

Character Features

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Current level: 6

1 Abraxos

1.1 Fiend Warlock Features

- 3 cantrips
- 2 spell slots (Lv. 3)
 - 7 spells known
 - Spell save DC 14 (8 + CHA + PB)
- Pact of the Tome
 - 3 additional cantrips from any class

1.1.1 Eldritch Invocations

1. Agonizing Blast (+CHA to EB)
2. Mask of Many Faces (Disguise Self at will)
3. Fiendish Vigor (False Life at will)

1.1.2 Dark One's Own Luck

- Once per short/long rest, you can add a d10 to an ability check or saving throw.
- Can choose to add the d10 after seeing the initial roll, but must choose whether to add it before effects occur

1.2 Feats

1.2.1 Actor

- Advantage on CHA (Deception) and CHA (Performance) checks when passing yourself off as another person
- Can mimic speech/sound made by other people/creatures
 - Must have heard the sound for 1 minute
 - WIS (Insight) contested by your CHA (Deception) to tell that it's fake

1.2.2 Observant

- Can read lips if you can see a creature's mouth and it is speaking a language you understand
- +5 to passive WIS (Perception) and passive INT (Investigation)

2 Alba

2.1 Moon Druid Features

- 3 cantrips
- Spell slots: 4-3-3
 - 10 prepared spells (WIS + druid level)
 - Spell save DC 15 (8 + WIS + proficiency)
 - Ritual casting

2.1.1 Wild Shape

- 2 per long rest
 - **Bonus action** to use
- While wild shaped, can use a **bonus action** and a spell slot to restore 1d8 HP per level of the spell slot
- Max CR 2
- No flying speed, but swimming speed OK
- Wild Shape attacks count as magical for overcoming resistance/immunity

2.2 Feats

2.2.1 Chef

- As part of a short rest, you can cook special food for up to 7 creatures (4 + PB)
 - If a creature eats the food and uses Hit Dice to regain HP, they regain an extra 1d8
- In 1 hour of work or at the end of a long rest, you can cook 3 treats (PB)
 - Must be consumed within 8 hours
 - Creature can eat a treat as a **bonus action** to gain 3 temp HP (PB)F

3 Fregley

3.1 Vengeance Paladin Features

- Spell slots: 4-2
 - 5 prepared spells (CHA + floor(paladin level / 2))
 - Spell save DC 13 (8 + CHA + PB)
- Blessed Warrior fighting style
 - Thaumaturgy, Word of Radiance
- Divine Health: Immune to disease

3.1.1 Divine Sense

- 1 + CHA uses per long rest, **action** to use, 60 foot radius
- Know location and type of any celestial, fiend, or undead within 60 feet that isn't behind total cover
- Doesn't reveal identity
- Detects consecrated or desecrated ground

3.1.2 Lay on Hands

- 30 points (paladin level * 5) per long rest
- **Action** to use
- Replenish HP, or use 5 points to cure one disease or neutralize one poison.
- Can cure multiple diseases/poisons with one action - each costs 5 points

3.1.3 Divine Smite

- After landing an attack, you can expend a spell slot to deal bonus radiant damage.
- 2d8 for 1st level slot
- Additional 1d8 for higher level slots (max +3d8 from this item, using a 4th level slot)
- Additional 1d8 if target is fiend or undead

3.1.4 Channel Divinity

- 1 per short/long rest
- 3 options:
 1. Abjure Enemy (**action**)
 - 1 creature within 60 feet makes WIS save against being frightened
 - Fiends/undead have disadvantage on the save
 - Effects last for 1 minute or until creature is damaged, regardless of successful/failed save
 - On failed save, the creature is frightened, has speed 0, and cannot get any bonuses to its speed.
 - On successful save, the creature's speed is halved
 2. Vow of Enmity (**bonus action**)
 - Choose 1 creature within 10 feet
 - All of your attack rolls against this creature have advantage for 1 minute, or until it drops to 0 HP or falls unconscious.
 3. Harness Divine Power (**bonus action**)
 - Regain an expended spell slot, max level 2 (ceiling(PB / 2))
 - Usable once per long rest. Gain additional use per long rest at 7th and 15th level.

3.1.5 Aura of Protection

If you are conscious, you and all allies within 10 feet get a +2 bonus to all saves (equal to your CHA)

3.2 Feats

3.2.1 Tough

Additional 2 HP per level

3.2.2 War Caster

- Advantage on concentration checks (CON saves to maintain concentration)

- Can cast a spell as an opportunity attack (still uses reaction)
 - Casting time must be 1 action
 - Must target only the creature that provoked the opportunity attack

4 Lavander

4.1 Beast Conclave Revised Ranger Features

- Spell slots: 4-2
 - 4 spells known
 - Spell save DC 14 (8 + WIS + PB)
- Two-Weapon Fighting Style
 - Add ability modifier to damage of the second attack while two-weapon fighting

4.1.1 Catmint

- Acts on your turn in combat
 - You can use your free action speech to give commands
- Uses your proficiency bonus
- Adds PB to AC and damage
- Gains proficiency in two skills of your choice (TODO: fill in)
- Proficient in all saves
- Has a number of Hit Dice equal to your ranger level
- Gets ASIs when you do (no feats)
- Benefits from **Greater Favored Enemy**

4.1.2 Primeval Awareness

- **Action:** Communicate simple ideas to a beast through sounds and gestures, and read its basic mood and intent
 - Cannot be used against creature you have attacked in the last 10 minutes
 - Emotional state
 - Whether it's affected by magic
 - Short-term needs
 - Actions you can take to persuade it to not attack, if possible
- After 1 minute of concentration: sense favored enemies
 - You know which favored enemies are present within 5 miles of you
 - You know how many there are, their general direction, and distance from you (in miles)
 - You learn this information for each group of favored enemies in range, if there are multiple groups

4.1.3 Greater Favored Enemy

- +4 to damage rolls with weapon attacks against **humanoids** and **fiends**
- Advantage on WIS (Survival) checks to track favored enemies
- Advantage on INT checks to recall information about favored enemies

4.1.4 Natural Explorer

- Ignore difficult terrain
- Advantage on initiative
- On your first turn in combat, you have advantage on attack rolls against creatures that haven't acted yet.

