ki point to make a ranged att the same reaction. You make and the missile counts as a r a long range of 60 feet. SLOW FALL (REDUCE DAM	eed increases by 10 feet while es when you reach certain moni- bility to move along vertical sur- ve. ge reduced 1d10 + 9) use your reaction to deflect or n you do so, the damage you ta our monk level. to 0, you can catch the missile i ast one hand free. If you catch ack with the weapon or piece o e this attack with proficiency, re nonk weapon for the attack, whe MAGE BY 30 POINTS) an use your reaction when you	you are not wearing armor or wielding k levels, as shown in the Monk table. faces and across liquids on your turn catch the missile when you are hit by a ke from the attack is reduced by 1d10 f it is small enough for you to hold in a missile in this way, you can spend 1 f ammunition you just caught, as part of gardless of your weapon proficiencies, ich has a normal range of 20 feet and fall to reduce any falling damage you
and the relic was stolen. Discovery The quiet seclusion of your extended hermitage gave you access to a unique and powerful discovery. You learned the true nature of the relic you protected.	you take the Attack an STUNNING STRIKE Starting at 5th level, y body. When you hit a spend 1 ki point to att	ction on your turn. DC 13 rou can interfere with th nother creature with a n empt a stunning strike.	instead of once, whenever e flow of ki in an opponent's nelee weapon attack, you can The target must succeed on til the end of your next turn. OVER>
CHARACTER BACKSTORY		TREASURE	

DED .	sant p		
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CHARACTER BACKSTORY		TREASURE	



D					
Paladin (prepare S	5)	Charisma SPELLCASTING ABILITY	L13 SPELL SAVE		+5 SPELL ATTACK BONUS
CANTRIPS				X	
SPELL NAME CURE WOUNDS HEROISM SEARING SMITE O	0 0 0				
O ATH PROTECTION FROM GOOD AND EVIL 2 3 BRANDING SMITE MAGIC WEAPON O					
OOOOOOOO	0 0 0 0		0 0 0		

A-DED				
	AGE	HEIGHT	WEIGHT	
CHARACTER NAME	EYES	SKIN	HAIR	
	FIGHTING STYLE At 2nd level, you adop fighting as your specia one of the following op can't take a Fighting S more than once, even get to choose again. Great Weapon Fightin When you roll a 1 or 2 die for an attack you n melee weapon that you	alty. Choose otions. You Style option if you later g. c on a damage nake with a		

with two hands, you can reroll the die and must use the new roll. The weapon must have the two-handed or versatile property for you to gain

CHARACTER APPEARANCE

Military Rank

You have a military rank from vour career as a soldier. Soldiers loyal to your former military organization still recognize your authority and influence, and they defer to you if they are of a lower rank. You can invoke your rank to exert influence over other soldiers and requisition simple equipment or horses for temporary use. You can also usually gain access to friendly military encampments and fortresses where your rank is recognized.

By 2nd level, you have learned to draw on divine magic through meditation and prayer to cast spells as a cleric does. See chapter 10 for the general rules of spellcasting and chapter 11 (or the Spells Listing) for the paladin spell list.

ALLIES & ORGANIZATIONS

Preparing and Casting Spells

this benefit.

SPELLCASTING

The Paladin table shows how many spell slots you have to cast your spells. To cast one of your paladin spells of 1st level or higher, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

You prepare the list of paladin spells that are available for you to cast, choosing from the paladin spell list. When you do so, choose a number of paladin spells equal to your Charisma modifier + half your paladin level, rounded down (minimum of one spell). The spells must be of a level for which you have spell slots.

You can change your list of prepared spells when you finish a long rest. Preparing a new list of paladin spells requires time spent in prayer and meditation: at least 1 minute per spell level for each spell on your list.

Spellcasting Ability

Charisma is your spellcasting ability for your paladin spells, since their power derives from the strength of your convictions. You use your Charisma whenever a spell refers to your spellcasting ability.

ADDITIONAL FEATURES & TRAITS

OATH SPELLS

Paladin Level Spells

- 3rd command, protection from evil and good
- 5th enthrall, pass without trace
- 9th hypnotic pattern, nondetection
- 13th compulsion, Mordenkainen's private sanctum
- 17th dominate person, teleportation circle

DIVINE SMITE

Starting at 2nd level, when you hit a creature with a melee weapon attack, you can expend one spell slot to deal radiant damage to the target, in addition to the weapon's damage. The extra damage is 2d8 for a 1st-level spell slot, plus 1d8 for each spell level higher than 1st, to a maximum of 5d8. The damage increases by 1d8 if the target is an undead or a fiend.

TREASURE

A-DED				
	AGE	HEIGHT	WEIGHT	
CHARACTER NAME	EYES	SKIN	HAIR	
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OATH SPELLS

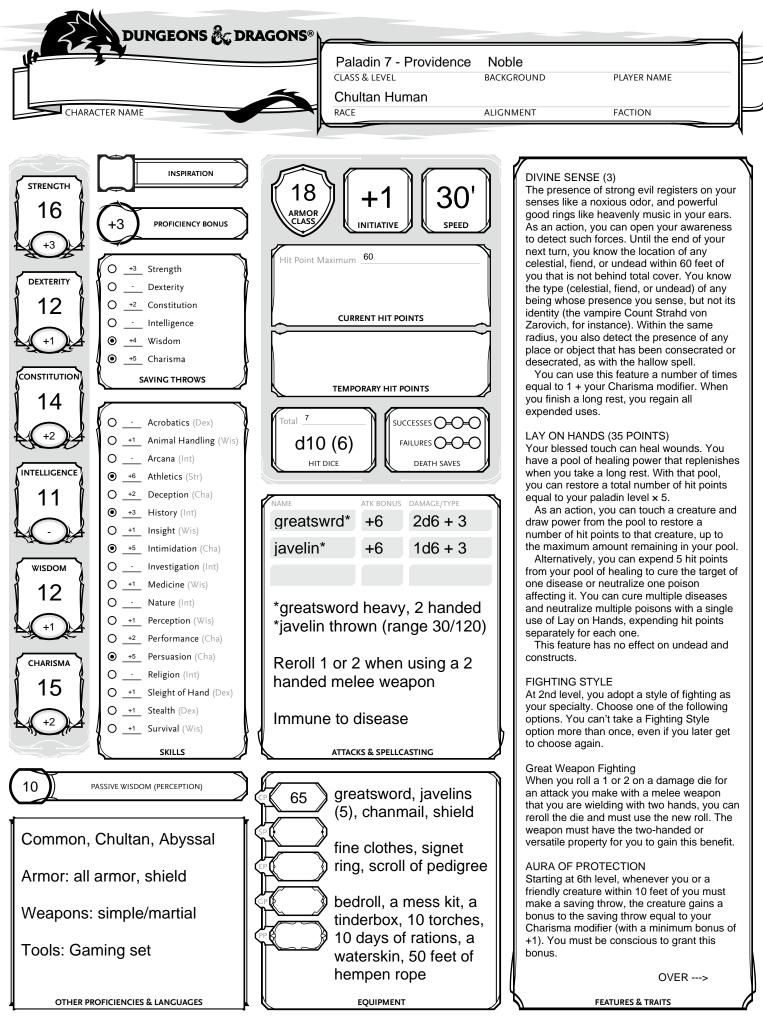
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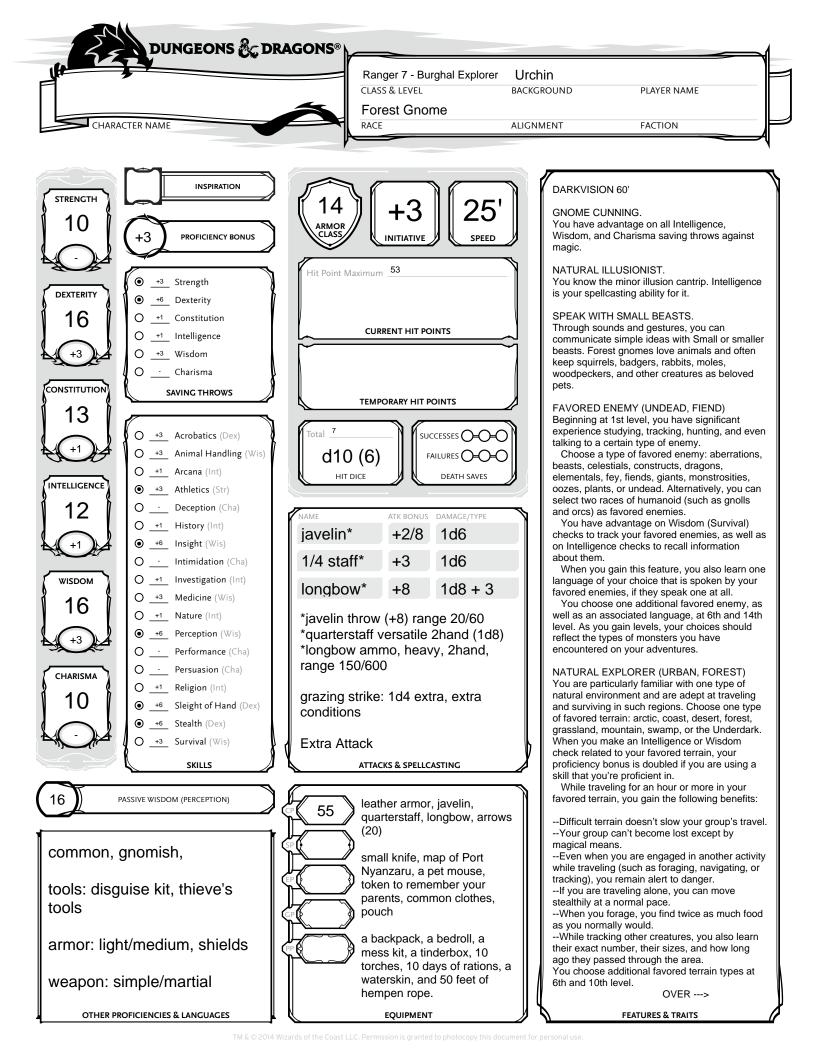
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TREASURE



