

The Future King

This campaign is based on the Arthurian legend, combining historical background with Celtic myth and mixing in some D&D magic.

It shares some of the influences of Marion Zimmer Bradley's *The Mists of Avalon*, but not the same plot elements.

Setting

It is year 2990 of the Druidic calendar (early in the sixth century in modern reckoning), almost thirty centuries since the founding of Stonehenge. Uther Pendragon is High King of the Britons, ruling from Castle Tintagel ([see map](#)) in Kernow (Cornwall).

In the past two centuries the Angles, Saxons and Jutes have invaded from the continent and conquered the east of Britain, forming the kingdoms of Kent, Wessex, Sussex, Essex, Northumbria, Anglia and Mercia. These seven kingdoms are called the Heptarchy.

They have pushed the Britons out of the eastern half of the island, into the west, all the way to the sea.

The remaining Brythonic kingdoms are Gwynedd, Dyfed, Powys, Gwent, Devon and Kernow, ruled by the Celts (Welsh and Cornish kings). These six kingdoms are called the Hexarchy.

This battle of the seven kingdoms against the six kingdoms is the long-simmering conflict of the campaign.

The Romans left the island long ago, but ruins of their walls and baths are scattered across the countryside, mostly in the east and north.

War with the Saxons is an on-again/off-again affair. Uther may be the High King of all the Britons, but keeping the other five kingdoms in line is an exasperating task. It has been very difficult to unite them against the invaders.

Uther's son Arthur, 14 years old, is next in line to the throne. His half-sister Morgaine is 19, and is studying magic under the court wizard, Merlin. The queen, Igraine, was married to Gurlas before Uther. The royal couple have a third child, Morgause, who is 12.

The rumor around the castle is that Uther had a thing for Igraine while she was still married to Gurlas. Merlin cast a glamour on Uther to make him look like Gurlas, who seduced Igraine in disguise while Gurlas was at war, and Arthur was the result of the union. After Gurlas died in battle



with the Saxons, Uther married Igraine, legitimizing Arthur as his heir. The more salacious rumor is that Uther intentionally sent Gurlas and his men into a Saxon ambush to meet their deaths.

Uther is always plotting a counterattack against the Saxons. He is anxious to regain lost territory, especially the area around Stonehenge, a holy site for the Celts, where he plans to build a new palace called Camelot.

The Celtic Kingdoms

The castle Tintagel (tɪn'tæ·dʒəl, see the Pronunciation Key on p. 9) is on an island directly off the coast of Kernow ('kər·nou), connected to the mainland by a drawbridge. The castle sits atop the island, overlooking the steep cliffs and crashing waves.

Merlin lives in a cave on the seaward side, the entrance to which is underwater at high tide.

Gwent (gwənt), Powys ('po·wəs), Dyfed ('də·vəd) and Gwynedd ('gwə·nɛð) are populated by Welsh Celts, with elves in the forests and dwarves and gnomes in the hills and mountains.

Kernow and Devon ('də·vən) are populated by Welsh and Cornish Celts, as well as dwarves, gnomes and halflings.

The Orkney Islands are in the far north of Britain, beyond Northumbria and Alba, cut off from the southwest kingdoms by the Saxons.

Characters

Your characters live in Tintagel, serving the crown in various capacities. Your exact duties will depend on the class and background you choose, but your characters are the friends, bodyguards, trainers or tutors of the future king, or other members of Uther's court.

Your character may be Arthur's history tutor, or his combat instructor, or bodyguard, or the kid he played hide-and-seek with, or the kid who always beat him in tiddlywinks, or the husband of his former nanny, or Uther's personal secretary, or Morgaine's boyfriend. Feel free to integrate your character into Arthurian mythos, and don't be afraid to posit something new and different.

See the biographies and personal characteristics of the Example Characters on page 20 for ideas. If one of those characters strikes your fancy claim it for your own.

You can also be one of the "name" characters from the Arthurian legends, as long as you start at level 3 and are at least 17 years old, and have a reason to adventure with Arthur and his entourage. Being Merlin or Morgaine is right out, but if your heart is set on being Gwenhwyfar/Guinevere, Bedwyr/Bedivere, Cai/Kay you can do it. We're making our own legend here, there's no fixed script to follow.

Name NPCs are depicted starting on page 9. You can use them to help flesh out your backstory and as Bonds for your character.

Character Creation

We will be using the D&D 5th edition system, including some additional rules, spells and classes from *Tasha's Cauldron of Everything* and *Xanathar's Guide to Everything*. All classes except monk are available (there is no contact with the Far East at this time).

Characters will start at level 3, with 900 experience points.

Backstory

Since we're starting at level 3, your character has history. In a sentence or two for level 1 and again for level 2, tell us two adventures that you had and who you met on your way to level 3. Your

background and class will likely figure into these. Please feel free to use the characters listed in **Non-Player Characters** on p. 9 as your bonds and in your character's backstory.

Abilities

We will use the point buy or the standard array methods (your choice) for ability scores, rather than rolling dice. In D&D abilities should generally be even numbers because the modifier added for skill and combat checks is calculated by the formula $(ability - 10) / 2$ [rounded down]. Characters do get to increase abilities every four levels or so, adding 2 points to one ability, or 1 point to two abilities, so you can "fix" odd abilities at higher levels. You can also use your Bonus Feat (p. 5) to add 1 to an ability.

Point Buy Method: each ability score costs a certain number of points, and the final cost must total 27. The costs are 8: 0, 9: 1, 10: 2, 11: 3, 12: 4, 13: 5, 14: 7, 15: 9. For example, Str 9 (1), Dex 9 (1), Con 12 (4), Int 15 (9), Wis 15 (9), Cha 11 (3) costs 27 points. Any ability bonuses for lineage (race) are added to these scores, so if a standard human uses these values the final stats would be Str 10, Dex 10, Con 13, Int 16, Wis 16, Cha 12.

There's a point buy calculator on the internet so that you don't have to do the math yourself (*right-click this link to open it in a separate tab*):

<https://5e.tools/statgen.html#pointbuy>

Standard Array Method: arrange the values 15, 14, 13, 12, 10, 8 among the abilities any way you like, adding any ability bonuses for race or feats to those values. If these values are used in the Point Buy method they add up to the same total.

We will also use average hit points rather than rolling dice: it's a better deal, on average, by half a point! This also makes it easy to recalculate everything from scratch should the need arise, and with online gaming this seems to happen a lot.

Class and Background

Be sure to coordinate your choices with the other players to ensure that you have a healer, a cleric or druid (bards, paladins and rangers can also cast *cure wounds* in a pinch), a wizard, sorcerer or warlock and a fighter, paladin or ranger. A rogue or bard can also come in handy.

The available classes, subclasses and the typical backgrounds for them are listed below. You don't *have to* take the typical background, but they often provide useful skills and features for the corresponding classes. Click the links to see the full descriptions in a browser on dnd5e.wikidot.com. *Be sure to right-click these links to open them in a separate tab.*

Class	Typical Backgrounds	Available Subclasses
Barbarian	Outlander , Hermit	Path of the Berserker , Path of the Totem Warrior
Bard	Entertainer , Charlatan	College of Lore , College of Swords , College of Valor
Cleric	Acolyte , Hermit , Noble	Life Domain , Death Domain , Forge Domain , Knowledge Domain , Light Domain , Nature Domain , Tempest Domain , Trickery Domain , War Domain
Druid	Acolyte , Hermit	Circle of the Land , Circle of the Moon
Fighter	Soldier , Knight	Champion , Arcane Archer , Battle Master , Eldritch Knight , Rune Knight
Paladin	Acolyte , Noble , Knight , Soldier	Oath of Devotion , Oath of the Ancients , Oath of Vengeance
Ranger	Outlander , Hermit	Hunter , Beast Master

Class	Typical Backgrounds	Available Subclasses
Rogue	Spy, Noble, Charlatan, Entertainer (Court Jester)	Thief, Arcane Trickster, Soulnknife, Swashbuckler
Sorcerer	Sage, Hermit, Charlatan	Draconic Bloodline, Wild Magic
Warlock	Sage, Hermit, Charlatan	The Fiend, Archfey, The Celestial
Wizard	Sage, Hermit, Noble	School of Evocation, Bladesinging, School of Abjuration, School of Conjunction, School of Divination, School of Enchantment, School of Illusion, School of Necromancy, School of Transmutation

You may also choose to multiclass. One level of cleric or druid can go a long way, especially if the character is already a spellcaster.

Lineage

Though D&D uses the term *race*, we'll use the term lineage because all the "races" in this setting are human and genetically compatible. They do have minor physical differences such as pointed ears, heavier bones, taller, shorter, more or less fast-twitch muscle, more sensitive retinas, darker skin, etc., as well as cultural and social differences that affect a character's skills and languages. It's the same way that modern humans, Cro-Magnons, Neandertals and Denisovans are all the same species.

Celt: equivalent to the [standard D&D human](#).

Dwarf: a stockier, hairier lineage from the hills and mountains of Dyfed and Gwynedd. There are also Saxon dwarves from the mountains on the continent.

Elf: long-lived, pointy-eared lineage from the forests of Powys and Gwent with a connection to Faerie. There are subraces of high elves and wood elves.

Galatai: an ancient Celtic lineage. Use [variant human](#) from the *Player's Handbook*: increase two different ability scores by 1, add one skill proficiency and one feat.

Gnome: a smaller version of dwarves.

Halfling: a short lineage from the moors of Devon.

Orkney: a lineage from the Orkney Islands, in the extreme north of Britain. The inhabitants are sometimes called Picts and are generally considered barbarians even if that is not their class. They sometimes have pointed ears and very prominent teeth, and use [D&D half-orc](#) stats. They frequently paint themselves blue with woad, which scars the skin.

Double Lineages: [Half-elves](#), half-dwarves, half-gnomes, half-halflings (three quarterlings?) and half-Orkneys are possible, and may use the stats from either parent (your choice). For example, a character with an elf mother and Celt father may use Celt, elf or half-elf stats. A character with a dwarf father and halfling mother may use either dwarf or halfling stats.

Personal Characteristics

The *Player's Handbook* gives a lengthier description of these starting on p. 123.

Personality Traits: pick two traits that describe your character. Likes, dislikes, fears, past accomplishments, etc.

Ideals: core beliefs or some kind of major life goal.

Bonds: pick one of the NPCs depicted starting on p. 9 (or come up with your own) and posit some kind of relationship. Also pick a location where you were born or stayed a large part of your life. It can be Tintagel, or one of the Celtic or Saxon kingdoms: your choice.

Flaws: pick a vice, habit, fear, compulsion, embarrassing secret, etc.

