*OWEN'S MINI-CAMPAIGN*

**Character Creation**

*Racial Features (Combined* ***Water Primordial*** *and* ***Florafolk****)*

* **Ability Score Increase.** When determining your character’s ability scores, increase one score by 2 and increase a different score by 1, or increase three different scores by 1. You can't raise any of your scores above 20.
* **Creature Type.** You are a Humanoid.
* **Size.** You are Medium or Small. You choose the size when you select this race.
* **Speed.** Your walking speed is 30 feet, and you have a swimming speed equal to your walking speed.
* **Darkvision.** You can see in dim light within 60 feet of you as if it were bright light and in darkness as if it were dim light. You discern colors in that darkness only as shades of gray.
* **Acid Resistance.** You have resistance to acid damage.
* **Amphibious.** You can breathe air and water.
* **Speech of Beast and Leaf.** You have the ability to communicate in a limited manner with Beasts, Plants, and vegetation. They can understand the meaning of your words, though you have no special ability to understand them in return. You have advantage on all Charisma checks you make to influence them.
* **Languages.** Your character can speak, read, and write Common and one other language that you and your DM agree is appropriate for the character. The *Player’s Handbook* offers a list of languages to choose from. The DM is free to modify that list for a campaign.

*Stats*:

16 7 17 9 15 18

*Rolled Hit Points:*

Total without CON = 62

*Background (****Astral Drifter****)*

**Skill Proficiencies:** **Insight**, **Religion**  
**Languages:** Two of your choice (**Sylvan**, **Celestial**)  
**Equipment:** A set of traveler's clothes, a diary, an ink pen, a bottle of ink, and a pouch containing 10gp

***Divine Contact:*** You gain the *Magic Initiate* feat and must choose cleric for the feat.

*Fighter*

**Hit Dice:** 1d10 per fighter level  
**Hit Points at 1st Level:** 10 + your Constitution modifier  
**Hit Points at Higher Levels:** 1d10 (or 6) + your Constitution modifier per fighter level after 1st

**Armor:** All armor, shields  
**Weapons:** Simple weapons, martial weapons  
**Tools:** None  
**Saving Throws:** Strength, Constitution  
**Skills:** Choose two skills from Acrobatics, Animal Handling, **Athletics**, History, Insight, Intimidation, **Perception**, and Survival

(a) **chain mail** or (b) leather, longbow, and 20 arrows

(a) a martial weapon and a shield or (b) **two martial weapons**

(a) a light crossbow and 20 bolts or (b) **two handaxes**

(a) a dungeoneer's pack or (b) **an explorer's pack**

**Fighting Style: Great Weapon Fighting (PHB)**: When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the two-handed or versatile property for you to gain this benefit.

**Second Wind:** You have a limited well of stamina that you can draw on to protect yourself from harm. On your turn, you can use a bonus action to regain hit points equal to 1d10 + your fighter level.Once you use this feature, you must finish a *short* or *long rest* before you can use it again.

**Action Surge:** Starting at 2nd level, you can push yourself beyond your normal limits for a moment. On your turn, you can take one additional action.Once you use this feature, you must finish a *short* or *long rest* before you can use it again.

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

*Subclass Features (****Battlemaster****)*

**Maneuvers:** You learn three maneuvers of your choice. Many maneuvers enhance an attack in some way. You can use only one maneuver per attack.

*Chosen Maneuvers:*

## **Riposte:** When a creature misses you with a melee attack, you can use your reaction and expend one superiority die to make a melee weapon attack against the creature. If you hit, you add the superiority die to the attack's damage roll.

## **Trip Attack:** When you hit a creature with a weapon attack, you can expend one superiority die to attempt to knock the target down. You add the superiority die to the attack's damage roll, and if the target is Large or smaller, it must make a Strength saving throw. On a failed save, you knock the target prone.

## **Distracting Strike:** When you hit a creature with a weapon attack, you can expend one superiority die to distract the creature, giving your allies an opening. You add the superiority die to the attack's damage roll. The next attack roll against the target by an attacker other than you has advantage if the attack is made before the start of your next turn.

**Superiority Dice:** You have four superiority dice, which are d8s. A superiority die is expended when you use it. You regain all of your expended superiority dice when you finish a short or long rest. You gain another superiority die at 7th level and one more at 15th level.

**Saving Throws:** Some of your maneuvers require your target to make a saving throw to resist the maneuver's effects. The saving throw DC is calculated as follows:

**Maneuver save DC** = 8 + your proficiency bonus + your Strength or Dexterity modifier (your choice)

### **Student of War:** At 3rd level, you gain proficiency with one type of artisan's tools of your choice.

*Cleric*

##### Cantrips: At 1st level, you know three cantrips of your choice from the cleric spell list. You learn additional cleric cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Cleric table.

##### Spell Slots: Can prepare WIS mod. + 5

**Spell save DC** = 8 + your proficiency bonus + your Wisdom modifier

**Spell attack modifier** = your proficiency bonus + your Wisdom modifier

**Channel Divinity**: When you use your Channel Divinity, you choose which effect to create. You must then finish a short or long rest to use your Channel Divinity again.

##### *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.

### **Destroy Undead:** Starting at 5th level, 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 Cleric table above.

*Subclass Features (****Arcana****)*

**Known spells:** Detect Magic (1), Magic Missile (1), Magic Weapon (2), Nystul's Magic Aura (2), Dispel Magic (3), Magic Circle (3)

### **Arcane Initiate:** When you choose this domain at 1st level, you gain proficiency in the Arcana skill, and you gain two cantrips of your choice from the wizard spell list. For you, these cantrips count as cleric cantrips.

*Cantrips chosen:* Poison Spray, Message

### **Channel Divinity: Arcane Abjuration**

Starting at 2nd level, you can use your Channel Divinity to abjure otherworldly creatures.

As an action, you present your holy symbol, and one celestial, elemental, fey, or fiend of your choice that is within 30 feet of you must make a Wisdom saving throw, provided that the creature can see or hear you. 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 end its move in a space within 30 feet of you. It also can't take reactions. For its action, it can only use 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.

After you reach 5th level, when a creature fails its saving throw against your Arcane Abjuration feature, the creature is banished for 1 minute (as in the Banishment spell, no concentration required) if it isn't on its plane of origin and its challenge rating is at or below a certain threshold, as shown on the Arcane Banishment table.

**Two ASIs or Feats:**

**Magic Initiate (***Background Feat***)**

*Two cantrips:* **Toll the Dead**, **Thaumaturgy**

Spell: In addition, choose one 1st-level spell to learn from that same list. Using this feat, you can cast the spell once at its lowest level, and you must finish a long rest before you can cast it in this way again. **Inflict Wounds**

**Sentinel:**

When you hit a creature with an opportunity attack, the creature's speed becomes 0 for the rest of the turn.

Creatures provoke opportunity attacks from you even if they take the Disengage action before leaving your reach.

When a creature within 5 feet of you makes an attack against a target other than you (and that target doesn't have this feat), you can use your reaction to make a melee weapon attack against the attacking creature.

**Great Weapon Master:**

On your turn, when you score a critical hit with a melee weapon or reduce a creature to 0 hit points with one, you can make one melee weapon attack as a bonus action.

Before you make a melee attack with a heavy weapon that you are proficient with, you can choose to take a -5 penalty to the attack roll. If the attack hits, you add +10 to the attack's damage.