	AGE	HEIGHT	WEIGHT
CHARACTER NAME	EYES	SKIN	HAIR
CHARACTER APPEARANCE Position of Privilege Thanks to your noble birth, people are inclined to think the best of you. You are welcome in high society, and people assume you have the right to be wherever you are. The common folk make every effort to accommodate you and avoid your displeasure, and other people of high birth treat you as a member of the same social sphere. You can secure an audience with a local noble if you need to.	from the strength of you refers to your spellcastin OATH OF PROVIDENC Each oath has a list of a levels specified in the oralways have it prepared can prepare each day. Paladin Level Sp 3rd Sth aid 9th bit 13th de 17th con CHANNEL DIVINITY (1) Predestination. You can use your Channel Divinity to you can see makes a saving throw, Divinity. If the effect allows the creat a successful save, and only half as Kiss of Calamity. As an action, your Channel Divinity thear you within 30 feet of you must failure. You must be conscious for the Sequence of you must failure. You must be conscious for the Sequence of you must failure. You must be conscious for the Sequence of you must failure. You must be conscious for the Sequence of you must failure. You must be conscious for the Sequence of you must failure. You must be conscious for the Sequence of you must failure. You must be conscious for the Sequence of you must failure. You must be conscious for the Sequence of you must failure. You must be conscious for the Sequence of you must failure. You must be conscious for the Sequence of you must failure. You must be conscious for the Sequence of you must failure. You must be conscious for the Sequence of you must failure. You must be conscious for the Sequence of you must failure. You must be conscious for the Sequence of you must failure. You must be conscious for the Sequence of you must failure. You must be conscious for the Sequence of you must failure. You must be conscious for the Sequence of you must fa	prayer to cast spells as or the general rules of r the Spells Listing) for many spell slots you st one of your paladin unust expend a slot of regain all expended ng rest. In spells that are sing from the paladin ose a number of harisma modifier + half wn (minimum of one level for which you orepared spells when g a new list of paladin ayer and meditation: at or each spell on your ALLIES & ORCANIZATIONS ALLIES &	SYMBOL SYMBOL SYMBOL a spells, since their power derive Charisma whenever a spell access to these spells at the ain access to an oath spell, you ainst the number of spells you ainst the number of spells you ainst the number of spells you bal uck. Each unfriendly creature that can see advantage on all saving throws for 1 minute on n you miss with an attack, you can choose to hi yual to your Charisma modifier (minimum of 1).

De					
Paladin (prepare 5))	Charisma SPELLCASTING ABILITY	13		5 ATTACK NUS
O CANTRIPS SPELL NAME O CURE WOUNDS O SPELL NAME O CURE WOUNDS O SEARING SMITE			7 7 7		
O			8 0 0 0	2	
O LESSER RESTORATION O MAGIC WEAPON O	0 0 5 0 0 0 0 0 0 0 0 0 0 0 0 0		9 9 0 0 0		
O OATH - AID O OATH - AUGURY	0 0		D		