Bonus feat

You may choose one bonus feat from the list in the Player's Handbook starting on page 165. Things feats do:

- Increase an ability by one and add a proficiency or other bonus feature: [Actor](#), [Athlete](#), [Durable](#), [Heavily Armored](#), [Heavy Armor Master](#), [Keen Mind](#), [Lightly Armored](#), [Linguist](#), [Moderately Armored](#), [Observant](#), [Resilient](#), [Tavern Brawler](#), [Weapon Master](#).
- Improve combat abilities: [Charger](#), [Crossbow Expert](#), [Defensive Duelist](#), [Dual Wielder](#), [Grappler](#), [Mage Slayer](#), [Mounted Combatant](#), [Polearm Master](#), [Savage Attacker](#), [Sentinel](#), [Sharpshooter](#), [Shield Master](#)
- Improve spellcasting or provide a minor spellcasting ability: [Elemental Adept](#), [Magic Initiate](#), [Ritual Caster](#), [Spell Sniper](#), [War Caster](#).
- Give a special ability or extra skills: [Alert](#), [Dungeon Delver](#), [Healer](#), [Inspiring Leader](#), [Lucky](#), [Skill Expert](#), [Skilled](#), [Prodigy](#), [Skulker](#), [Tough](#)

Resilient is a good feat to choose if you have an odd-numbered ability like Dexterity 13 or Constitution 11 and you're not proficient with that saving throw: it increases the ability modifier by +1 and gives you a better save for that ability. Tough is also good if you're low on hit points.

language

Each lineage has its own language, which is related to another dialect of common but is no longer mutually intelligible. Dwarvish and Gnomish are a northern Gaelic dialect. Elvish is a Welsh dialect. Halfling is a Cornish dialect. Pictish (Orkney/orcish) is another northern Gaelic dialect.

Other languages frequently encountered are Anglo-Saxon and Latin.

The common language is Celtic, which has mutually intelligible dialects of Welsh (spoken in Dyfed, Gwynedd, Powys and Gwent), Manx (Isle of Man), Gaelic (Eire/Ireland and Alba/Scotland), Breton (Brittany/Breizh [brez] on the continent) and Cornish (Kernow and Devon). The Welsh dialect of common is spoken in Tintagel, even though it is in Kernow.

The Celtic languages are written with **stylized Latin letters**, and sometimes with the Ogham script, a very distinctive writing system (most surviving texts are from funerary inscriptions on stone). The twenty basic letters consist of one to five slashes written along a horizontal or vertical line, either to the right/down, left/up, slanted, or perpendicular. For example, Uther Pendragon can be written:

>||||||| //||| /||| /||| /||| /||| <
u t e r b e n d r a g o n

The Anglo-Saxon dialects are Saxon (Wessex, Sussex, and Essex), English (Northumbria, Anglia and Mercia) and Jutish (Kent). Anglo-Saxon is written with the Futhorc runes, written in this order:

F	ᚼ	ᛒ	F	ᚱ	ᚺ	X	ᛕ	ᚷ	I	ᛄ	᷃
f	u	θ	a	r	k	g	w	h	n	i	ȝ
ᚼ	᷄	᷃	ᛊ	ᛉ	ᛘ	ᚱ	◊	ᛘ	᷇	᷆	᷈
p	z	s	t	b	e	m	ŋ	d	o		æ

The Romans have long since left Britain, but wizards, sages and many nobles know Latin. Most medical, magical and scientific (at least what passes for science) texts are written in Latin.

Non-human languages such as Draconic, Sylvan, Infernal, Celestial, etc., are per standard D&D.

Side note: though there is some disagreement in linguistic circles, the name Pendragon means

"high leader," i.e., High King.

Religion

The gods and their domains are listed below. A worshiper's or cleric's alignment must align with the deity's on at least one axis, and may not be in opposition. For example, worshipers of Arawn may be neutral, lawful good, lawful neutral or lawful evil and cannot be chaotic. Clerics of Oghma may be of any alignment. Clerics of Diancecht may be neutral, neutral good, chaotic good or lawful good.

There are rumors of a new Roman religion in Ireland. Missionaries of this religion are aggressively converting Celts, and have banned women priestesses. Wherever it takes root, they say, the magic goes away.

The Druidic calendar is used. It's a lunar calendar that inserts a leap month every two and a half years to keep the calendar in sync with the seasons. Months are 29 or 30 days, and the first day of the month is the waxing quarter moon (when it looks like a D). Days, months and years are divided into the dark half (the day starts at sunset, the year starts at the month before the winter solstice) and the light half.

Brythonic Gods

The Celtic pantheon listed here is different from that listed in the D&D books.

God	IPA	Alignment	Domains	Epithet
Arawn	'a·raun	Lawful Neutral	Death	God of Death
Diancecht	di'an·kɛxt	Neutral Good	Life	Physician to the Gods
Dunatis	du'na·tis	Neutral	Nature	God of the Mountains and Peaks
Gobain	'go·baɪn	Neutral	Forge	Blacksmith of the Gods
Dagda	'dag·da	Neutral	Nature, Trickery	God of Weather and Crops
Manann	'ma·nan	Chaotic Neutral	Tempest	God of the Sea
Morrigan	'mɔ·ri·gan	Neutral	War	Goddess of War
Nuada	nu'a·da	Neutral	War	God of War
Oghma	'ɔχ·ma	Neutral	Knowledge	God of Knowledge

Anglo-Saxon Gods

The Anglo-Saxon gods are from the Norse pantheon, with slightly different names. These are here for reference; your characters probably won't worship them.

God	IPA	Alignment	Domains	Epithet
Woden	'wo·dən	Neutral Good	Knowledge	The All Father
Tiw	'ti·u	Lawful Neutral	War	God of War
Thunor	'θu·nɔr	Chaotic Neutral	Tempest	God of Thunder
Frig	frig	Neutral Good	Life	Wife of Woden

Roman Gods

The Roman gods are also here for reference, though it's certainly possible that your character is a holdover from Roman times.

God	Alignment	Domains	Epithet
Diana	Neutral	Nature	Goddess of the Hunt
Jupiter	Chaotic Good	Tempest	Ruler of the Gods
Mars	Chaotic Evil	War	God of War

God	Alignment	Domains	Epithet
Mercury	Neutral	Trickery	Messenger of the Gods
Pluto	Neutral Evil	Death	God of the Underworld
Venus	Lawful Good	War	Goddess of Combat

Equipment

Since your characters are employed in the castle, in the service of the king, you have access to any equipment your character is proficient with. You are provided food and lodging in the castle, and you receive a stipend of 10 gp per week and start with 50 gp in savings.

Before an adventure you can requisition up to 100 gp worth of special consumables (healing potions, holy water, acid vials, etc.), subject to availability. Common consumables such as arrows are freely available.

Advancement

Players can learn new skills, languages, tools, weapons and armor proficiencies above what's provided by background and class by taking a feat — Skilled, Skill Expert, Prodigy, Linguist, Weapon Master or one of the Armored feats — in place of an ability increase, obtained every four levels by most classes.

Inspiration

Characters will start each gaming session with one inspiration. At the start of each session you will check the checkbox on the Attributes section of the character sheet to indicate this is available.

You can spend that inspiration to give your character **advantage** on a d20 roll (roll 2d20 and take the higher result) for an attack, saving throw or ability check. Uncheck the Inspiration checkbox when you use the inspiration. In Foundry you hold down the Alt key when selecting an action to indicate a roll with advantage.

After you have spent that inspiration you can get it back during the same gaming session if you roll a natural 20 on an attack roll, saving throw or ability check. In Foundry the d20 roll will be green to indicate this. Check the Inspiration checkbox when green d20 roll comes up! You can only have one inspiration at a time, so if you roll a d20 and you already have one you don't get another one.

Adventures

Uther and Merlin are firm believers in the school of hard knocks. They have ordered a curriculum of lessons for Arthur that your characters will use to instruct the the future king.

A history lesson isn't just an hour of sitting down in a classroom and reciting the names of kings and the dates of their reigns. It is a field trip or an adventure: a journey to the battlefields where those reigns began and ended, and if that battlefield is across enemy lines, so much the better. Combat training isn't just sparring in the courtyard: it's chasing down the goblins that have been raiding nearby farms. Learning Elvish might means attending a dinner with an Elvish princess, speaking her language the entire time.

Of course, Uther and Merlin can't be bothered to tutor the boy. It's up to the player characters.

Teaching the King

The characters will help Arthur become a level 1 character by teaching him the proficiencies needed for a character class. Will he be a paladin, fighter, ranger, or something else? You will mold the future king!

His instructors don't need to be the class they are training Arthur for, they just need to be proficient in the required proficiencies. For example, a cleric can teach him Wisdom saving throw, a sorcerer can teach Charisma saving throw, a fighter can teach all the weapon and armor proficiencies, and a wizard can teach History.

During an adventure the instructor provides verbal instruction, demonstrations and practical experience. At the end of an adventure Arthur has a "final exam" in that proficiency, which is actually the culmination of hundreds of hours of training.

The instructor makes a DC 10 Insight check to see how well they got through to the prince. Arthur then rolls the ability, saving throw, weapon or skill check at DC 10, plus a bonus equal to the instructor's Insight check minus 10 (it can be negative if it failed). If Arthur is successful, he gains that proficiency. An Intelligence check is used for learning languages.

You can work on multiple proficiencies in an adventure, but he has to learn armor proficiencies in the proper order: light, medium and then heavy armor.

For example, to become a paladin he could learn the following:

- **Weapons:** simple weapons, martial weapons.
- **Armor:** light armor, medium armor, heavy armor, shields.
- **Saving throws:** Wisdom and Charisma.
- **Skills:** Choose two from Athletics, Insight, Intimidation, Medicine, Persuasion, and Religion.

A fighter needs:

- **Weapons:** simple weapons, martial weapons.
- **Armor:** light armor, medium armor, heavy armor, shields.
- **Saving throws:** Strength and Constitution.
- **Skills:** Choose two from Acrobatics, Animal Handling, Athletics, History, Insight, Intimidation, Perception, and Survival.

A ranger needs:

- **Armor:** Light armor, medium armor, shields
- **Weapons:** Simple weapons, martial weapons
- **Saving Throws:** Strength, Dexterity
- **Skills:** Choose three from Animal Handling, Athletics, Insight, Investigation, Nature, Perception, Stealth, and Survival

For Noble background:

- **Skills:** History, Persuasion.
- **Gaming set:** choose one from chess, dice, or cards.
- **Language:** your choice.

You, as players, are constructing the future king.

Non-Player Characters

Though this is set in Celtic Britain before the introduction of Christianity and the Norman invasion, we will use the French and English names for many of the main non-player characters because they're more familiar to players and easier to pronounce than the original Celtic/Welsh names. Some Welsh names are given for informational purposes.

Pronunciation Key

The [International Phonetic Alphabet](#) (IPA) is used to show the pronunciation of some names.

