

Prospector from Zena



Zena is an ancient, isolated land which is as bizarre as its people. Its people, known as Zenians, admire wisdom and glory above all else. Zenians are considered to be thoughtful and mature since they are so well traveled; they rarely stay within their borders for long, preferring the life of adventure to bring fortune and glory back to their homeland.

You are Eidas, of Zena. At a young age you left your homeland to seek your own adventure, gaining wisdom few others possess. Along the way, you gained skills in alchemy, bartering, lockpicking, marksman, performance, tinkering, and many more.

Your fascination with dragons led to your most daring endeavor within Dranglic, which rewarded you with a single petrified dragon's egg. This priceless item may fetch a hefty sum if sold to the right person. Or perhaps...

Levels and Features

Level	Proficiency Bonus	Features	Inspiration Dice	Aspect Points
1	+2	Jack of All Trades	-	-
2	+2	Font of Inspiration & Song of Rest	2d6	-
3	+2	Extract Aspects	2d6	3
4	+2	Ability Score Improvement	2d6	3
5	+3	Empirical Invention	2d8	3
6	+3	Wise Ass	2d8	4
7	+3	-	2d8	4
8	+3	Ability Score Improvement	3d8	4
9	+4	Point Blank	3d8	5
10	+4	Innovative Invention	3d10	5
11	+4	-	3d10	5
12	+4	Prepared Enmity	3d10	6
13	+5	-	4d10	6
14	+5	Peerless Skill	4d10	6
15	+5	-	4d12	7
16	+5	Ability Score Improvement	4d12	7
17	+6	Luck of the Zenians	5d12	7
18	+6	-	5d12	8
19	+6	Ability Score Improvement	5d12	8
20	+6	Anatomical Anomaly	5d12	8



Jack of All Trades

You are so well traveled that you can add half of your proficiency bonus to any ability/skill check that you are not proficient in.



Font of Inspiration

Use your concertina during the bonus action of your turn to choose one creature other than yourself within 60 feet of you who can hear you. That creature gains one of your inspiration dice. 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.

Song of Rest

At the start of a short rest, you can play a tune that can heal your party the amount equal to 1 of your inspiration dice.

Extract Aspects

Your wisdom and quick ability to react and adapt allow you to learn vital information about your foe. Once you make an attack roll against a creature you can spend one of your aspect points to discover a specific aspect of that creature.

Aspect	Points	If Hit	If Miss
Armor Class	1	X	X
Alignment	1	X	X
Resistances	1	X	-
Vulnerabilities	2	X	-

Empirical Invention

Your tinkering skills allow you to invent a crossbow that has never been seen before. That may be a good or a bad thing, depending on your ability to use it.

When fired, first roll a d20. If you roll a 2, 3, or 4, the weapon gets jammed. It is jammed until you take an action to succeed on a DC $8+(5 \times \text{number of misfires in same battle})$ tinkering check.

If you roll a natural 1, then it misfires, and you take 3d4 piercing damage. It is broken until you spend a short rest to repair it.

If it does not misfire, all creatures within a 20ft cone (requires line-of-sight) in front of you must succeed on a DC= $6+\text{prof.bonus}+\text{WIS}$ dexterity saving throw or take piercing damage based on the following chart. Successful saves take half damage.

Distance	Damage
5 ft	3d4
10 ft	2d4
15 ft	2d4
20 ft	1d4

It takes 1 bonus action to reload.

To craft an ammo drum, you must succeed on a DC15 tinkering check and consume 1 iron ingot and 10 crossbow



Wise Ass

You learn how to use your wit to distract, confuse, and otherwise sap the confidence and competence of others. When a creature that you can see within 60 feet of you makes an attack roll, an ability check, or a damage roll, you can use your reaction to expend one of your uses of Inspiration, rolling an Inspiration die and subtracting the number rolled from the creature's roll.



Point Blank

Being within 5 feet of a hostile creature doesn't impose disadvantage on your ranged attack rolls.

When you use the Attack action and attack with a one-handed weapon, you can use a bonus action to attack with a hand crossbow you are holding.

Innovative Invention

You have become a fine craftsman in both instruments and weapons. With a spark of innovation, you have combined the two into an instrument of death you call the Avelyn.



When fired, roll to attack like any other crossbow. It shoots a volley of 3 of the bolts that you have prepared into an ammo drum containing 12 bolts. It deals the damage of 3 bolts. On a natural 1 the weapon is jammed. It is jammed until you take an action to succeed on a DC 10+(5 x number of misfires in same battle) tinkering check.

It takes 1 bonus action to reload.

When fired, it sounds like a cross between a violin and an accordion. You can choose to inspire someone during your attack action with this weapon, freeing up your bonus action.

To craft an ammo drum, you must succeed on a DC18 tinkering check and consume 1 silver ingot and 12 crossbow bolts of your choice.



Prepared Enmity

As a part of a long rest you can contemplate what enemies you'll be likely to face and make preparations accordingly. These preparations could include but are not limited to:

researching forgotten lore, modifying equipment, or spying on the creatures from afar.

At the end of a long rest, pick one type of Prepared Enemy:

beasts, celestials, constructs, dragons, elementals, demons, giants, humanoids, monstrosities, or undead.

You gain +3 to damage rolls against the chosen enemy type.

You have advantage on Wisdom (survival) checks to track them and Intelligence (history) checks to recall information about them.

You also can utilize your "Extract Aspects" feat against the prepared enemy without spending Aspect Points.

Peerless Skill

You are so confident in your own ability that you can use your own inspiration die to add to an ability check that you make.

Luck of the Zenians

Your lucky items you collected throughout your adventures might actually be blessed.

Each morning roll 3 d20. Before any attack roll, saving throw, or ability check that you see is made, you can substitute one of your foretelling numbers for the roll.

Anatomical Anomaly

Your unparalleled skill at discerning the nature of any creature allow you to exploit its anatomy to your will. You can spend 5 of your attribute points when you successfully hit a creature to give it 1 vulnerability of your choice for 1 minute.

Adventurer's Armor

Your armor has unique properties.



The Helm of the Wise allows you to add +2 to any wisdom ability check and passive perception.



The Armor of the Glorious allows you to add 1/2 of your Wisdom Modifier when calculating your Armor Class.



The Gauntlets of the Vanquisher allow you to substitute your Wisdom Modifier for your Dexterity Modifier when calculating your attack bonus.



The Boots of the Explorer grant you resistance to non-magical difficult terrain.