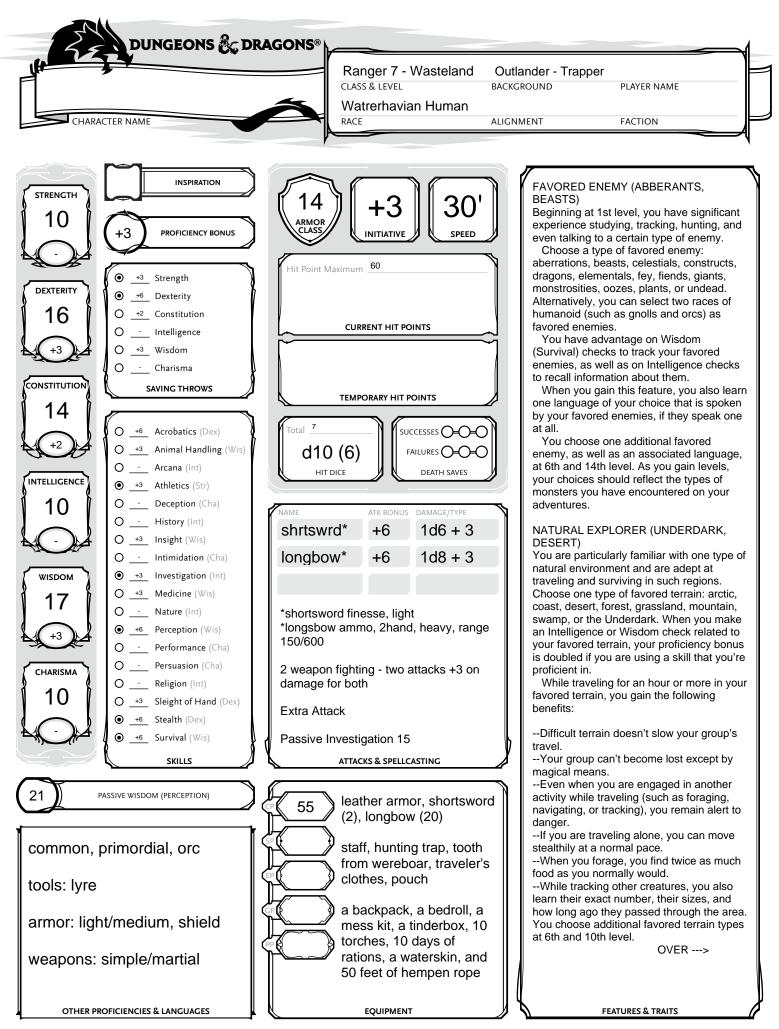
A-DED -			
AGE	HEIGHT	WEIGHT	
CHARACTER NAME EYES	SKIN	HAIR	

	FIGHTING STYLE At 2nd level, you adopt a particular style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again. Archery You gain a +2 bonus to attack rolls you make with ranged weapons.
CHARACTER APPEARANCE	ALLIES & ORGANIZATIONS
City Secrets You know the secret patterns and flow to cities and can find passages through the urban sprawl that others would miss. When you are not in combat, you (and companions you lead) can travel between any two locations in the city twice as fast as your speed would	 SPELLCASTING By the time you reach 2nd level, you have learned to use the magical essence of nature to cast spells, much as a druid does. See chapter 10 for the general rules of spellcasting and chapter 11 (or the Spells Listing) for the ranger spell list. Spell Slots The Ranger table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest. For example, if you know the 1st-level spell animal friendship and have a 1st-level and a 2nd-level spell slot available, you can cast animal friendship using either slot. Spells Known of 1st Level and Higher You know two 1st-level spells of your choice from the ranger spell list. The Spells Known column of the Ranger table shows when you learn more ranger spells of your choice. Each of these spells must be of a level for which you have spell slots. For instance, when you reach 5th level in this class, you can learn one new spell of 1st or 2nd level. Additionally, when you gain a level in this class, you can choose one of the ranger spells you
normally allow.	know and replace it with another spell from the ranger spell list, which also must be of a level
	for which you have spell slots.
	PRIMEVAL AWARENESS Beginning at 3rd level, you can use your action and expend one ranger spell slot to focus your awareness on the region around you. For 1 minute per level of the spell slot you expend, you can sense whether the following types of creatures are present within 1 mile of you (or within up to 6 miles if you are in your favored terrain): aberrations, celestials, dragons, elementals, fey, fiends, and undead. This feature doesn't reveal the creatures' location or number.
	BURGHAL MAGIC Starting at 3rd level, you learn an additional spell with you reach certain levels in this class, as shown in the Ruin Dweller Spells table. The spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know. RANGER LEVEL SPELL 3rd find familiar 5th misty step 9th tongues 13th Mordenkainen's faithful hound
	17th animate objects OVER>
CHARACTER BACKSTORY	TREASURE

D				
Ranger (know 5)		Wisdom SPELLCASTING ABILITY	L 14 SPELL SA	+6 SPELL ATTACK BONUS
CLASS CLASS CANTRIPS MINOR IMAGE				
	- 0 - 0 - 0 - 0		0 0 0 0	
SPELL LEVEL SLOTS TOTAL SLOTS EXPENDED 1 4 SPELL NAME O FIND FAMILAR	0 0		(7 (7	
CURE WOUNDS CURE	0 0	<u>}</u>	00 0	
2 3 MISTY STEP PASS WITHOUR TRACE BARKSKIN O	° °			
0 0 0 0 0	0 0 0 0 0 0 0 0 0 0		9 0_ 0_ 0_ 0_ 0_ 0_ 0_ 0_ 0_ 0_ 0_ 0_ 0_ 0_ 0_ 0_ 0_	
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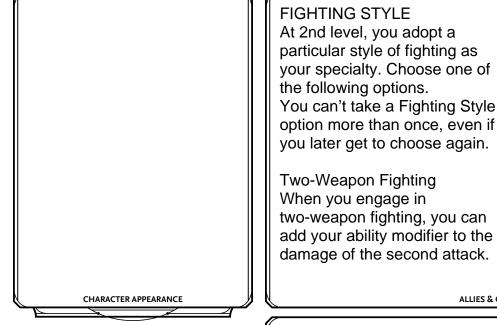
A-DED -			
AGE	HEIGHT	WEIGHT	
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	FIGHTING STYLE At 2nd level, you adopt a particular style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again. Archery You gain a +2 bonus to attack rolls you make with ranged weapons.
CHARACTER APPEARANCE	ALLIES & ORGANIZATIONS
City Secrets You know the secret patterns and flow to cities and can find passages through the urban sprawl that others would miss. When you are not in combat, you (and companions you lead) can travel between any two locations in the city twice as fast as your speed would	 SPELLCASTING By the time you reach 2nd level, you have learned to use the magical essence of nature to cast spells, much as a druid does. See chapter 10 for the general rules of spellcasting and chapter 11 (or the Spells Listing) for the ranger spell list. Spell Slots The Ranger table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest. For example, if you know the 1st-level spell animal friendship and have a 1st-level and a 2nd-level spell slot available, you can cast animal friendship using either slot. Spells Known of 1st Level and Higher You know two 1st-level spells of your choice from the ranger spell list. The Spells Known column of the Ranger table shows when you learn more ranger spells of your choice. Each of these spells must be of a level for which you have spell slots. For instance, when you reach 5th level in this class, you can learn one new spell of 1st or 2nd level. Additionally, when you gain a level in this class, you can choose one of the ranger spells you
normally allow.	know and replace it with another spell from the ranger spell list, which also must be of a level
	for which you have spell slots.
	PRIMEVAL AWARENESS Beginning at 3rd level, you can use your action and expend one ranger spell slot to focus your awareness on the region around you. For 1 minute per level of the spell slot you expend, you can sense whether the following types of creatures are present within 1 mile of you (or within up to 6 miles if you are in your favored terrain): aberrations, celestials, dragons, elementals, fey, fiends, and undead. This feature doesn't reveal the creatures' location or number.
	BURGHAL MAGIC Starting at 3rd level, you learn an additional spell with you reach certain levels in this class, as shown in the Ruin Dweller Spells table. The spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know. RANGER LEVEL SPELL 3rd find familiar 5th misty step 9th tongues 13th Mordenkainen's faithful hound
	17th animate objects OVER>
CHARACTER BACKSTORY	TREASURE



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A-DED - Anistant			
	AGE	HEIGHT	WEIGHT
CHARACTER NAME	EYES	SKIN	HAIR
	٢		



Wanderer

forth.

You have an excellent

memory for maps and

geography, and you can

always recall the general

and other features around you. In addition, you can find

food and fresh water for

layout of terrain, settlements,

yourself and up to five other

people each day, provided

that the land offers berries,

small game, water, and so

NAME

ALLIES & ORGANIZATIONS

SPELLCASTING

By the time you reach 2nd level, you have learned to use the magical essence of nature to cast spells, much as a druid does. See chapter 10 for the general rules of spellcasting and chapter 11 (or the Spells Listing) for the ranger spell list.

Spell Slots

The Ranger table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

For example, if you know the 1st-level spell animal friendship and have a 1st-level and a 2nd-level spell slot available, you can cast animal friendship using either slot.

Spells Known of 1st Level and Higher

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The Spells Known column of the Ranger table shows when you learn more ranger spells of your choice. Each of these spells must be of a level for which you have spell slots. For instance, when you reach 5th level in this class, you can learn one new spell of 1st or 2nd level. Additionally, when you gain a level in this class, you can choose one of the ranger spells you

know and replace it with another spell from the ranger spell list, which also must be of a level for which you have spell slots.

ADDITIONAL FEATURES & TRAITS

PRIMEVAL AWARENESS

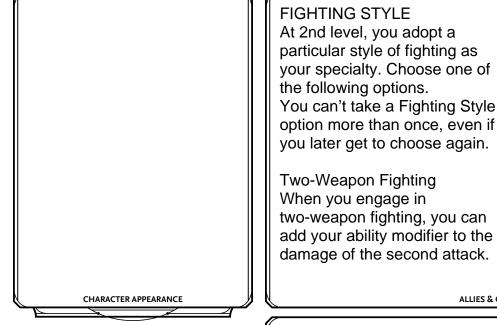
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EXTRA ATTACK

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

De				
Ranger (known 5)	Wisc SPELLCA ABILI		+6 SPELL ATTACK BONUS	
0 CANTRIPS		0		
SPELL LEVEL SLOTS TOTAL SLOTS EXPENDED	0 0 0 0 0 0 0	0 0 0 0 0 7_		
SPELL NAME PURIFY FOOD AND WATER CURE WOUNDS LONGSTRIDER HUNTER'S MARK O				
	0 0 0 0 0 0 0	0 0 0 0		
2 3 O DARKVISION O PASS WITHOUT TRACE O AID O	0 0 5 0			
0	0 0 0 0 0 0 0 0			

A-DED - Anistant			
	AGE	HEIGHT	WEIGHT
CHARACTER NAME	EYES	SKIN	HAIR
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Wanderer

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small game, water, and so

NAME

ALLIES & ORGANIZATIONS

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know and replace it with another spell from the ranger spell list, which also must be of a level for which you have spell slots.