A single quote is placed before the stressed syllable, as in baseball ('bes·ba:l), debate (di'bet) or reflexive (ri'flek·siv). Some English vowels are actually diphthongs (two vowels): nice (nais), for example.

b	b as in bet	a	a as in father
tʃ	ch as in chow	ə	a as in hall
d	d as in dead	æ	a as in hat
f	f as in father	e	e as in obey
g	g as in go	ɛ	e as in bet
h	h as in how	ə	e as in the
j	y as in yes	i	i as in machine
k	k as in kit	ɪ	i as in fit
l	l as in lie	o	o as in old
m	m as in mouse	ɔ	o as in soar
n	n as in now	u	u as in juice
ŋ	ng as in thing	ʊ	u as in put
p	p as in pie	w	w as in win
r	r as in red		
s	s as in sip	ʃ	sh as in ship
t	t as in tin	θ	th as in thin
ð	th as in the		
v	v as in vow	ʒ	s as in pleasure
z	z as in zoo	dʒ	j as in just
χ	ch as in Bach		
x	Russian kh		
:	long vowel (held longer)		
·	syllable separator		

Royalty

Uther Pendragon (Ytchy'r Ben Draswn) ('u·θər)



High King of the Britons

Uther is a ruthless, cutthroat, unprincipled leader who will do anything to get what he wants. What he wants is to recapture all of Britain for the Celts, with himself as the High King. He tells himself and anyone who listens that he's doing this for Arthur's legacy and to save the Britons from the Saxon invaders, but he relishes the power.

Igraine (Eisgyr) (i'gren)



Uther's wife, mother of Arthur

Igraine has always been rather distant from her children. She always resented the very idea that her only worth is in producing an heir for her

husband, and now that Arthur is almost a man, she feels almost useless and disconnected from her family. She busies herself with the workings of the castle, which she is very good at. She does not have a butler or housekeeper: she is directly in charge of all the household staff.

Gurlas (Gwrlais) ('gur-las)



Igraine's first husband (deceased)

Gurlas and Uther did not get on, and Gurlas knew Uther was jealous and wanted Igraine. He always thought he should have been the High King, and not one of Uther's generals, but he didn't know how to play politics: he was just a good soldier, one who expected his every order to be followed to the letter. This did not play well with Igraine or Morgaine...

Uther sent him to his death in a Saxon ambush, perhaps intentionally, to widow Igraine so he could marry her?

Arthur ('ar-thər)



Son of Uther and Igraine

Arthur is everything Uther is not: honest, kind, thoughtful, earnest, hard-working, diligent. He gets some of this from his mother, but mostly from his nanny, Seren, who saw to most of his upbringing, as Igraine was busy running the castle.

He loves his mother and father, but more as a dutiful son than true affection. There has always been a distance between him and his parents, and he has given up trying to bridge it.

Morgaine (MORGËN) (mor'gen)



Daughter of Gurlas and Igraine

Morgaine is an enigma. She is brilliant, and appears to be a lovely and wonderful princess. But she has a dark side that those who know her

well often fear. It's not clear whether she hates Uther for killing her father or loves him for it, because Gurlas was a tyrant.

Morgause (mɔr'goz)



Daughter of Uther and Igraine

Morgause is still a child, not yet fully formed, but she seems to be on the same path as Arthur, and not Morgaine.

Uther's Advisors and Staff

Branwen ('bran-wɛn)



Court cleric

Branwen is the head priestess of the temple of Diancecht on Tintagel. She accompanies Uther when he goes to war, using her magic to keep him safe. She doesn't much like him, but she likes him more than the Saxons. She prays that

Uther will hold the Saxons off long enough for Arthur to ascend to the throne.

Merlin (Myrddin) ('mər-lɪn or 'mər-ðɪn)



Court wizard

Merlin is mad, according to most. He lives in a cave under Tintagel. He's supposedly centuries old, and a powerful wizard, but he seems a dithering fool much of the time, though he is still brilliant and insightful at other times. Is it an act, or is he fading in and out of sanity?

Bors (bɔrs)



Uther's chamberlain

Bors oversees Uther's rooms and manages the castle's expenditures, doling out salaries and seeing that goods are purchased and merchants are paid.

Seren ('sə·ren)



Arthur's wet nurse and Morgause's nanny

Seren was always more of a mother to Arthur and Morgause than Igraine. She is very protective of them, and would sacrifice her life for them in an instant. There is no hesitancy in her love.

Cadogan ('ka·do·gən)



Advisor to Uther

Cadogan is Uther's political advisor, serving as liaison (and spymaster) with the other Celtic kingdoms who are pledged to Uther.

Conwy ('kən·wī)



General, Advisor to Uther

Conwy is Uther's number one general. He has done wonders with the limited resources he has, but the Saxons outnumber the Celts three to one and he is worried that they cannot withstand another advance out of Wessex.

Gladys (Gwladys) (glæ·dɪs or gw'la·dəs)



Captain of the Guard

Gwladys oversees the security of the castle. She and Igraine are very close. Her men are quite devoted to her. She is more of a mother to the guards than a boss, serving as a buffer for Uther's cruelty, impatience and harshness.

Glynis ('glɪ·nɪs or 'glə·nɪs)



Cook, wife of Bors

Glynis runs the kitchen, reporting directly to Igraine.

Dilys ('dɪ·lɪs or 'di·ləs)



Marshal

Dilys is in charge of the king's stables, making sure that his horses and carriages are always at the ready.

She is also the riding instructor for the knights. Because she's not a fighter they think at first that she can't teach them anything, but they quickly learn that riding a horse is completely divorced from fighting: it's about making the horse your friend and confidant, sensing its mood and communicating your mood to it.

The one thing she will not tolerate is the

whipping of a horse. All whips have been banished from Tintagel and anyone caught striking a horse will be exiled from Kernow!

Owain ('o·wən)



Weapons Master

Owain is in charge of training Uther's knights and troops. He is a very serious and dour man, feeling a great responsibility for the men who will likely die if he fails to train them well.

Griffith ('grɪ·frɪθ)



Steward

Griffith is in charge of Tintagel's finances. He levies the taxes and oversees the collectors. He is not a popular man — warring with the Saxons is an expensive proposition, and Griffith is the one with his hand in every noble's and farmer's purse.

Raghnal (rax·nal)



Smith

Raghnal is a jolly dwarf who, along with his many apprentices, keeps Uther's troops in armor and weapons, and their horses shod.

Other Nobility

These characters are often at Tintagel, but don't have permanent residency.

Guinevere (Gwennhwyfar) ('gwi·nə·vir or 'gwən·hwə·var)



Betrothed of Arthur

Daughter of [Leodegran](#), promised to be wedded to Arthur when they come of age. She is a lovely girl, fair in face and kind in temperament, wiser than her years, everything one could hope for in a future queen.

Genevieve (Gwennhwyfach) ('dʒe·nə·viv or 'gwən·hwə·vəχ)



Guinevere's sister

Genevieve is Guinevere's identical twin sister, and she is quite jealous of Gwen for her betrothal to Arthur. Even though they are identical, it is easy to tell them apart because of the scowl that Gen perpetually wears, as well as the dark and morose gowns she prefers.

But she can and sometimes does imitate her sister perfectly, for she knows Gwen better than anyone. And if anyone would listen to her, they would come to realize that Gwen isn't as sweet as they all think. At least in Gen's telling...

Kay (Cai) (ke or kai)



Arthur's foster brother

Kay is stubborn, boastful, obnoxious, and a bit of

a bully. He never seems to sleep. He's better than Arthur at everything, but is unquestionably loyal to the prince.

Lancelot (Lānslōd) ('læn-sə-lat or 'lun-slōd)



Arthur's cousin

Lancelot is always competing with Arthur. He is envious of everything Arthur will have (especially Guinevere) and who he will become, but at the same time he is completely devoted to him.

Islwyn (is'lū·ən)



Halfling King of Devon

It is strange to think that the halfling kingdom of Devon is all that stands between Uther and total destruction by the Saxons, but it is the case.

King Islwyn might be an ankle biter, as Uther archly refers to him, but he and his army have kept Cynric at bay while Uther gathers his forces

for a counterstrike. The huge Saxon soldiers are like doddering old men when the halflings swarm silently into their camps in the middle of the night, waging guerilla ambushes on the invaders when they least expect it.

Leodegran ('le-o-də-gran)



Master of the Round Table

Leodegran used to be the king of Kernow at Tintagel, but when Uther was pushed out of Wessex, he made Tintagel his seat of power, displacing Leodegran. Uther did this with the promise that Tintagel would be returned to Leodegran when Uther built Camelot. Uther also promised that Arthur would wed Leodegran's daughter, [Guinevere](#), when they come of age.

Leodegran is Uther's second in command, master of the Round Table. He is the closest thing Uther has to a brother — or a friend.

Mystical Entities

These characters are the stuff of legend. No one knows if they truly exist, but they are spoken of frequently, especially in times of trouble.

However, you may choose to use these entities as a patron if you are a warlock. In this case you would be a servant of the entity with much more insight into their nature.

Angharad Golden-Hand (anj'a·rad)



Archdruid

Angharad is the archdruid of Britain. She lives somewhere in Gwynedd, but they say she can go anywhere on the island through the trees.

Nimue ('ni·mu·e)



Lady of the Lake

By tradition the Lady of the Lake anoints the new High King upon the death of the previous High King.

Her lake is said to be on Bodmin Moor, half a day's ride southeast of Tintagel. It is perpetually shrouded in mist, and no one but the true king can find it.

The legend says that to ascend the throne the heir must go to the lake and receive the High King's sword, which magically teleports to the

lake upon the old High King's death.

The White Stag



The white stag is an omen: of death, of transition, of the otherworld. When it appears something calamitous or wonderful is happening.

Tiandra (ti'an·dra)



The Faerie Queen

The Faerie Queen is a legend. No one knows if she is real, but there have been many stories about how the faeries steal babies and replace them with changelings, or invite travelers to a meal and they disappear for years, etc.

Saxon Kings

These Saxon kings have been the ones most vigorously waging war on the Celts, and the ones most likely to accompany their troops into the

battlefield.

The other Saxon kings are older and more homebodies.

Octa / Ὀκτά ('ok-ta)



King of Kent

Octa is a vicious berserker, as are most of his men. His army takes no prisoners. He is the cruelest of the Saxon kings, and his erstwhile allies harbor a great disdain for him and his tactics.

Cynric / Κίνρικ ('kīn-rīk)



King of Wessex

Uther and Cynric have an undying hatred of each other, layered with a healthy respect for each other's ruthlessness. Cynric is constantly harassing Devon and Kernow from the east, sending raiding parties to test Uther's defenses.

Æscwin / Ἀσκών ('æsk-wīn)



King of Essex

There is a great deal of bad blood between Æscwin and Octa. Uther's spies tell him that Æscwin could be pushed into rebellion against the other Saxon kings under the right conditions. Whether he would ally himself with the Celts is a different question...

Celtic Kings

These Celtic kings are the most closely aligned with Uther, and are more likely to appear at Tintagel and lead their troops on the battlefield alongside Uther.