4.2 Feats

4.2.1 Observant

- Can read lips if you can see a creature's mouth and it is speaking a language you understand
- +5 to passive WIS (Perception) and passive INT (Investigation)

5 Rubis

5.1 College of Spirits Bard Features

- 3 cantrips
- Spell slots: 4-3-3
 - 9 spells known
 - Spell save DC 16 (8 + CHA + PB)
 - Ritual casting
- Jack of All Trades: Add half proficiency to ability checks that don't already include proficiency
- Guiding Whispers: You know Guidance with a range of 60 feet
- Spiritual Focus: Add a d6 to the damage dealt or HP healed of any spell
- Expertise (2 skills, TODO: fill in)

5.1.1 Bardic Inspiration

- 5 uses (CHA) per short/long rest
- **Bonus action** to give a creature within 60 feet (not you) bardic inspiration
- Creature adds d8 to one ability check, attack roll, or saving throw
 - Can wait until after d20 roll to use Bardic, but must decide before result is declared
 - Can only have one bardic at a time
- **Magical Inspiration** (Tasha's): Bardic Inspiration can also be used to add damage or healing to a spell

5.1.2 Tales from Beyond

- Takes **bonus action** and 1 Bardic Inspiration use to discover effect
 - Bardic roll tells you the effect you can bestow
 - Can only have one effect stored at a time
 - Effect disappears after finishing a short or long rest
- Takes **action** to give effect to target creature you can see within 30 feet

5.1.3 Spirit Session

- Takes an hour, and can be done during a short/long rest
- At the end of the ritual, you learn a spell of your choice from any class until you start a long rest
 - Number of creatures in the ritual (including you) is the max level of the spell
 - Max number of creatures is 3 (PB)
 - Must be a divination or necromancy spell
- Spell counts as a bard spell and doesn't count against your number of spells known

5.1.4 Countercharm

- Takes **action** to start performance that lasts until the end of your next turn
- While performance is active, you and friendly creatures that can hear you within 30 feet have advantage on saves against being frightened or charmed
- Performance ends early if you choose to end it (no action required), or if you are incapacitated/silenced

5.2 Feats

5.2.1 Fey Touched

- Learn Misty Step and Command (always prepared)
- Can cast these without consuming a spell slot once per long rest each
- Can also cast these using a spell slot
- You have a token indicating that the Fey have taken an interest in you.

6 Rus

6.1 Battle Smith Artificer Features

- 2 cantrips
- Spell slots: 4-2
 - 8 prepared spells ($\text{INT} + \text{floor}(\text{artificer level} / 2)$)
 - Spell save DC 16 ($8 + \text{INT} + \text{PB}$)
 - Ritual casting
- 6 infusions known
 1. Enhanced Defense
 2. Enhanced Weapon
 3. Repeating Shot
 4. Replicate Magic Item (Alchemy Jug)
 - 5.
 - 6.
- 4 infused items, max (3 from class, 1 from Digby's Hand)
 1. Digby's Hand (Repeating Shot)
 2. Shield (Enhanced Defense)
 3. Quarterstaff? (Enhanced Weapon)
 - 4.
- INT for attack and damage rolls with a magic weapon

6.1.1 Magical Tinkering

- As an **action**, touch a Tiny nonmagical object with thieves' tools or artisan's tools to give it a property of your choice.
 1. Sheds bright light for 5 feet, and dim light for another 5 feet.
 2. Emits an recorded message (recorded at creation) up to 6 seconds in length when tapped by a creature. Audible up to 10 feet away.
 3. Continuously emits an odor or a nonverbal sound, perceivable up to 10 feet away.
 4. Creates a static visual effect on one of the object's surfaces. Can be a picture, up to 25 words of text, shapes, etc.
- A single object can only have one property at a time
- Up to 5 (INT) affected objects at once
 - Making another while at cap ends oldest effect
- Property lasts indefinitely
- As an **action**, you can touch the object and end the property

6.1.2 Steel Defender

- Takes its turn with yours
- **Bonus action** to issue command; SD will continue following command to the best of its ability
- Mending restores 2d6 HP to the Steel Defender
- If it died within the last hour, you can revive it as an **action** with smith's tools and a spell slot
 - Reviving takes 1 minute, restores all HP
- Can create a new steel defender if you have smith's tools with you
- Steel defender dies if you die

6.1.3 The Right Tool for the Job

- Takes 1 uninterrupted hour and requires thieves' tools or artisan's tools
- You magically create a set of artisan's tools within 5 feet of you
- Created tools vanish when you use this feature again

6.1.4 Tool Expertise

Expertise (doubled proficiency) on any ability check that uses one of your tool proficiencies - Thieves' tools - Tinker's tools - Smith's tools - one other tool from your starting proficiencies that I don't remember?

6.2 Feats

6.2.1 Telekinetic

- You can cast Mage Hand at a range of 60 feet without verbal or somatic components (i.e. no components)
- You can make the hand invisible
- **Bonus action** to try and move one creature within 30 feet 5 feet towards or away from you
 - Target makes a STR save, DC 16 ($8 + \text{INT} + \text{PB}$)
 - On a failed save, the target is pushed
 - Target can willingly fail save