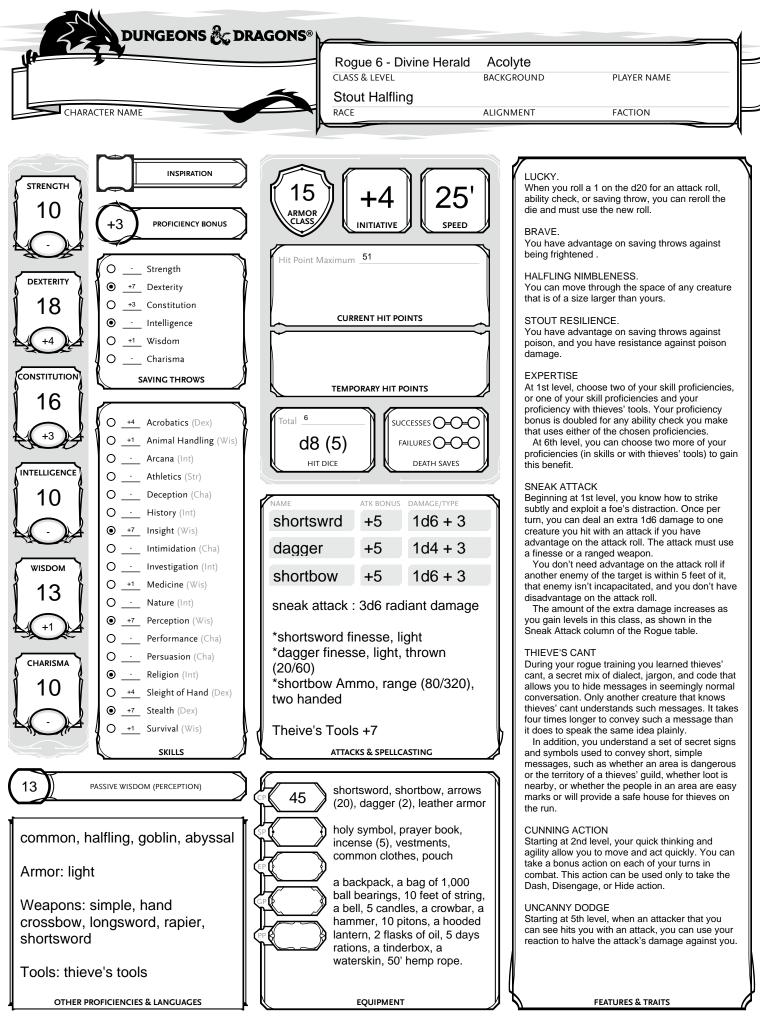
ADDITIONAL FEATURES & TRAITS

PRIMEVAL AWARENESS

Beginning at 3rd level, you can use your action and expend one ranger spell slot to focus your awareness on the region around you. For 1 minute per level of the spell slot you expend, you can sense whether the following types of creatures are present within 1 mile of you (or within up to 6 miles if you are in your favored terrain): aberrations, celestials, dragons, elementals, fey, fiends, and undead. This feature doesn't reveal the creatures' location or number.

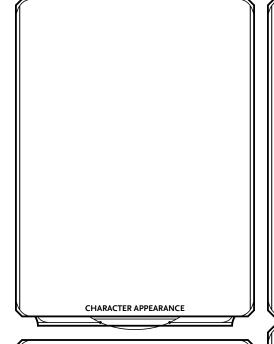
EXTRA ATTACK

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.



De						
Rogue (prepare 4)			SPE	12		+4
SPELLCASTING CLASS		ABILITY			В	
0 CANTRIPS	3)		6	X	
Guidance Resistance	• •			• 0 0		
Sacred Flame Spare the Dying	0			0		
				-		
				o o		
SPELL LEVEL SLOTS TOTAL SLOTS EXPENDED	0				V	
				7	2	
SPELL NAME Bless	○			-		
Cure Wounds Healing Word	4		1			
Shield of Faith	• •			0		
0 0 0				-		
0 0	0 0			0 0		
0	0 0				- <u>X</u>	
0 0	0 0			8	<u>}</u>	
	o			0 0		
2	0 0			0 0		
0 0	o			0 0		
0	5	X		0		
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1-DED.			
	AGE	HEIGHT	WEIGHT
CHARACTER NAME	EYES	SKIN	HAIR



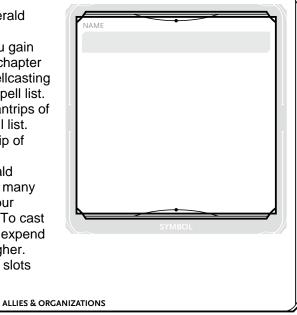
Shelter of the Faithful As an acolyte, you command the respect of those who share your faith, and you can perform the religious ceremonies of your deity. You and your adventuring companions can expect to receive free healing and care at a temple, shrine, or other established presence of your faith, though you must provide any material components needed for spells. Those who share your religion will support you (but only you) at a modest lifestyle.

You might also have ties to a specific temple dedicated to your chosen deity or pantheon, and you have a residence there. This could be the temple where you used to serve, if you remain on good terms with it, or a temple where you have found a new home. While near your temple, you can call upon the priests for assistance, provided the assistance you ask for is not hazardous and you remain in good standing with your temple. Roguish Archetype: Divine Herald SPELLCASTING

When you reach 3rd level, you gain the ability to cast spells. See chapter 10 for the general rules of spellcasting and chapter 11 for the cleric spell list.

Cantrips. You learn three cantrips of your choice from the cleric sell list. You learn another cleric cantrip of your choice at 10th level.

Spell Slots. The Divine Herald Spellcasting table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.



HARBINGER OF FAITH

Starting at 3rd level, your Sneak Attack deals radiant damage instead of dealing the damage of the same type as your weapon.

Additionally, when you hit a creature with a weapon attack on your turn, you can instill doubt in your target, causing it to question its convictions. The target must make a successful Wisdom saving throw or suffer disadvantage on the next attack it makes within 1 minute. You can use this feature an amount of times equal to your Wisdom modifier (minimum of 1). You regain all uses after a long rest.

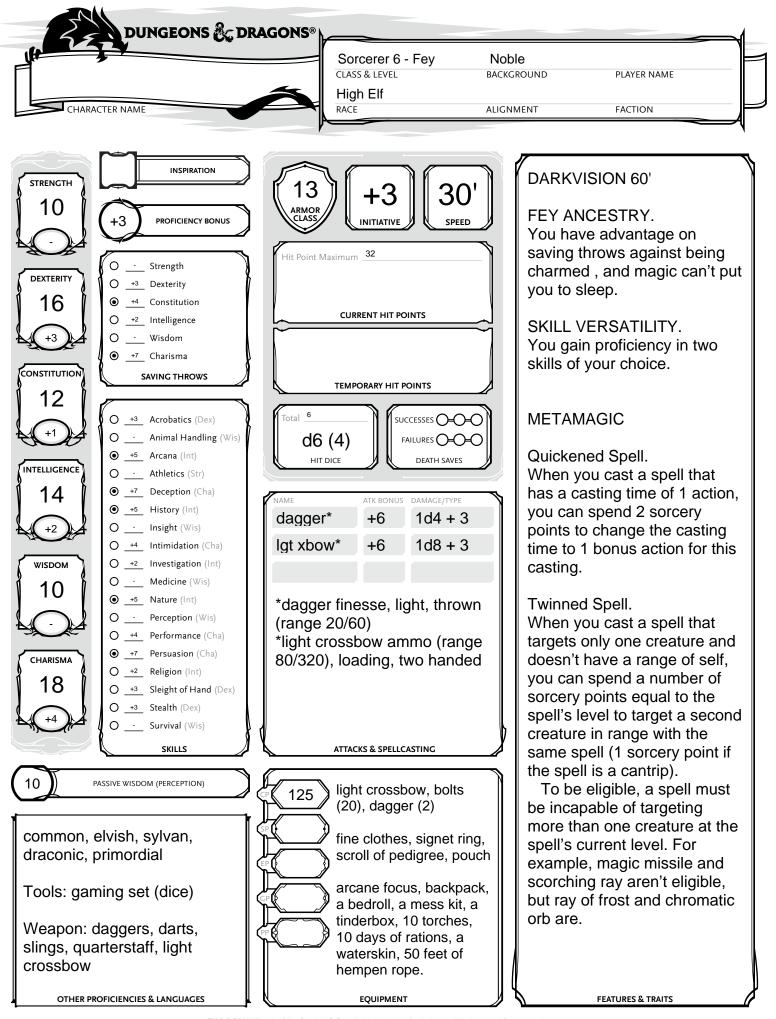
ADDITIONAL FEATURES & TRAITS

DOGMA VOTARY

At 3rd level, your studies have given you a wide knowledge of religion and its impact on life. Whenever you make an Intelligence (History or Religion) check to recall information about the gods or their worshipers, you are considered proficient in these skills and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