Tryffyn Farfog / Τρέφεν Βαρφόγ ('trē-fēn 'var-vōg)



King of Dyfed

Tryffyn is perhaps Uther's closest ally. He most

readily responds when Uther calls for additional forces to attack the Saxons, sending them on ships across the Severn Sea.

Maelgwn ('maɪl-gwən)



King of Gwynedd

Maelgwn is old and feeble, and Uther has little confidence that he will be able to hold Gwynedd against the Saxons. But he has no heir, and if Uther gives his kingdom to another he fears he'll lose control over his other vassals.

Brochwel Ysgithrog ('brɔχ-wel əs'griθrɔg)



King of Powys

Brochwel is young and inexperienced, having ascended to the throne of Powys less than a year ago. His father supposedly died bravely in battle, but it was typhus that killed him.

Tintagel Island



Example Characters

The following is a full text dump of all the items on the example characters in Foundry. For that reason there is a lot of boilerplate and references to the names of multiple subclasses on the characters; the full text of only the selected subclasses is shown, however.

You can use one of these characters directly, or modify it to your liking, or use their stats but change their backgrounds, etc.

Arianrhod



Sorcerer 2, Cleric 1 (900/2700)

Medium Celt, Neutral

Armor Class 17 (draconic resistance)

Hit Points 24

Speed 30 ft

Proficiency Bonus 2

STR	DEX	CON	INT	WIS	CHA
10 (0)	14 (+2)	14 (+2)	12 (+1)	14 (+2)	16 (+3)

Skills Arcana +3, Deception +5, Persuasion +5, Sleight of Hand +4

Saving Throws Str 0, Dex +4, Con +4, Int +1, Wis +2, Cha +5

Biography

Arianrhod claims to be a princess from Gwynedd, the niece of King Maelgwn, and a priestess of the Dagda. She has the right clothes, the right jewelry, knows the right names, has letters from other nobility from the six kingdoms. And she *is* a priestess of Dagda: she casts healing spells.

As is the custom with all visiting nobility, Uther has put her up at a room in Tintagel and granted her the hospitality of his home. In exchange, Arianrhod is instructing Arthur in the courtly graces.

But is she really who she says she is? After a few drinks she's said that she's the grand daughter of Merlin and a dragon. They think she's making it up. That she's a poor, sheltered princess who's looking for some excitement in her life.

Her skin does have a golden sheen to it, almost scaly. And she casts some spells in a strange, raspy language, rather than the soothing tones of Dagda's Celtic tongue.

And for a princess, she has quite a bawdy vocabulary, and spends a lot of time playing cards and dice with the guards. And she usually wins.

Appearance: Age 30, 5'7", 135 lbs, short black hair, amber eyes, bronzed skin

Personality Traits: Loves to tell wild tales.

Ideals: She is determined to make Merlin proud of her.

Bonds: She believes Merlin is her father and craves his attention.

Flaws: Loves to gamble and make impossible bets, and then secretly use magic to win them.

Background

Charlatan

You have always had a way with people. You know what makes them tick, you can tease out their hearts' desires after a few minutes of conversation, and with a few leading questions you can read them like they were children's books. It's a useful talent, and one that you're perfectly willing to use for your advantage.

You know what people want and you deliver, or rather, you promise to deliver. Common sense should steer people away from

things that sound too good to be true, but common sense seems to be in short supply when you're around. The bottle of pink colored liquid will surely cure that unseemly rash, this ointment - nothing more than a bit of fat with a sprinkle of silver dust can restore youth and vigor, and there's a bridge in the city that just happens to be for sale. These marvels sound implausible, but you make them sound like the real deal.

Skill Proficiencies: Deception, Sleight of Hand

Tool Proficiencies: Disguise kit, forgery kit

Languages: None

Equipment: A set of fine clothes, a disguise kit, tools of the con of your choice (ten stoppered bottles filled with colored liquid, a set of weighted dice, a deck of marked cards, or a signet ring of an imaginary duke), and a pouch containing 15gp

Features

Favorite Schemes

Every charlatan has an angle they use in preference to other schemes. Choose a favorite scam or roll on the table below.

d6

Scam

- | | |
|---|---|
| 1 | I cheat at games of chance. |
| 2 | I shave coins or forge documents. |
| 3 | I insinuate myself into people's lives to prey on their weakness and secure their fortunes. |
| 4 | I put on new identities like clothes. |
| 5 | I run sleight-of-hand cons on street corners. |
| 6 | I convince people that worthless junk is worth their hard-earned money. |

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.

Attacks

Dagger. Melee: +4 to hit, reach 5 ft or range 20/60 ft. Hit: 1d4+2 piercing (Finesse, Light, Thrown)

A short metal blade mounted to a small hilt and crossguard. The dagger makes an effective side armament for hardened warriors or a hidden blade for assassins and thieves.

Quarterstaff. Melee: +2 to hit, reach 5 ft. Hit: 1d6 bludgeoning (Versatile 1d8)

A thick shaft of wood wrapped with a sturdy grip makes a highly functional weapon in addition to a stout walking stick.

Cleric 1

As a cleric, you gain the following class features.

Hit Points

Hit Dice: 1d8 per cleric level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per cleric level after 1st

Proficiencies

Armor: Light armor, medium armor, shields

Weapons: Simple weapons

Tools: None

Saving Throws: Wisdom, Charisma

Skills: Choose two from History, Insight, Medicine, Persuasion, and Religion

Equipment

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a mace or (b) a warhammer (if proficient)

- (a) scale mail, (b) leather armor, or (c) chain mail (if proficient)
- (a) a light crossbow and 20 bolts or (b) any simple weapon
- (a) a priest's pack or (b) an explorer's pack
- A shield and a holy symbol

Cleric Advancement

Level	Proficiency Bonus	Features
1st	+2	<u>Spellcasting</u> , <u>Divine Domain</u>
2nd	+2	<u>Channel Divinity</u> (1/rest), Divine Domain feature
3rd	+2	2nd Level Spell Slot
4th	+2	<u>Ability Score Improvement</u>
5th	+3	3rd Level Spell Slot, <u>Destroy Undead</u> (CR 1/2)
6th	+3	<u>Channel Divinity</u> (2/rest), Divine Domain feature
7th	+3	4th Level Spell Slot
8th	+3	<u>ASI</u> , <u>Destroy Undead</u> (CR 1), Divine Domain feature
9th	+4	5th Level Spell Slot
10th	+4	<u>Divine Intervention</u>
11th	+4	6th Level Spell Slot, <u>Destroy Undead</u> (CR 2)
12th	+4	<u>Ability Score Improvement</u>
13th	+5	7th Level Spell Slot
14th	+5	<u>Destroy Undead</u> (CR 3)
15th	+5	8th Level Spell Slot
16th	+5	<u>Ability Score Improvement</u>
17th	+6	9th Level Spell Slot, <u>Destroy Undead</u> (CR 4), Divine Domain feature
18th	+6	<u>Channel Divinity</u> (3/rest)
19th	+6	<u>Ability Score Improvement</u>
20th	+6	<u>Divine Intervention</u> (Automatic Success)

Divine Domains

Life Domain

Sorcerer 2

As a sorcerer, you gain the following class features.

Hit Points

Hit Dice: 1d6 per sorcerer level

Hit Points at 1st Level: 6 + your Constitution modifier

Hit Points at Higher Levels: 1d6 (or 4) + your Constitution modifier per sorcerer level after 1st

Proficiencies

Armor: None

Weapons: Daggers, darts, slings, quarterstaffs, light crossbows

Tools: None

Saving Throws: Constitution, Charisma

Skills: Choose two from Arcana, Deception, Insight, Intimidation, Persuasion, and Religion

Equipment

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a light crossbow and 20 bolts or (b) any simple weapon
- (a) a component pouch or (b) an arcane focus
- (a) a dungeoneer's pack or (b) an explorer's pack
- Two daggers

Sorcerer Advancement

Level	Proficiency Bonus	Sorcery Points	Features
1st	+2	—	<u>Spellcasting</u> , <u>Sorcerous Origins</u>
2nd	+2	2	<u>Font of Magic</u>
3rd	+2	3	2nd Level Spell Slot, <u>Metamagic</u>
4th	+2	4	<u>Ability Score Improvement</u>
5th	+3	5	3rd Level Spell Slot
6th	+3	6	Sorcerous Origin feature
7th	+3	7	4th Level Spell Slot
8th	+3	8	<u>Ability Score Improvement</u>
9th	+4	9	5th Level Spell Slot
10th	+4	10	<u>Metamagic improvement</u>
11th	+4	11	6th Level Spell Slot
12th	+4	12	<u>Ability Score Improvement</u>
13th	+5	13	7th Level Spell Slot
14th	+5	14	Sorcerous Origin feature
15th	+5	15	8th Level Spell Slot
16th	+5	16	<u>Ability Score Improvement</u>
17th	+6	17	9th Level Spell Slot, <u>Metamagic improvement</u>
18th	+6	18	Sorcerous Origin feature
19th	+6	19	<u>Ability Score Improvement</u>
20th	+6	20	<u>Sorcerous Restoration</u>

Sorcerous Origins

Different sorcerers claim different origins for their innate magic, such as a draconic bloodline.

Draconic Bloodline

Your innate magic comes from draconic magic that was mingled with your blood or that of your ancestors. Most often, sorcerers with this origin trace their descent back to a mighty sorcerer of ancient times who made a bargain with a dragon or who might even have claimed a dragon parent. Some of these bloodlines are well established in the world, but most are obscure. Any given sorcerer could be the first of a new bloodline, as a result of a pact or some other exceptional circumstance.

Source: Player's Handbook

Dragon Ancestor

At 1st level, you choose one type of dragon as your ancestor. The damage type associated with each dragon is used by features you gain later.

Draconic Ancestry

Dragon Color	Damage Type
<u>Black</u>	Acid
<u>Blue</u>	Lightning
<u>Brass</u>	Fire
<u>Bronze</u>	Lightning
<u>Copper</u>	Acid
<u>Gold</u>	Fire
<u>Green</u>	Poison
<u>Red</u>	Fire
<u>Silver</u>	Cold
<u>White</u>	Cold

You can speak, read, and write Draconic. Additionally, whenever you make a Charisma check when interacting with dragons, your proficiency bonus is doubled if it applies to the check.

Draconic Resilience

Elemental Affinity

Dragon Wings

Draconic Presence

Trickery Domain

Gods of trickery – such as Tymora, Beshaba, Olidammara, the Traveler, Garl Glittergold, and Loki – are mischief-makers and instigators who stand as a constant challenge to the accepted order among both gods and mortals. They’re patrons of thieves, scoundrels, gamblers, rebels, and liberators. Their clerics are a disruptive force in the world, puncturing pride, mocking tyrants, stealing from the rich, freeing captives, and flouting hollow traditions. They prefer subterfuge, pranks, deception, and theft rather than direct confrontation.

