**Temp Effects**

**Num. Spells I Can Prepare Daily: 4**

**Temp Exhaustion Level: 0**

**We have a magic war horse: Urthan gave us called Dehalis (fey understands common and is very intelligent)**

**Character Traits**:

**Age:** **Aarakocra**: of 3 years (birth Jul 1st, 1228), old (adult) Gull like bird

**Background:**  **Saylor**: Proficiency in/with: Navigators tools, Water vehicles, Athletics, and Nature.

**Personality Traits:** I’ll never pass up a friendly wager

**Ideals:** Committed to my crew mates

**Bonds:** Loyal to my captain ***(Bonaparte)*** first

**Flaws:** I’d do anything to avoid extra work

**Background:** I was born on a destroyed island (no name, no parents). I was hatched as an egg on the **Ship**. I can play guitar taught by ***Dave***. The island has no known name. I was picked up by a few sailors that were also charters. I grew up on the ship and grew fond of the captain ***Bonaparte***. We made port in the city of ***Midrian*** (near Thrash).

* **Bonaparte:** Oh captain, my captain. Great friend and father figure. ***My stylish cap (Looks like Links cap the color aged blue) (Third Birthday Gift) came from him; I keep it to inspire me when all feels lost.*** ***(We have a call for safety (Whoooo))***

**Features and Traits Exp**:

**Flight**:Speed 50 ft / no Medium or Heavy armor

**Favored Enemy**:(Fiend (I think they burned my island)) +2 on damage rolls / Adv. History and Tracking

**Ships Passage**:Free ship rides for work I get to

**Natural Explorer**: (**Coast/Ocean/City**) On your first turn during combat, you have advantage on attack rolls against creatures that have not yet acted / Ignore difficult terrain / advantage on initiative rolls / Surprise rolls with adv. 1st turn / Your group can’t become lost except by magical means / Even when you are engaged in another activity while traveling (such as foraging, navigating, or tracking) you remain alert to danger / If you are traveling alone, you can move stealthily at a normal pace / When you forage, you find twice as much food as you normally would / While tracking other creatures, you also learn their exact number, their sizes, and how long ago they passed through the area / (See Pg.91)

**Fighting Style**:

**Archery**: Gain +2 to ranged attack rolls

**Primeval Awareness:** I understand animals (survival needs) and calm them down / Any favored enemies with in 5-mile radius are found by concentration for 60 seconds /

**Beast Companion**: spend +8 hours with one beast with something to tempt it

**Seagull:** His name is Junior.

**Keen Mind:**

* You have a mind that can track time, direction, and detail with uncanny precision. You gain the following benefits.
* Increase your Intelligence score by 1, to a maximum of 20.
* You always know which way is north.
* You always know the number of hours left before the next sunrise or sunset.
* You can accurately recall anything you have seen or heard within the past month.

**Items**:

**Equipped:**

**Nebulin Robes:** I have 3 white capes that the Nebulin wore.

**Description**: Well-made fancy white cape, has an upright collar. It fits whatever the wearers size is. I feel that there is a connection to the same energy as the mask. It was created with the same energy as the mask.

**(Kshaya has) Mask of the Nebulin (Mask of the Unnatural) Wondrous Item:** it magically regained power. It charged way more after my character trial and now the power has no end in sight. It is from the Void. Transmutation. Has connections to power sources from the void. It is very well made, that reminds him (**Xander**) of a mask similar to the ones rumored to be south of The Capitol City.

**Description**: White (same color as the marbles “pearls”) mask smoothed off oval holes for the eyes that can’t be seen through on the face side. Made of runic like stone. It’s very light in hand but falls fast like it is heavy. It is very rare and Its magic falls outside the normal known range of magic. (look in to unnatural and uncommon magic (comes from the void)) The mask uses open ended enchantment. Meaning it’s hard to find the effects. He uses mage hand to levitate stuff.

**Use**: It is powered by the Void. It has enough power for at least 4 more days. When I wore, it made me feel “free”. The longer I wear it I get additional powers.

**Unnatural Form**: gives me the abilities to shape the form of the unnatural clothes and weapons. Sharpening weapons lasts around a day.

**Stats**: When worn while powered, casting a spell requires roll a d 20 this determines an unpredictable element to the spell. I have advantage against blinding and gagging in the mask. It has another power that is still don’t understand now.

**Mec. Slingshot:** It is a mech. magic weapon (1d4 +1) Has some other use that I can’t figure out yet. I’ve started to fix it pretty well. I’ve got the ideas down just need more time to fix. Its construct like in nature (Mec. creature like automaton)

**Golden Ring Elvin Design**:

**Silver Ring:** (Has a circle with a flat plain in with noise design in between circles): It has a connection to an unnatural power. Walky talky of the other realm. No direct magical power.

**Decanter of Endless Water: (1 Action)** To use it the Decanter I have to say magic key words, Stream (1 gallon of water) Geyser (30 feet 1 foot wide DC 13) and Fountain (5 gallons). (1 D4 Damage)

**Nebulin Dagger:** It is made from a local metal to the strange island. We used it to break the magic crystal in the Nebulin tower. **Xander** has seen this material in runes before. The Magic is that of the void (kind of like an energy) Abilities are tied to the void directly. To charge it you would have to bring it in to the void or make battery to charge them. When a Crit happens that kills the thing that dies it will disintegrate any one in a 60ft radius has to roll off against a dc 15 Wis. save or you will forget the last hour of that person. (+7 + Wis. mod voidic damage)

**Elvin Bow:** Escribed with place of origin small village south Fhoran Village of the Trees made Bainin. Made of flex bamboo. Damage on all attacks +1 (well crafted).