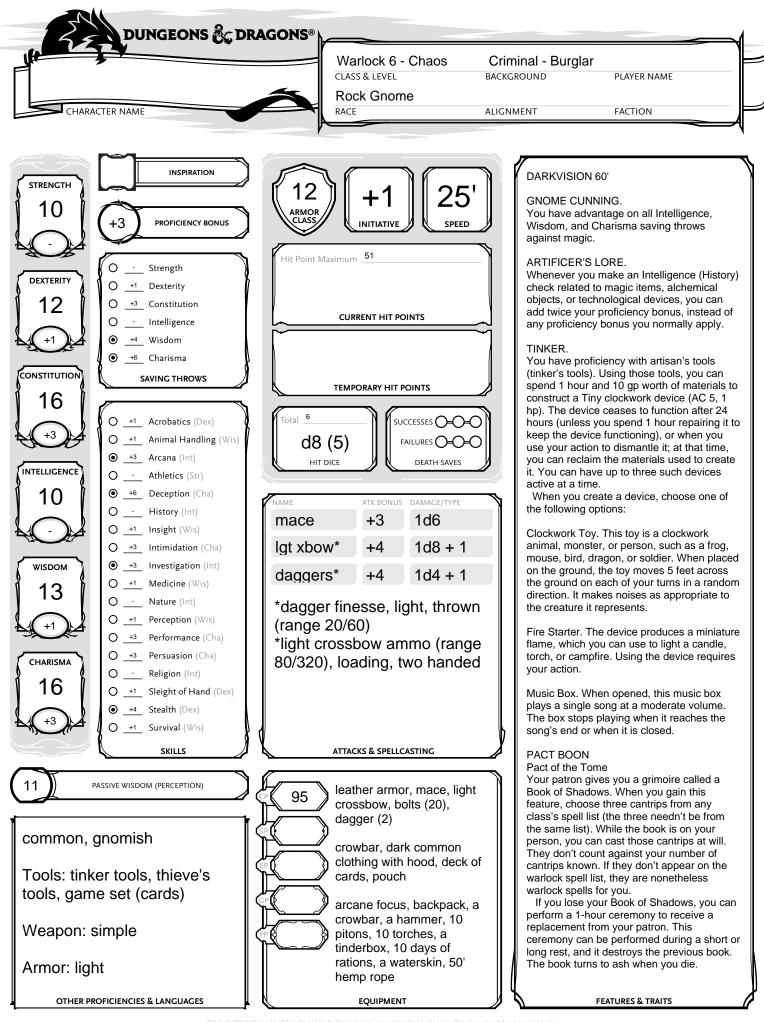
CHARACTER BACKSTORY

TREASURE



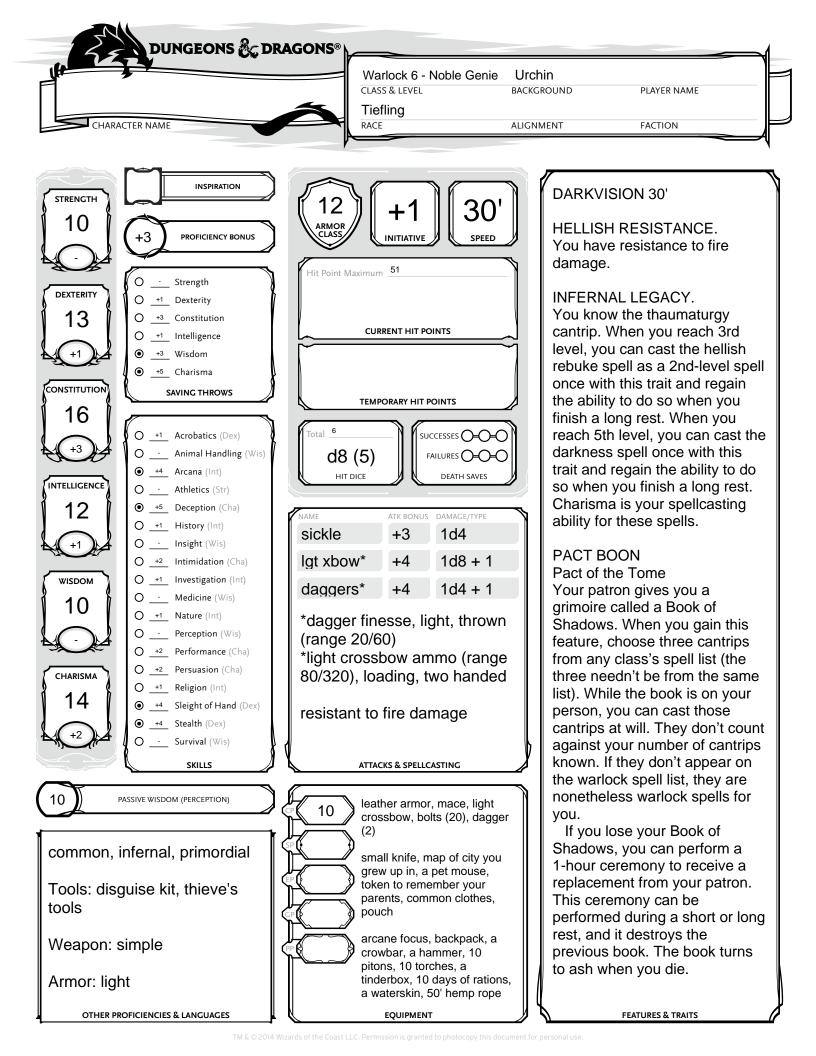
D			
Sorcerer (know 7) Sorcery	points (6)	15	+7
SPELLCASTING	SPELLCASTING ABILITY	SPELL SAVE DC	SPELL ATTACK BONUS
CLASS			
0 CANTRIPS	3 3	6	
acid splash	fireball		2/
chill touch	O_haste	O	
fire bolt ray of frost	lightning bolt		
poison spray	. 0		
shocking grasp	- 0 - 0		
	- 0		
L	0	O	
SPELL LEVEL SLOTS TOTAL	0	O	
SLOTS TOTAL SLOTS EXPENDED) o		
	,		
SPELL NAME	0	o	
0		°	
Magic missile	4		
O mage armor O	0		
	0	0	
0 0 0	0	-	
O	0	O	
0	0	0	
0	0		
0	0		
0	0	0	
	٥	O	
2 3	0	0	
O hold person	0	0 0	
O_misty step	^	{ 0	
0	5		
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0	0	[9] 〕)
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0	0	O	
0	0	0	
0	0	0 0	
0	0	0	