Source: Player’s Handbook

Trickery Domain Spells

Cleric Level Spells

1st	Charm Person, Disguise Self
3rd	Mirror Image, Pass without Trace
5th	Blink, Dispel Magic
7th	Dimension Door, Polymorph
9th	Dominate Person, Modify Memory

Features

Blessing of the Trickster. Duration: 1 hour

Starting when you choose this domain at 1st level, you can use your action to touch a willing creature other than yourself to give it advantage on Dexterity (Stealth) checks. This blessing lasts for 1 hour or until you use this feature again.

Celt.

Ability Score Increase. Your ability scores each increase by 1.

Age. Celts reach adulthood in their late teens and live less than a century.

Alignment. Celts tend toward no particular alignment. The best and the worst are found among them.

Size. Celts vary widely in height and build, from barely 5 feet to well over 6 feet tall. Regardless of your position in that range, your size is Medium.

Speed. Your base walking speed is 30 feet.

Languages. You can speak, read, and write Common and one extra language of your choice. Celts typically learn the languages of other peoples they deal with, including obscure dialects. They are fond of sprinkling their speech with words borrowed from other tongues: Orc curses, Elvish musical expressions, Dwarvish military phrases, and so on.

Deity: Dagda.

Priestess of Dadga, the god of weather and crops.

Divine Domain.

Choose one domain related to your deity, such as Life. Your choice grants you domain spells and other features when you choose it at 1st level. It also grants you additional ways to use Channel Divinity when you gain that feature at 2nd level, and additional benefits at 6th, 8th, and 17th levels.

Domain Spells

Each domain has a list of spells—its domain spells—that you gain at the cleric levels noted in the domain description. Once you gain a domain spell, you always have it prepared, and it doesn’t count against the number of spells you can prepare each day.

If you have a domain spell that doesn’t appear on the cleric spell list, the spell is nonetheless a cleric spell for you.

Draconic Resilience.

As magic flows through your body, it causes physical traits of your dragon ancestors to emerge. At 1st level, your hit point maximum increases by 1 and increases by 1 again whenever you gain a level in this class.

Additionally, parts of your skin are covered by a thin sheen of dragon-like scales. When you aren’t wearing armor, your AC equals 13 + your Dexterity modifier.

Dragon Ancestor: Gold.

Your dragon ancestor type is gold. The associated damage type is fire.

Font of Magic. uses: 2 per long rest

At 2nd level, you tap into a deep wellspring of magic within yourself. This wellspring is represented by sorcery points, which allow you to create a variety of magical effects.

Sorcery Points

You have 2 sorcery points, and you gain more as you reach higher levels. Your sorcerer level equals the number of sorcery points you have, so a 4th level sorcerer has 4 sorcery points, a 16th level sorcerer has 16. You can never have more sorcery points than your level dictates. You regain all spent sorcery points when you finish a long rest.

Flexible Casting

You can use your sorcery points to gain additional spell slots, or sacrifice spell slots to gain additional sorcery points. You learn other ways to use your sorcery points as you reach higher levels.

Creating Spell Slots. You can transform unexpended sorcery points into one spell slot as a bonus action on your turn. The Creating Spell Slots table shows the cost of creating a spell slot of a given level. You can create spell slots no higher in level than 5th.

Any spell slot you create with this feature vanishes when you finish a long rest.

Creating Spell Slots

Spell Slot Level Sorcery Point Cost

1st	2
2nd	3
3rd	5
4th	6
5th	7

Converting a Spell Slot to Sorcery Points. As a bonus action on your turn, you can expend one spell slot and gain a number of sorcery points equal to the slot’s level.

Foundry Note

Use this to track all the various uses of sorcery points for the sorcerer.

Resilient: Dexterity.

Choose one ability score. You gain the following benefits:

- Increase the chosen ability score by 1, to a maximum of 20.
- You gain proficiency in saving throws using the chosen ability.

Sorcerous Origins.

Choose a sorcerous origin, which describes the source of your innate magical power, such as Draconic Bloodline.

Your choice grants you features when you choose it at 1st level and again at 6th, 14th, and 18th level.

Spellcasting (Cleric).

As a conduit for divine power, you can cast cleric spells.

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.

Preparing and Casting Spells

The Cleric 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.

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

For example, if you are a 3rd-level cleric, you have four 1st-level and two 2nd-level spell slots. With a Wisdom of 16, your list of prepared spells can include six spells of 1st or 2nd level, in any combination. If you prepare the 1st-level spell cure wounds, you can cast it using a 1st-level or 2nd-level slot. Casting the spell doesn’t remove it from your list of prepared spells.

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

Spellcasting Ability

Wisdom is your spellcasting ability for your cleric spells. The power of your spells comes from your devotion to your deity. You use your Wisdom whenever a cleric spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a cleric spell you cast and when making an attack roll with one.

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

Spell attack modifier = your proficiency bonus + your Wisdom modifier

Ritual Casting

You can cast a cleric spell as a ritual if that spell has the ritual tag and you have the spell prepared.

Spellcasting Focus

You can use a holy symbol (see [Adventuring Gear](#)) as a spellcasting focus for your cleric spells.

Spellcasting (Sorcerer)

An event in your past, or in the life of a parent or ancestor, left an indelible mark on you, infusing you with arcane magic. This font of magic, whatever its origin, fuels your spells.

Cantrips

At 1st level, you know four cantrips of your choice from the sorcerer spell list. You learn additional sorcerer cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Sorcerer table.

Spell Slots

The Sorcerer table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these sorcerer 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 burning hands and have a 1st-level and a 2nd-level spell slot available, you can cast burning hands using either slot.

Spells Known of 1st Level and Higher

You know two 1st-level spells of your choice from the sorcerer spell list.

The Spells Known column of the Sorcerer table shows when you learn more sorcerer spells of your choice. Each of these spells must be of a level for which you have spell slots. For instance, when you reach 3rd 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 sorcerer spells you know and replace it with another spell from the sorcerer spell list, which also must be of a level for which you have spell slots.

Spellcasting Ability

Charisma is your spellcasting ability for your sorcerer spells, since the power of your magic relies on your ability to project your will into the world. You use your Charisma whenever a spell refers to your spellcasting ability. In addition, you use your Charisma modifier when setting the saving throw DC for a sorcerer spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Charisma modifier

Spell attack modifier = your proficiency bonus + your Charisma modifier

Spellcasting Focus

You can use an arcane focus as a spellcasting focus for your sorcerer spells.

Equipment

Breastplate. AC 14, medium, Max Dex 2, 400gp, Weight: 20

This armor consists of a fitted metal chest piece worn with supple leather. Although it leaves the legs and arms relatively unprotected, this armor provides good protection for the wearer's vital organs while leaving the wearer relatively unencumbered.

Fine Clothes. 15gp, Weight: 6

Set of clothes designed specifically to be expensive and show it.

Shield. AC 2, shield, 10gp, Weight: 6

A shield is made from wood or metal and is carried in one hand. Wielding a shield increases your Armor Class by 2. You can benefit from only one shield at a time.

Containers

Pouch. 5sp, Weight: 1

A cloth or leather pouch can hold up to 20 sling bullets or 50 blowgun needles, among other things. A compartmentalized pouch for holding spell components is called a component pouch. A pouch can hold up to $\frac{1}{2}$ cubic foot or 6 pounds of gear.

Tools

Dice Set. 1sp

This item encompasses a wide range of dice, both straight and weighted.

If you are proficient with a gaming set, you can add your proficiency bonus to ability checks you make to play a game with that set. Each type of gaming set requires a separate proficiency.

Disguise Kit. 25gp, Weight: 3

This pouch of cosmetics, hair dye, and small props lets you create disguises that change your physical appearance. Proficiency with this kit lets you add your proficiency bonus to any ability checks you make to create a visual disguise.

Forgery Kit. 15gp, Weight: 5

This small box contains a variety of papers and parchments, pens and inks, seals and sealing wax, gold and silver leaf, and other supplies necessary to create convincing forgeries of physical documents. Proficiency with this kit lets you add your proficiency bonus to any ability checks you make to create a physical forgery of a document.

Playing Cards Set. 5sp

This item encompasses a wide range of playing card types, both unmarked and marked.

If you are proficient with a gaming set, you can add your proficiency bonus to ability checks you make to play a game with that set. Each type of gaming set requires a separate proficiency.

Treasure

Signet Ring. 5gp

A ring with specific design to denote membership and rank within a house or organization.

Spellcasting

Charisma Spell DC 13, Spell Attack +5; Wisdom Spell DC 12, Spell

Attack +4; Intelligence Spell DC 12, Spell Attack +4

Cantrip: Chill Touch, Fire Bolt, Light, Mending, Minor Illusion, Shocking Grasp, Spare the Dying

Level 1 (4): •Burning Hands, •Charm Person, •Cure Wounds,

•Disguise Self, •Guiding Bolt, •Healing Word, •Magic Missile, •Shield, Shield of Faith

Level 2 (2):

Spells

BURNING HANDS

1st Level Evocation

Casting Time: 1 Action

Range: self

Components: V, S

Duration: Instantaneous

As you hold your hands with thumbs touching and fingers spread, a thin sheet of flames shoots forth from your outstretched fingertips. Each creature in a 15-foot cone must make a Dexterity saving throw. A creature takes 3d6 fire damage on a failed save, or half as much damage on a successful one.

The fire ignites any flammable objects in the area that aren't being worn or carried.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.

CHARM PERSON

1st Level Enchantment

Casting Time: 1 Action

Range: 30 ft

Components: V, S

Duration: 1 hour

You attempt to charm a humanoid you can see within range. It must make a Wisdom saving throw, and does so with advantage if you or your companions are fighting it. If it fails the saving throw, it is charmed by you until the spell ends or until you or your companions do anything harmful to it. The charmed creature regards you as a friendly acquaintance. When the spell ends, the creature knows it was charmed by you.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st. The creatures must be within 30 feet of each other when you target them.

CHILL TOUCH

Necromancy cantrip

Casting Time: 1 Action

Range: 120 ft

Components: V, S

Duration: 1 round

You create a ghostly, skeletal hand in the space of a creature within range. Make a ranged spell attack against the creature to assail it with the chill of the grave. On a hit, the target takes 1d8 Necrotic damage, and it can't regain hit points until the start of your next turn. Until then, the hand clings to the target.

If you hit an undead target, it also has disadvantage on attack rolls against you until the end of your next turn.

This spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

CURE WOUNDS

1st Level Evocation

Casting Time: 1 Action

Range: touch

Components: V, S

Duration: Instantaneous

A creature you touch regains a number of hit points equal to 1d8 + your spellcasting ability modifier. This spell has no effect on undead or constructs.

Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the healing increases by 1d8 for each slot level above 1st.

DISGUISE SELF

1st Level Illusion

Casting Time: 1 Action

Range: self

Components: V, S

Duration: 1 hour

You make yourself—including your clothing, armor, weapons, and other belongings on your person—look different until the spell ends or until you use your action to dismiss it. You can seem 1 foot shorter or taller and can appear thin, fat, or in between. You can't change your body type, so you must adopt a form that has the same basic arrangement of limbs. Otherwise, the extent of the illusion is up to you.