**Bag of holding (small):**

**Medical Kit:**

**10 loaves of bread:**

**Cloak:**

**Circlet:**

**Her Passport and Photo of Olia:**

**Johanna’s Flute:** It’s a memento to a time where we all together as a party.

**Magic Potions:** very powerful and mystical but you have to apply it to a person. Will give that person an unknown spell effect.

**Potion of Animal Friendship**: 1 left

**Philter of Love**: 1 left

**Extra Items:**

(X) **Small coin:** a small coin material similar to the marbles of the Nebulin (it has a strange green tint to it):

(X) **Drawing:** a small set of drawings of all us in the party (law wanted pictures):

(X) **Obelisk:**

**Obelisks in Courtyard:** Void and Conjuration magic there is a thing about an inch beneath the ground in the center of the triangle of Obelisks focused in the school of Evocation.

**\_\_\_\_\_\_\_\_\_\_\_\_\_\_Spells\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**Current Spell DC = 14**

**Current Atta. MOD = 6**

**(plus to hit)**

**1st Level Spell Slots Total: 4**

**2nd Level Spell Slots Total: 2**

**Spell Save DC = 8 + Spell Attack Mod = 14**

**Spell Attack Mod = Proficiency + Wisdom**

**Wisdom mod + Druid level = how many spell slots**

**\_\_\_\_\_\_\_\_\_\_\_\_\_Spell List\_\_\_\_\_\_\_\_\_\_\_\_\_**

* **Cantrip**
  + **Gust-** **(Casting Time of 1 Action / Range 30Ft / Voice Sign / Instantaneous)** You seize the air and compel it to create one of the following effects at a point you can see within range.

• One Medium or smaller creature that you choose must succeed on a Strength saving throw or be pushed up to 5 feet away from you.

• You create a small blast of air capable of moving one object that is neither held nor carried and that weighs no more than 5 pounds. The object is pushed up to 10 feet away from you. It isn't pushed with enough force to cause damage.

• You create a harmless sensory affect using air, such as causing leaves to rustle, wind to slam shutters shut, or your clothing to ripple in a breeze.

* + **Thunderclap-** **(Casting Time of 1 Action / Range Self 5 Ft Radius / Sign / Instantaneous)** You create a burst of thunderous sound, which can be heard 100 feet away. Each creature other than you within 5 feet of you must make a Constitution saving throw. On a failed save, the creature takes 1d6 thunder damage.
* **First Level** 
  + **Cure Wounds – (Casting Time of 1 Action / Range: Touch / Voice Sign / Instantaneous)** 1D 8 + S.C.A.M
  + **Speak with Animals – (Casting Time of 1 Action / Range Self / Voice Sign / 10 Min.)** talk to animals
  + **Hunters Mark – (Casting Time of 1 Bonus Action / Range 90 Ft / Voice / 1 Hr. Con.)** Extra 1D 6 damage and tracking
* **Daily Prep:**
  + **Beast Bond – (Casting Time 1 Action / Range Touch / Voice Sign Material (animal shedding and cloth) / 10 Min)** I can link to a friendly creature and telepathically talk. If someone attacked within 5 ft the creature gets advantage on attack rolls. Line of sight is required.
  + **Guiding Hand -** **(Casting Time 1 Min / 5ft / Voice Sign / 8 hours of con.)** creates a tiny hand that points to one known mapped landmark. If you don’t follow every 1d4 minutes it beacons you.
  + **Charm Person – (Casting Time 1 Action / 30 ft / Voice Sign / 1 Hr.)** Wisdom save for the person If failed it will be charmed until end of spell or it is attacked. It considers you an old friend.
  + **Detect Magic - (Casting Time 1 Action/ 30 ft / Voice Sign / 10 Min Con.) Cast for 10 Min “Ritual” no spell slot needed.**
  + [**Protection from Poison**](https://roll20.net/compendium/dnd5e/Spells:Protection%20from%20Poison#h-Protection%20from%20Poison) **- (Casting Time 1 Action/ Touch / Voice Sign / 1 Hr.)** You touch a creature. If it is poisoned, you neutralize the poison…
* **Second Level**
* **Daily Prep:**
  + **Hold Person – (Casting Time 1 Action / Range 60 ft / Voice Sign Material (straight piece of iron) / 1 Min Con.)** Wisdom Saving throw to hold person. Person can try and break on end of their next turn.
  + **Locate Object - (Casting Time 1 Action / Range self / Voice Sign Material (forked twig) / 10 Min Con.)** Describe or name an object familiar to me with in 1,000 ft. Can locate a particular kind of object. I have to have seen it with in 30 ft once. Can’t see through lead.
  + **Heat Metal - (Casting Time 1 Action / Range 60 ft / Voice Sign Material (piece of iron, flame) / 1 min Con.)** Choose a manufactured metal object such as a metal weapon or heavy or medium armor you can see in range. The object glows red hot, anybody in contact takes 2d8 fire damage. Until the spell end you can use a bonus action to cause this damage again.

Creature must make Con saving throw or drop object if it can if it’s used on a held object.

* + **Pass Without Trace - (Casting Time 1 Action / Range Self / Voice Sign Material (ashes from any leaf) / 1 Hr. Con.)** Any creatures in 30 ft has (+10 Dex Stealth) No tracks or traces will be left.
  + **Darkvision - (Casting Time 1 Action / Range touch / Voice Sign Material (agate) / 8 hours)** Creature touched gains ability to see in the dark with a range of 60 ft.
  + **Skywrite – (Casting Time 1 Action / Range sight / Voice Sign / 1 hours Con.)** can cause up to 10 words to be drawn in the sky. Can be effected by wind.

Ask for a doctor that can help with anybody Named Nola Ilirya.

Have contact that can smuggle us out.

As a guard, my name is Kalen

Shri Purple Rolling pad

Hudson Red/Maroon Rolling pad