DED .	Elmit 1		
	AGE	HEIGHT	WEIGHT
CHARACTER NAME	EYES	SKIN	HAIR
	SPELLCASTING An event in your past, or in ancestor, left an indelible in with arcane magic. This for origin, fuels your spells. So general rules of spellcastin Spells Listing) for the sorce Cantrips At 1st level, you know four from the sorcerer spell list sorcerer cantrips of your or shown in the Cantrips Know Sorcerer table. Spell Slots The Sorcerer table shows have to cast your spells of cast one of these sorcerer a slot of the spell's level on expended spell slots wher	mark on you, infusing you ont of magic, whatever its ee chapter 10 for the ng and chapter 11 (or the erer spell list. r cantrips of your choice . You learn additional shoice at higher levels, as yown column of the how many spell slots you i 1st level and higher. To spells, you must expend r higher. You regain all	IE
CHARACTER APPEARANCE		ALLIES & ORGANIZATION	IS
Position of Privilege Thanks to your noble birth, people are inclined to think the best of you. You are welcome in high society, and people assume you have the right to be wherever you are. The common folk make every effort to accommodate you and avoid your displeasure, and other people of high birth treat you as a member of the same social sphere. You can secure an audience with a local noble if you need to.	by sorcery points, which Sorcery Points. You have 2 sorcery point Points column of the Sor table for your level. You Flexible Casting. You can use your sorcer additional sorcery points. levels. Creating Spell Slots. You can transform unexp The Creating Spell Slots create spell slots no high	allow you to create a variety of ma ts, and you gain more as you reach cerer table. You can never have m regain all spent sorcery points whe y points to gain additional spell slo . You learn other ways to use your pended sorcery points into one spet table shows the cost of creating a	h higher levels, as shown in the Sorcery ore sorcery points than shown on the on you finish a long rest. ts, or sacrifice spell slots to gain sorcery points as you reach higher Il slot as a bonus action on your turn. spell slot of a given level. You can bu finish a long rest.
	SORCERY ORIGIN - FEY		
	Wild Knowledge Starting at 1st level, you can Fey Magic Your link to nature allows yo replace a sorcerer cantrip or spell list or the sorcerer spell sorcerer spell for you. Nature's Armor Starting at 6th level, you can While this feature is active, y creatures that hit you with m damage counts as magical fit	a sorcerer spell of 1st level or higher, y l list. You must otherwise obey all restric use a bonus action to make thorny vine your AC can't be less than 16, regardles elee attacks take piercing damage equa or the purpose of overcoming resistance	hen your Spellcasting feature lets you learn or ou can choose the new spell from the druid tions for selecting the spell, and it becomes a es cover your skin. The vines last for 1 hour. ss of what kind of armor you wear, and il to half your sorcerer level (minimum 1). This e and immunity to nonmagical damage.
CHARACTER BACKSTORY		ng rest before you can before you can t TREASURE	and the realure again.



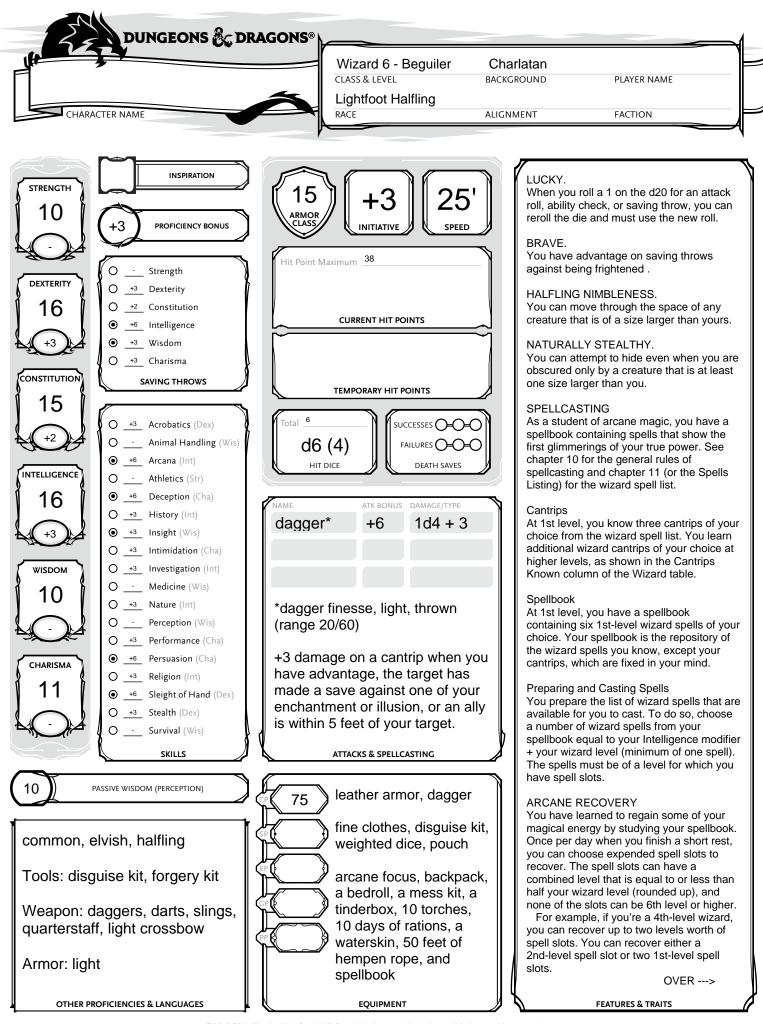
	De						
Wa	arlock (known 4)		Charisma		12		4
SPELLCASTIN CLASS	G		SPELLCASTING ABILITY	SPE	ELL SAVE DC	BO	ATTACK NUS
		$\overline{\mathbf{A}}$			$\overline{\mathbf{A}}$		
0 2		3 3	2		6	2	
eldritch Blast		◆ <u>counterspell</u>			• •		
poison spray vicious mockery		O hypnotic pattern			-		
thorn whip		O bestow curse					
fire bolt							
mage hand							
		-			0		
>							
SPELL LEVEL SLOTS TOTAL	SLOTS EXPENDED			—	0		=
$\left[\right]$		_			7	X	
		0				X	
•		0			0		
O chaos bolt		\wedge	V				
O_Hex		4	2				
0 0		0					
		0			_		
0		0			0		
0		0		—	0		
0 0		0 0			\wedge	X	
ORITUAL find familiar		0			8	<u>}</u>	
O RITUAL comprehend langu	uage	0			✓		
<u> </u>	<	0			0		
2		0			0		
]	0 0			0		
O_misty step O_shatter	>	►			0 0		
0		5	X		0		
0			X				
0		о́			9	X)	
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0		0			0		
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0		0			0		

F		
	AGE HEIGH	IT WEIGHT
CHARACTER NAME	EYES SKIN	HAIR
CHARACTER APPEARANCE Criminal Contact You have a reliable and trustworthy contact who acts as your liaison to a network of other criminals. You know how to get messages to and from your contact, even over great distances; specifically, you know the local messengers, corrupt caravan masters, and seedy sailors who can deliver messages for you.	ELDRITCH INVOCATIONS Agonizing Blast. When you cast eldritch blast, add your Charism Book of Ancient Secrets. You can now inscribe magical rituals in your Bo have the ritual tag from any class's spell list (the appear in the book and don't count against the Shadows in hand, you can cast the chosen spee rituals, unless you've learned them by some oth you know as a ritual if it has the ritual tag. On your adventures, you can add other ritual such a spell, you can add it to the book if the sp warlock level (rounded up) and if you can spare of the spell, the transcription process takes 2 ho inscribe it. One with Shadows When you are in an area of dim light or darkness until you move or take an action or a reaction. ADDITIONAL FE	A modifier to the damage it deals on a hit. The provided and the same list of the spells that the two needn't be from the same list. The spells that the two needn't be from the same list. The spells number of spells you know. With your Book of alls as rituals. You can't cast the spells except as the means. You can also cast a warlock spell spells to your Book of Shadows. When you find the time to transcribe the spell. For each level burs and costs 50 gp for the rare inks needed to a set, you can use your action to become invisible the strings your patron attached are greater than the planes visit you in your sleep to play cruel so the you finish a long rest, roll 1d6 to bur roll for a new gift, it replaces the old one. Notes)
CHARACTER BACKSTORY	However, denizens of that plane try to hamper this feature in this way, you declare your intend how the denizens intervene. (See "Chaotic Inte	your progress. When you use your action to use ed destination and then roll 1d4 to determine