The changes wrought by this spell fail to hold up to physical inspection. For example, if you use this spell to add a hat to your outfit, objects pass through the hat, and anyone who touches it would feel nothing or would feel your head and hair. If you use this spell to appear thinner than you are, the hand of someone who reaches out to touch you would bump into you while it was seemingly still in midair.

To discern that you are disguised, a creature can use its action to inspect your appearance and must succeed on an Intelligence (Investigation) check against your spell save DC.

FIRE BOLT

Evocation cantrip

Casting Time: 1 Action

Range: 120 ft

Components: V, S

Duration: Instantaneous

You hurl a mote of fire at a creature or object within range. Make a ranged spell attack against the target. On a hit, the target takes 1d10 fire damage. A flammable object hit by this spell ignites if it isn't being worn or carried.

This spell's damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).

GUIDING BOLT

1st Level Evocation

Casting Time: 1 Action

Range: 120 ft

Components: V, S

Duration: 1 round

A flash of light streaks toward a creature of your choice within range. Make a ranged spell attack against the target. On a hit, the target takes 4d6 radiant damage, and the next attack roll made against this target before the end of your next turn has advantage, thanks to the mystical dim light glittering on the target until then.

Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.

HEALING WORD

1st Level Evocation

Casting Time: Bonus Action

Range: 60 ft

Components: V

Duration: Instantaneous

A creature of your choice that you can see within range regains hit points equal to $1d4 + \text{your spellcasting ability modifier}$. This spell has no effect on undead or constructs.

Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the healing increases by 1d4 for each slot level above 1st.

LIGHT

Evocation cantrip

Casting Time: 1 Action

Range: touch

Components: V, M (A firefly or phosphorescent moss.)

Duration: 1 hour

You touch one object that is no larger than 10 feet in any dimension. Until the spell ends, the object sheds bright light in a 20-foot radius and dim light for an additional 20 feet. The light can be colored as you like. Completely covering the object with something opaque blocks the light. The spell ends if you cast it again or dismiss it as an action.

If you target an object held or worn by a hostile creature, that creature must succeed on a Dexterity saving throw to avoid the spell.

MAGIC MISSILE

1st Level Evocation

Casting Time: 1 Action

Range: 120 ft

Components: V, S

Duration: Instantaneous

You create three glowing darts of magical force. Each dart hits a creature of your choice that you can see within range. A dart deals $1d4 + 1$ force damage to its target. The darts all strike simultaneously, and you can direct them to hit one creature or several.

Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the spell creates one more dart for each slot level

above 1st.

MENDING

Transmutation cantrip

Casting Time: 1 Minute

Range: touch

Components: V, S, M (Two lodestones)

Duration: Instantaneous

This spell repairs a single break or tear in an object you touch, such as a broken chain link, two halves of a broken key, a torn cloak, or a leaking wineskin. As long as the break or tear is no larger than 1 foot in any dimension, you mend it, leaving no trace of the former damage.

This spell can physically repair a magic item or construct, but the spell can't restore magic to such an object.

MINOR ILLUSION

Illusion cantrip

Casting Time: 1 Action

Range: 30 ft

Components: S, M (A bit of fleece.)

Duration: 1 minute

You create a sound or an image of an object within range that lasts for the duration. The illusion also ends if you dismiss it as an action or cast this spell again.

If you create a sound, its volume can range from a whisper to a scream. It can be your voice, someone else's voice, a lion's roar, a beating of drums, or any other sound you choose. The sound continues unabated throughout the duration, or you can make discrete sounds at different times before the spell ends.

If you create an image of an object—such as a chair, muddy footprints, or a small chest—it must be no larger than a 5-foot cube. The image can't create sound, light, smell, or any other sensory effect. Physical interaction with the image reveals it to be an illusion, because things can pass through it.

If a creature uses its action to examine the sound or image, the creature can determine that it is an illusion with a successful Intelligence (Investigation) check against your spell save DC. If a creature discerns the illusion for what it is, the illusion becomes faint to the creature.

SHIELD

1st Level Abjuration

Ceridwen



Rogue 3 (900/2700)

Medium Half Elf, Neutral

Armor Class 15 (Studded Leather Armor)

Hit Points 24

Speed 30 ft

Proficiency Bonus 2

Casting Time: Reaction (Which you take when you are hit by an attack or targeted by the magic missile spell)

Range: self

Components: V, S

Duration: 1 round

An invisible barrier of magical force appears and protects you. Until the start of your next turn, you have a +5 bonus to AC, including against the triggering attack, and you take no damage from magic missile.

SHIELD OF FAITH

1st Level Abjuration

Casting Time: Bonus Action

Range: 60 ft

Components: V, S, M (A small parchment with a bit of holy text written on it.)

Duration: Concentration, up to 10 minutes

A shimmering field appears and surrounds a creature of your choice within range, granting it a +2 bonus to AC for the duration.

SHOCKING GRASP

Evocation cantrip

Casting Time: 1 Action

Range: touch

Components: V, S

Duration: Instantaneous

Lightning springs from your hand to deliver a shock to a creature you try to touch. Make a melee spell attack against the target. You have advantage on the attack roll if the target is wearing armor made of metal. On a hit, the target takes 1d8 lightning damage, and it can't take reactions until the start of its next turn.

The spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

SPARE THE DYING

Necromancy cantrip

Casting Time: 1 Action

Range: touch

Components: V, S

Duration: Instantaneous

You touch a living creature that has 0 hit points. The creature becomes stable. This spell has no effect on undead or constructs.

10 (0)	16 (+3)	14 (+2)	13 (+1)	10 (0)	14 (+2)
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Skills Acrobatics +5, Deception +6, Perception +2, Persuasion +4, Sleight of Hand +5, Stealth +7

Saving Throws Str 0, Dex +5, Con +2, Int +3, Wis 0, Cha +2

Biography

Ceridwen's mother is elven and her father was a Celt. She takes after her mother. Her father was killed by a Saxon raiding party while tending his sheep when she was just a child. She and her mother barely escaped.

She became a spy for Uther in Wessex, looking for weak spots in the Saxon defenses. Uther wants to recapture the holy site of Stonehenge and eventually build his palace nearby.

Uther sent her on a mission to assassinate the leader of the Saxon army in Wessex, the man who led the raiding party that killed her father. All Uther's advisors were against sending such an inexperienced assassin, but since her psychic blades leave no marks and there would be no traces of poison, his men would think he died of natural causes. Contrary to the doubters, she succeeded and returned to Tintagel victorious and vindicated.

She's now assigned to watch over Arthur and evaluate any threats from within the palace.

Appearance: Age: 35, 5'6", 130lbs, red hair, green eyes

Personality Traits: Secretive, suspicious and silent.

Ideals: The only good Saxon is a dead Saxon.

STR	DEX	CON	INT	WIS	CHA
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Bonds: Extremely devoted to Uther: he believed she could do the impossible and she did it.

Flaws: I am very quick to judge people, and my judgment is often flawed.

Background

Spy

Although your capabilities are not much different from those of a burglar or smuggler, you learned and practiced them in a very different context: as an espionage agent. You might have been an officially sanctioned agent of the crown, or perhaps you sold the secrets you uncovered to the highest bidder.

You have spent a lot of time among criminals and still have contacts within the criminal underworld. You're far closer than most people to the world of murder, theft, and violence that pervades the underbelly of civilization, and you have survived up to this point by flouting the rules and regulations of society.

Skill Proficiencies: Deception, Stealth

Tool Proficiencies: One type of gaming set, thieves' tools

Languages: None

Equipment: A crowbar, a set of dark common clothes including a hood, and a pouch containing 15gp

Features

Criminal Specialty

There are many kinds of criminals, and within a thieves' guild or similar criminal organization, individual members have particular specialties. Even criminals who operate outside of such organizations have strong preferences for certain kinds of crimes over others. Choose the role you played in your criminal life, or roll on the table below.

d8 Specialty

- | | |
|---|----------------|
| 1 | Blackmailer |
| 2 | Burglar |
| 3 | Enforcer |
| 4 | Fence |
| 5 | Highway robber |
| 6 | Hired killer |
| 7 | Pickpocket |
| 8 | Smuggler |

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.

Suggested Characteristics

Criminals might seem like villains on the surface, and many of them are villainous to the core. But some have an abundance of endearing, if not redeeming, characteristics. There might be honor among thieves, but criminals rarely show any respect for law or authority.

Attacks

Dagger. Melee: +3 to hit, reach 5 ft or range 20/60 ft. Hit: 1d4+3 piercing (Finesse, Light, Thrown)

A short metal blade mounted to a small hilt and crossguard. The dagger makes an effective side armament for hardened warriors or a hidden blade for assassins and thieves.

Psychic Dagger. Melee: +5 to hit, reach 5 ft or range 60 ft. Hit: 1d4+3 psychic (Finesse, Light, Thrown)

Also at 3rd level, You can manifest your psionic power as shimmering blades of psychic energy. Whenever you take the Attack action, you can manifest a psychic blade from your free hand and make the attack with that blade. This magic blade is a simple melee

weapon with the finesse and thrown properties. It has a normal range of 60 feet and no long range, and on a hit, it deals psychic damage equal to 1d6 plus the ability modifier you used for the attack roll. The blade vanishes immediately after it hits or misses its target, and it leaves no mark on its target if it deals damage.

After you attack with the blade, you can make a melee or ranged weapon attack with a second psychic blade as a bonus action on the same turn, provided your other hand is free to create it. The damage die of this bonus attack is 1d4, instead of 1d6.

Psychic Sword. Melee: +5 to hit, reach 5 ft or range 60 ft. Hit: 1d6+3 psychic (Finesse, Light, Thrown)

This magic blade is a simple melee weapon with the finesse and thrown properties. It has a normal range of 60 feet and no long range, and on a hit, it deals psychic damage equal to 1d6 plus the ability modifier you used for the attack roll. The blade vanishes immediately after it hits or misses its target, and it leaves no mark on its target if it deals damage.

Rogue 3

As a rogue, you have the following class features.

Hit Points

Hit Dice: 1d8 per rogue level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per rogue level after 1st

Proficiencies

Armor: Light armor

Weapons: Simple weapons, hand crossbows, longswords, rapiers, shortswords

Tools: Thieves' tools

Saving Throws: Dexterity, Intelligence

Skills: Choose four from Acrobatics, Athletics, Deception, Insight, Intimidation, Investigation, Perception, Performance, Persuasion, Sleight of Hand, and Stealth

Equipment

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a rapier or (b) a shortsword
- (a) a shortbow and quiver of 20 arrows or (b) a shortsword
- (a) a burglar's pack, (b) a dungeoneer's pack, or (c) an explorer's pack
- (a) Leather armor, two daggers, and thieves' tools

Rogue Advancement

Level	Proficiency Bonus	Sneak Attack	Features
1st	+2	1d6	<u>Expertise</u> , <u>Sneak Attack</u> , <u>Thieves' Cant</u>
2nd	+2	1d6	<u>Cunning Action</u>
3rd	+2	2d6	<u>Roguish Archetype</u>
4th	+2	2d6	<u>Ability Score Improvement</u>
5th	+3	3d6	<u>Uncanny Dodge</u>
6th	+3	3d6	<u>Expertise improvement</u>
7th	+3	4d6	<u>Evasion</u>
8th	+3	4d6	<u>Ability Score Improvement</u>
9th	+4	5d6	Roguish Archetype feature
10th	+4	5d6	<u>Ability Score Improvement</u>
11th	+4	6d6	<u>Reliable Talent</u>
12th	+4	6d6	<u>Ability Score Improvement</u>
13th	+5	7d6	Roguish Archetype feature
14th	+5	7d6	<u>Blindsight</u>
15th	+5	8d6	<u>Slippery Mind</u>
16th	+5	8d6	<u>Ability Score Improvement</u>
17th	+6	9d6	Roguish Archetype feature

Level	Proficiency Bonus	Sneak Attack	Features
18th	+6	9d6	<u>Elusive</u>
19th	+6	10d6	<u>Ability Score Improvement</u>
20th	+6	10d6	<u>Stroke of Luck</u>

Roguish Archetypes

Rogues have many features in common, including their emphasis on perfecting their skills, their precise and deadly approach to combat, and their increasingly quick reflexes. But different rogues steer those talents in varying directions, embodied by the rogue archetypes. Your choice of archetype is a reflection of your focus—not necessarily an indication of your chosen profession, but a description of your preferred techniques.

Thief

Soulknife

Most assassins strike with physical weapons, and many burglars and spies use thieves' tools to infiltrate secure locations. In contrast, a Soulknife strikes and infiltrates with the mind, cutting through barriers both physical and psychic. These rogues discover psionic power within themselves and channel it to do their roguish work. They find easy employment as members of thieves' guilds, though they are often mistrusted by rogues who are leery of anyone using strange mind powers to conduct their business. Most governments would also be happy to employ a Soulknife as a spy.

Amid the trees of ancient forests on the Material Plane and in the Feywild, some wood elves walk the path of the Soulknife, serving as silent, lethal guardians of their woods. In the endless war among the gith, a githzerai is encouraged to become a Soulknife when stealth is required against the githyanki foe.

As a Soulknife, your psionic abilities might have haunted you since you were a child, only revealing their full potential as you experienced the stress of adventure. Or you might have sought out a reclusive order of psychic adepts and spent years learning how to manifest your power.

Level 3: Psionic Power Psi Bolstered Knack Psychic Whispers

Psychic Blades

Level 9: Soul Blades

Level 13: Psychic Veil

Level 17: Rend Mind

Features

Actor.

Skilled at mimicry and dramatics, you gain the following benefits:

- Increase your Charisma score by 1, to a maximum of 20.
- You have an advantage on Charisma (Deception) and Charisma (Performance) checks when trying to pass yourself off as a different person.
- You can mimic the speech of another person or the sounds made by other creatures. You must have heard the person speaking, or heard the creature make the sound, for at least 1 minute. A successful Wisdom (Insight) check contested by your Charisma (Deception) check allows a listener to determine that the effect is faked.

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.

Cunning Action. bonus action

Starting at 2nd level, your quick thinking and agility allow you to move and act quickly. You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

Elf.

Your elf character has a variety of natural abilities, the result of thousands of years of elven refinement.

Ability Score Increase. Your Dexterity score increases by 2.

Age. Although elves reach physical maturity at about the same age as humans, the elven understanding of adulthood goes beyond physical growth to encompass worldly experience. An elf typically claims adulthood and an adult name around the age of 100 and can live to be 750 years old.

Alignment. Elves love freedom, variety, and self-expression, so they lean strongly toward the gentler aspects of chaos. They value and protect others' freedom as well as their own, and they are more often good than not.

Size. Elves range from under 5 to over 6 feet tall and have slender builds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. Accustomed to twilit forests and the night sky, you have superior vision in dark and dim conditions. 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 can't discern color in darkness, only shades of gray.

Keen Senses. You have proficiency in the Perception skill.

Fey Ancestry. Fey Ancestry. You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Trance. Elves don't need to sleep. Instead, they meditate deeply, remaining semiconscious, for 4 hours a day. (The Common word for such meditation is "trance.") While meditating, you can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

Languages. You can speak, read, and write Common and Elvish. Elvish is fluid, with subtle intonations and intricate grammar. Elven literature is rich and varied, and their songs and poems are famous among other races. Many bards learn their language so they can add Elvish ballads to their repertoires.

Expertise (Rogue).

At 1st level, choose two of your skill proficiencies, or one of your skill proficiencies and your proficiency with thieves' tools. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies.

At 6th level, you can choose two more of your proficiencies (in skills or with thieves' tools) to gain this benefit.

High Elf.

As a high elf, you have a keen mind and a mastery of at least the basics of magic. In many fantasy gaming worlds, there are two kinds of high elves. One type is haughty and reclusive, believing themselves to be superior to non-elves and even other elves. The other type is more common and more friendly, and often encountered among humans and other races.

Ability Score Increase. Your Intelligence score increases by 1.

Elf Weapon Training. You have proficiency with the longsword, shortsword, shortbow, and longbow.

Cantrip. You know one cantrip of your choice from the wizard spell list. Intelligence is your spellcasting ability for it.

Extra Language. You can speak, read, and write one extra language of your choice.

Psi Bolstered Knack.

When your nonpsionic training fails you, your psionic power can help: if you fail an ability check using a skill or tool with which you have proficiency, you can roll one Psionic Energy die (@scale.soulknife.psionic-energy-dice) and add the number rolled to the check, potentially turning failure into success. You expend the die only if the roll succeeds.

Psionic Power. uses: 4 per long rest

Starting at 3rd level, you harbor a wellspring of psionic energy within yourself. This energy is represented by your Psionic Energy dice, which are each a d6. You have a number of these dice equal to twice your proficiency bonus, and they fuel various psionic powers you have, which are detailed below.

Some of your powers expend the Psionic Energy die they use, as specified in a power's description, and you can't use a power if it requires you to use a die when your dice are all expended. You regain all your expended Psionic Energy dice when you finish a long rest. In addition, as a bonus action, you can regain one expended Psionic Energy die, but you can't do so again until you finish a short or long rest.

When you reach certain levels in this class, the size of your Psionic Energy dice increases: at 5th level (d8), 11th level (d10), and 17th level (d12). Current Psionic Energy Die: @scale.soulknife.psionic-energy-dice

The powers below use your Psionic Energy dice.

Psi Bolstered Knack

Psychic Whispers

Psychic Blades.

Also at 3rd level, You can manifest your psionic power as shimmering blades of psychic energy. Whenever you take the Attack action, you can manifest a psychic blade from your free hand and make the attack with that blade. This magic blade is a simple melee weapon with the finesse and thrown properties. It has a normal range of 60 feet and no long range, and on a hit, it deals psychic damage equal to 1d6 plus the ability modifier you used for the attack roll. The blade vanishes immediately after it hits or misses its target, and it leaves no mark on its target if it deals damage.

After you attack with the blade, you can make a melee or ranged weapon attack with a second psychic blade as a bonus action on the same turn, provided your other hand is free to create it. The damage die of this bonus attack is 1d4, instead of 1d6.

Psychic Sword

Psychic Dagger

Psychic Whispers.

You can establish telepathic communication between yourself and others – perfect for quiet infiltration. As an action, choose one or more creatures you can see, up to a number of creatures equal to your proficiency bonus, and then roll one Psionic Energy die (@scale.soulknife.psionic-energy-dice). For a number of hours equal to the number rolled, the chosen creatures can speak telepathically with you, and you can speak telepathically with them. To send or receive a message (no action required), you and the other creature must be within 1 mile of each other. A creature can't use this telepathy if it can't speak any languages, and a creature can end the

telepathic connection at any time (no action required). You and the creature don't need to speak a common language to understand each other.

The first time you use this power after each long rest, you don't expend the Psionic Energy die. All other times you use the power, you expend the die.

Roguish Archetype.

At 3rd level, you choose an archetype that you emulate in the exercise of your rogue abilities, such as Thief. Your archetype choice grants you features at 3rd level and then again at 9th, 13th, and 17th level.

Sneak Attack. 2d6 damage

Beginning at 1st level, you know how to strike subtly and exploit a foe's distraction. Once per turn, you can deal an extra 1d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon.

You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

Thieves' Cant.

During your rogue training you learned thieves' cant, a secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation. Only another creature that knows thieves' cant understands such messages. It takes four times longer to convey such a message than it does to speak the same idea plainly.

In addition, you understand a set of secret signs and symbols used to convey short, simple messages, such as whether an area is dangerous or the territory of a thieves' guild, whether loot is nearby, or whether the people in an area are easy marks or will provide a safe house for thieves on the run.

Equipment

Studded Leather Armor. AC 12, light, 45gp, Weight: 13

Made from tough but flexible leather, studded leather is reinforced with close-set rivets or spikes.

Background

Outlander

You grew up in the wilds, far from civilization and the comforts of town and technology. You've witnessed the migration of herds larger than forests, survived weather more extreme than any city-dweller could comprehend, and enjoyed the solitude of being the only thinking creature for miles in any direction. The wilds are in your blood, whether you were a nomad, an explorer, a recluse, a hunter-gatherer, or even a marauder. Even in places where you don't know the specific features of the terrain, you know the ways of the wild.

Skill Proficiencies: Athletics, Survival

Tool Proficiencies: One type of musical instrument

Languages: One of your choice

Equipment: A staff, a hunting trap, a trophy from an animal you killed, a set of traveler's clothes, and a pouch containing 10gp

Features

Origin

You've been to strange places and seen things that others cannot begin to fathom. Consider some of the distant lands you have visited, and how they impacted you. You can roll on the following table to determine your occupation during your time in the wild, or choose one that best fits your character.

d10 Origin

- 1 Forester
- 2 Trapper
- 3 Homesteader
- 4 Guide
- 5 Exile or outcast
- 6 Bounty hunter
- 7 Pilgrim

Cormac



Druid 3 (900/2700)

Medium ,

Armor Class 17 (Shield, Studded Leather Armor)

Hit Points 24

Speed 35 ft

Proficiency Bonus 2

STR	DEX	CON	INT	WIS	CHA
10 (0)	16 (+3)	14 (+2)	10 (0)	16 (+3)	10 (0)

Skills Medicine +5, Perception +5, Stealth +5

Saving Throws Str 0, Dex +5, Con +2, Int +2, Wis +5, Cha 0

Senses Darkvision 60 ft

- 8 Tribal nomad
- 9 Hunter-gatherer
- 10 Tribal marauder
- Wanderer**

Attacks

Longbow. Ranged: +3 to hit, range 150/600 ft. Hit: 1d8+3 piercing

A thick shaft of laminated wood is bowed by a taut string capable of launching deadly arrows at long distances.