De						
Warlock (known 7)		Charisma		13		-5
SPELLCASTING CLASS		SPELLCASTING ABILITY	SPE	ELL SAVE DC	BC	ATTACK NUS
	\wedge					
	3 2	2		6	2	
eldritch Blast				✓		
poison spray	O_fly			0		
vicious mockery	O lightning bolt			0		
thorn whip	0			0		
fire bolt						
mage hand thaumaturgy						
mage armor						
SPELL LEVEL SLOTS TOTAL SLOTS EXPENDED			— }	↓		
					X	
	0			7	<u>}</u>	
SPELL NAME	0			∨ 0		
O_shield	<u> </u>		<			
O_Hex	4	X				
0		<i>k</i>				
0	o			0		
O	0			0		
0 0	0			0		
O	0			0		
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0	0			\wedge		
O O_RITUAL find familiar	0			8	2	
RITUAL comprehend language	0			<u> </u>		/
	0			0		
	0			0 0		
2	0			-		
O misty step	0			0		
O shatter	<u> </u>		<	0		
O hellish rebuke (1 / long rest)	5	X		0		
0		<i>I</i> <u>k</u>		<u> </u>		
0	0			9	×	
0	0			\checkmark]
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A-DED -				1
	AGE	HEIGHT	WEIGHT	
CHARACTER NAME	EYES	SKIN	HAIR	
CHARACTER APPEARANCE City Secrets You know the secret patterns and flow to cities and can find passages through the urban sprawl that others would miss. When you are not in combat, you (and companions you lead) can travel between any two locations in the city twice as fast as your speed would normally allow.	Book of Ancient Secrets. You can now inscribe magical r from any class's spell list (the tr against the number of spells you rituals. You can't cast the spells cast a warlock spell you know a On your adventures, you can can add it to the book if the spe spare the time to transcribe the 50 gp for the rare inks needed if Eyes of the Rune Keeper You can read all writing. NOBLE PATRONAGE (effreet i At 1st level, your patron grants (Arcana) checks made to identi sha'irs, their patrons, or other g Additionally, you choose the Genie Patrons table below. You GEN VIZIER At 1st level, your patron assigns a led to the best of its ability, and doesn't Your companion grants you the follo Spell Fetching. (d10 - 2) (2)	IIT POINTS 1 tealth +5 ption 13 I. The weasel has Perception) checks mell. tack: +5 to hit, reach ercing damage. <u>ALLIES & ORGANIZATION</u> ourself at will, without expending a sp rituals in your Book of Shadows. Cho wo needn't be from the same list). Th vuknow. With your Book of Shadows so wo needn't be from the same list). Th vuknow. With your Book of Shadows is except as rituals, unless you've lear and other ritual spells to your Book of Bi's level is equal to or less than half is spell. For each level of the spell, the to inscribe it.	IS	count Ils as can also ell, you you can nd costs e other ole
	Your companion grants you the follo Spell Fetching. (d10 - 2) (2) You can send your gen to find and re cast and can be from any class spell of rounds equal to 1d12 minus your (When the gen returns, it immediatel normally by expending a spell slot. If can't use this feature again until you You can use this feature twice betwee BARGAIN OF POWER At 6th level, your gen vizier's familiar you desire. The dice for your Spell Fi	wing benefits. etrieve the knowledge of an additional spell list. As a bonus action, you can request a Charisma modifier (minimum of 1). yimparts the spell knowledge to you at the l you don't cast the spell within two rounds o finish a long rest. een long rests at 6th level and three times b ity with other beings, the magic they posses etching feature turns into a d10. At 14th leve	s, and their desires speed its retrieval of the l, it turns into a d8	a number ast a, and you
CHARACTER BACKSTORY	Additionally, you can expend one of	these die, to gain advantage on a Charisma TREASURE	a (Intimidation or Persuasion) check.	

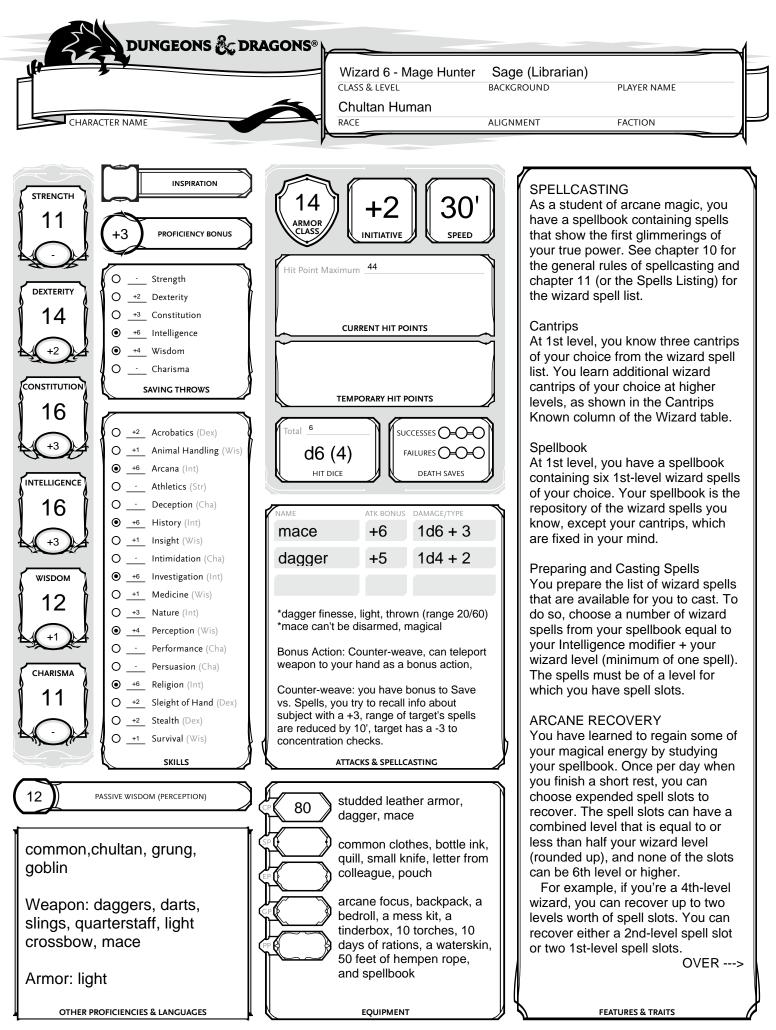


Wizard (prepare	9) SPELLCASTING ABILITY	SPELL SAVE DC	spell ATTACK BONUS
SPELLCASTING CLASS	ABILITY		BONUS
0 CANTRIPS	3 3	6	
	O	`	
FRIENDS	HYPNOTIC PATTERN	O	
MINOR ILLUSION PRESTIDIGITATION			
PRESTIDIGITATION			
	_ 0 _ 0		
	_ 0		
	_ 0		
SPELL LEVEL	< o	o	
SLOTS TOTAL SLOTS EXPENDED	● [○]	^	
1 4	0	[7])
	0		
© CHARM PERSON			
Shield			
 SILENT IMAGE 		Λ	
0	O		
0	_ 0	0	
0	_ 0	O	
0	_ 0	O	
0	_ 0	O	
0 0	_ 0		
0	0	8	1
0	O	`	
^	< o	O	
2 3) •	O	
	0	O	
		0	
0 0	- 5		
0	O	9	N N
0	O		
0	_ 0	o	
0	_ 0	O	
0	_ 0	O	
0	_ 0	0	
0 0	_ 0	0 0	
0	0	0	

CHARACTER NAME	AGE HEIGHT EYES SKIN	WEIGHT HAIR
CHARACTER APPEARANCE	ALLIES & ORGANIZATI	IAME SYMBOL
FAVORITE SCHEMES I insinuate myself into people's lives to prey on their weakness and secure their fortunes. FALSE IDENTITY You have created a second identity that includes documentation, established acquaintances, and disguises that allow you to assume that persona. Additionally, you can forge documents including official papers and personal letters, as long as you have seen an example of the kind of document or the handwriting you are trying to copy.	ERUDITE ELUCIDATION Beginning when you select this school at 2nd level, like solving any other puzzle to you. When you mak you can add your Intelligence modifier to the result. SNEAK SPELL Starting at 6th level, you know how to strike subtly w distraction. Once per turn, you can deal extra dama (minimum of 1) to one creature you hit with a spell a advantage on the attack roll or your target has mad enchantment or illusion spells since the beginning of You don't need advantage on the attack roll if anot of it, that enemy isn't incapacitated, and you don't h The amount of the extra damage increases when y double your Intelligence modifier at 11th level, and the level. ADDITIONAL FEATURES S	e a Charisma check or saving throw, with a spell and exploit a foe's ge equal to your Intelligence modifier attack from a wizard cantrip if you have e a saving throw against one of your of your last turn. her enemy of the target is within 5 feet ave disadvantage on the attack roll. rou reach certain levels in this class: to triple your Intelligence modifier at 17th

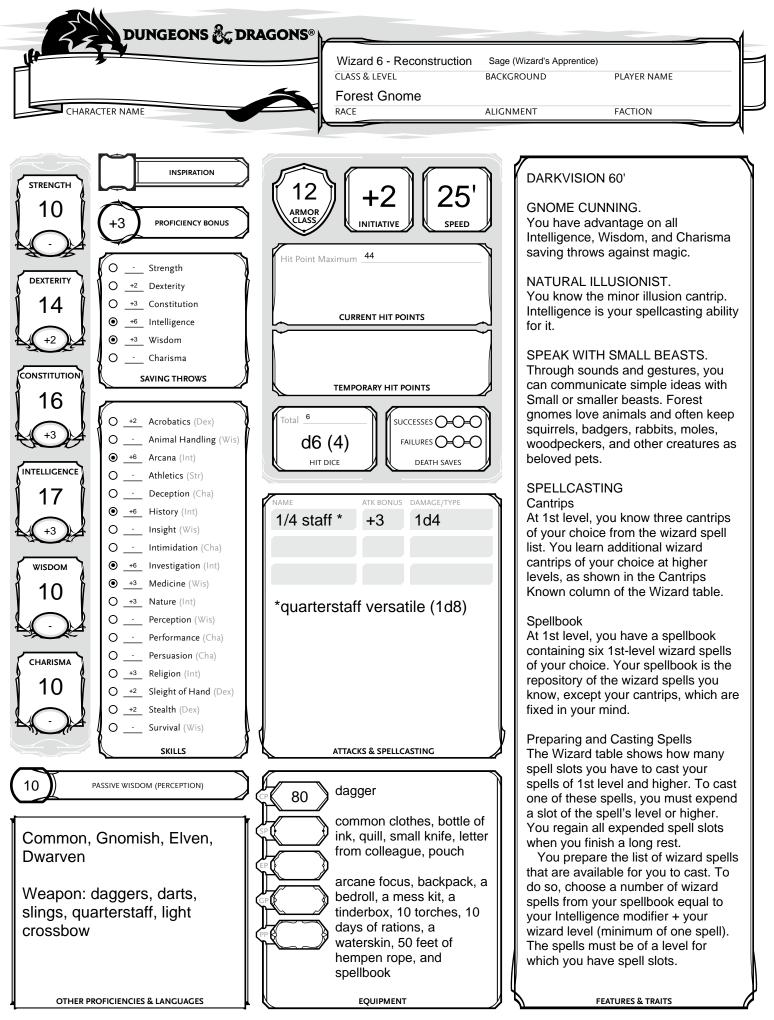
CHARACTER BACKSTORY

TREASURE



D			
Wizard (prepare S		SPELL SAVE DC	+6
SPELLCASTING CLASS	SPELLCASTING ABILITY		SPELL ATTACK BONUS
0 CANTRIPS BLADE WARD	3 2	5	
FIRE BOLT RAY OF FROST SHOCKING GRASP	COUNTERSPELL FIREBALL HASTE O	0	
	0 0 0 0 0 0	0 0	
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CHARACTER NAME		AGE EYES	HEIGHT SKIN	WEIGHT HAIR	
CHARACTER APPEARANCE			ALLIES & ORGANIZATION	SYMBOL	
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	 ARCANIST INVESTIGATOR When you adopt this tradition at 2nd level, you gain proficiency with light armor, and you gain proficiency with one simple melee weapon of your choice. You also gain proficiency in the Perception skill if you don't already have it. COUNTER-WEAVE (2) Starting at 2nd level, you can hinder the effectiveness of a creature's magical prowess when you identify them as a magical threat. You can use a bonus action to place the counter-weave on a creature you can see within 30 feet of you, which lasts for 1 minute. It ends early if the creature dies, you die, or you are incapacitated. Until the counter-weave ends, the following conditions apply: You gain a bonus to saving throws against spells from a creature affected by counter-weave equal to your Intelligence modifier (minimum of 1). You double your ability score modifier to Wisdom (Survival) skill checks to track your quarry, as well as Intelligence checks to identify or recall information about your target. The range of your target's cantrips and spells is reduced by 10 feet or to the range of touch, whichever is greater. Your target's Constitution saving throws to maintain concentration on a spell is reduced by your Intelligence modifier (minimum of 1). You can use this feature twice, after which you regain all expended uses when you finish a short or long rest. 				ify them e within ted. your as er is igence
that it simply cannot be found. Unearthing the deepest	HUNTE	R'S ATMAMENT	ADDITIONAL FEATURES & TR		
secrets of the multiverse can require an adventure or even a whole campaign.	At 6th le renegad proficier rest. The You ca the sam turn, cau weapon While attack a magical	evel, you can forge the spellcasters and nt. Performing the b e weapon must be an't be disarmed of e plane of existence using it to teleport in , you must break th your bond exists, y nd damage rolls of , if it isn't already. A	otherworldly beasts. Choos onding ritual takes 1 hour, within your reach throughou your bonded weapon unles e, you can summon that we nstantly to your hand. If you e bond with the first. ou can use your spellcastin melee attacks using that we t 10th level, your effectiven	bon you have chosen to comba te a melee weapon in which you which may be done during a s at the ritual. Is you are incapacitated. If it is eapon as a bonus action on you attempt to bond to another g ability instead of Strength for eapon. The weapon also beco ess with the weapon improves then again to a +2 bonus at 14t	ou are hort s on our or the omes s as it



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	AGE	HEIGHT	WEIGHT	
CHARACTER NAME	EYES	SKIN	HAIR	
		NAME	SYMBOL	
CHARACTER APPEARANCE	4	ALLIES & ORGANIZATIONS		

RESEARCHER

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ARCANE RECOVERY

You have learned to regain some of your magical energy by studying your spellbook. Once per day when you finish a short rest, you can choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than half your wizard level (rounded up), and none of the slots can be 6th level or higher.

CREATION SAVANT

Beginning when you select this school at 2nd level, the gold and time you must spend to copy an evocation spell into your spellbook is halved.

Additionally, you learn two cantrips and add one 1st-level spell to your spellbook from the cleric spell list. These spells are wizard spells for you, but other wizards can't copy cleric spells from your spellbook into their own spellbooks.

APPLIED RECONSTRUCTION

Starting at 2nd level, you can reverse the destructive force of your evocation spells, transforming their power into healing energy. When you cast an evocation spell of 1st level or higher that targets only one creature, with an instantaneous duration, and doesn't require concentration, the target creature takes no damage and instead regains a number of hit points equal to half of the total. If the spell requires you to make an attack roll or requires a creature to make a saving throw, the creature can choose to be hit or fail the saving throw. The spell doesn't impose any status conditions. Undead and constructs cannot regain hit points in this way.

ADDITIONAL FEATURES & TRAITS

PROLONGED REGENERATION

Beginning at 6th level, when you cast a wizard spell that restores hit points, living creatures affected by the spell continues to regenerate over the next 1d4 rounds. The creature regains hit points equal to your Intelligence modifier at the start of its turn, provided it has at least 1 hit point remaining.

Additionally, while a creature is regenerates in this way, it's immune to disease and poison. If the creature is currently diseased or poisoned, any effects are suspended for the duration of its regeneration.