Longsword. Melee: 0 to hit, reach 5 ft. Hit: 1d8 slashing (Versatile 1d10)

A lengthy straight blade designed for slashing foes, the longsword is a highly versatile weapon that may also be wielded with two hands for more punishing strikes.

Druid 3

As a druid, you gain the following class features.

Hit Points

Hit Dice: 1d8 per druid level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per druid level after 1st

Proficiencies

Armor: Light armor, medium armor, shields (druids will not wear armor or use shields made of metal)

Weapons: Clubs, daggers, darts, javelins, maces, quarterstaffs, scimitars, sickles, slings, spears

Tools: Herbalism kit

Saving Throws: Intelligence, Wisdom

Skills: Choose two from Arcana, Animal Handling, Insight, Medicine, Nature, Perception, Religion, and Survival

Equipment

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a wooden shield or (b) any simple weapon
- (a) a scimitar or (b) any simple melee weapon
- Leather armor, an explorer's pack, and a druidic focus

Druid Advancement

Level	Proficiency Bonus	Features
1st	+2	<u>Druidic, Spellcasting</u>
2nd	+2	<u>Wild Shape (Max CR 1/4), Druid Circle</u>
3rd	+2	2nd Level Spell Slot
4th	+2	<u>Wild Shape (Max CR 1/2), Ability Score Improvement</u>
5th	+3	3rd Level Spell Slot
6th	+3	Druid Circle feature
7th	+3	4th Level Spell Slot
8th	+3	<u>Wild Shape (Max CR 1), Ability Score Improvement</u>
9th	+4	5th Level Spell Slot
10th	+4	Druid Circle feature
11th	+4	6th Level Spell Slot
12th	+4	<u>Ability Score Improvement</u>
13th	+5	7th Level Spell Slot
14th	+5	Druid Circle feature
15th	+5	8th Level Spell Slot
16th	+5	<u>Ability Score Improvement</u>
17th	+6	9th Level Spell Slot
18th	+6	<u>Timeless Body, Beast Spells</u>
19th	+6	<u>Ability Score Improvement</u>
20th	+6	<u>Archdruid</u>

Sacred Plants and Wood

A druid holds certain plants to be sacred, particularly alder, ash, birch, elder, hazel, holly, juniper, mistletoe, oak, rowan, willow, and yew. Druids often use such plants as part of a spellcasting focus, incorporating lengths of oak or yew or sprigs of mistletoe.

Similarly, a druid uses such woods to make other objects, such as weapons and shields. Yew is associated with death and rebirth, so weapon handles for scimitars or sickles might be fashioned from it. Ash is associated with life and oak with strength. These woods make excellent hafts or whole weapons, such as clubs or quarterstaffs, as well as shields. Alder is associated with air, and it might be used for thrown weapons, such as darts or javelins.

Druids from regions that lack the plants described here have chosen other plants to take on similar uses. For instance, a druid of a desert region might value the yucca tree and cactus plants.

Druids and the Gods

Some druids venerate the forces of nature themselves, but most druids are devoted to one of the many nature deities worshiped in the multiverse (the lists of gods in [Appendix B](#) include many such deities). The worship of these deities is often considered a more ancient tradition than the faiths of clerics and urbanized peoples.

Druid Circles

Circle of the Land

Circle of the Moon

Druids of the Circle of the Moon are fierce guardians of the wilds. Their order gathers under the full moon to share news and trade warnings. They haunt the deepest parts of the wilderness, where they might go for weeks on end before crossing paths with another humanoid creature, let alone another druid.

Changeable as the moon, a druid of this circle might prowl as a great cat one night, soar over the treetops as an eagle the next day, and crash through the undergrowth in bear form to drive off a trespassing monster. The wild is in the druid's blood.

Features

Circle Forms.

The rites of your circle grant you the ability to transform into more dangerous animal forms. Starting at 2nd level, you can use your Wild Shape to transform into a beast with a challenge rating as high as 1. You ignore the Max. CR column of the Beast Shapes table, but must abide by the other limitations there.

Starting at 6th level, you can transform into a beast with a challenge rating as high as your druid level divided by 3, rounded down.

Combat Wild Shape.

When you choose this circle at 2nd level, you gain the ability to use Wild Shape on your turn as a bonus action, rather than as an action.

Additionally, while you are transformed by Wild Shape, you can use a bonus action to expend one spell slot to regain 1d8 hit points per level of the spell slot expended.

Druid Circle.

At 2nd level, you choose to identify with a circle of druids, such as the Circle of the Land.

Your choice grants you features at 2nd level and again at 6th, 10th, and 14th level.

Druidic.

You know Druidic, the secret language of druids. You can speak the language and use it to leave hidden messages. You and others who know this language automatically spot such a message. Others spot the message's presence with a successful DC 15 Wisdom (Perception) check but can't decipher it without magic.

Elf.

Your elf character has a variety of natural abilities, the result of thousands of years of elven refinement.

Ability Score Increase. Your Dexterity score increases by 2.

Age. Although elves reach physical maturity at about the same age as humans, the elven understanding of adulthood goes beyond physical growth to encompass worldly experience. An elf typically

claims adulthood and an adult name around the age of 100 and can live to be 750 years old.

Alignment. Elves love freedom, variety, and self-expression, so they lean strongly toward the gentler aspects of chaos. They value and protect others' freedom as well as their own, and they are more often good than not.

Size. Elves range from under 5 to over 6 feet tall and have slender builds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. Accustomed to twilit forests and the night sky, you have superior vision in dark and dim conditions. 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 can't discern color in darkness, only shades of gray.

Keen Senses. You have proficiency in the Perception skill.

Fey Ancestry. **Fey Ancestry** You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Trance. Elves don't need to sleep. Instead, they meditate deeply, remaining semiconscious, for 4 hours a day. (The Common word for such meditation is "trance.") While meditating, you can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

Languages. You can speak, read, and write Common and Elvish. Elvish is fluid, with subtle intonations and intricate grammar. Elven literature is rich and varied, and their songs and poems are famous among other races. Many bards learn their language so they can add Elvish ballads to their repertoires.

Fey Ancestry.

You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Fleet of Foot.

Your base walking speed increases to 35 feet.

Mask of the Wild.

You can attempt to hide even when you are only lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena.

Resilient: Dexterity.

Choose one ability score. You gain the following benefits:

- Increase the chosen ability score by 1, to a maximum of 20.
- You gain proficiency in saving throws using the chosen ability.

Spellcasting (Druid).

Drawing on the divine essence of nature itself, you can cast spells to shape that essence to your will.

Cantrips

At 1st level, you know two cantrips of your choice from the druid spell list. You learn additional druid cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Druid table.

Preparing and Casting Spells

The Druid table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these druid 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.

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

For example, if you are a 3rd-level druid, you have four 1st-level and two 2nd-level spell slots. With a Wisdom of 16, your list of prepared spells can include six spells of 1st or 2nd level, in any combination. If you prepare the 1st-level spell cure wounds, you can cast it using a 1st-level or 2nd-level slot. Casting the spell doesn't remove it from your list of prepared spells.

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

Spellcasting Ability

Wisdom is your spellcasting ability for your druid spells, since your magic draws upon your devotion and attunement to nature. You use your Wisdom whenever a spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a druid spell you cast and when making an attack roll with one.

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

Spell attack modifier = your proficiency bonus + your Wisdom modifier

Ritual Casting

You can cast a druid spell as a ritual if that spell has the ritual tag and you have the spell prepared.

Spellcasting Focus

You can use a druidic focus (see [Adventuring Gear](#)) as a spellcasting focus for your druid spells.

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.

Wild Shape. uses: 2 per short rest, Duration: 1 hour

Starting at 2nd level, you can use your action to magically assume the shape of a beast that you have seen before. You can use this feature twice. You regain expended uses when you finish a short or long rest.

Your druid level determines the beasts you can transform into, as shown in the Beast Shapes table. At 2nd level, for example, you can transform into any beast that has a challenge rating of 1/4 or lower that doesn't have a flying or swimming speed.

Beast Shapes

Level	Max. CR	Limitations	Example
2nd	1/4	No flying or swimming speed	<u>Wolf</u>
4th	1/2	No flying speed	<u>Crocodile</u>
8th	1	—	<u>Giant Eagle</u>

You can stay in a beast shape for a number of hours equal to half your druid level (rounded down). You then revert to your normal form unless you expend another use of this feature. You can revert to your normal form earlier by using a bonus action on your turn. You automatically revert if you fall unconscious, drop to 0 hit points, or die.

While you are transformed, the following rules apply:

- Your game statistics are replaced by the statistics of the beast, but you retain your alignment, personality, and Intelligence, Wisdom, and Charisma scores. You also retain all of your skill and saving throw proficiencies, in addition to gaining those of the creature. If the creature has the same proficiency as you and the bonus in its stat block is higher than yours, use the creature's bonus instead of yours. If the creature has any legendary or lair actions, you can't use them.
- When you transform, you assume the beast's hit points and Hit Dice. When you revert to your normal form, you return to the number of hit points you had before you transformed. However, if you revert as a result of dropping to 0 hit points, any excess damage carries over to your normal form. For example, if you take 10 damage in animal form and have only 1 hit point left, you revert and take 9 damage. As long as the excess damage doesn't reduce your normal form to 0 hit points, you aren't knocked unconscious.
- You can't cast spells, and your ability to speak or take any action that requires hands is limited to the capabilities of your beast form. Transforming doesn't break your concentration on a spell you've already cast, however, or prevent you from taking actions that are part of a spell, such as call lightning, that you've already cast.
- You retain the benefit of any features from your class, race, or other source and can use them if the new form is physically capable of doing so. However, you can't use any of

your special senses, such as darkvision, unless your new form also has that sense.

- You choose whether your equipment falls to the ground in your space, merges into your new form, or is worn by it. Worn equipment functions as normal, but the GM decides whether it is practical for the new form to wear a piece of equipment, based on the creature's shape and size. Your equipment doesn't change size or shape to match the new form, and any equipment that the new form can't wear must either fall to the ground or merge with it. Equipment that merges with the form has no effect until you leave the form.

Wood Elf.

As a wood elf, you have keen senses and intuition, and your fleet feet carry you quickly and stealthily through your native forests. This category includes the wild elves (grugach) of Greyhawk and the Kagonesti of Dragonlance, as well as the races called wood elves in Greyhawk and the Forgotten Realms. In Faerun, wood elves (also called wild elves, green elves, or forest elves) are reclusive and distrusting of non-elves.

Wood elves' skin tends to be copperish in hue, sometimes with traces of green. Their hair tends toward browns and blacks, but it is occasionally blond or copper-colored. Their eyes are green, brown, or hazel.

- Ability Score Increase. Your Wisdom score increases by 1.
- Elf Weapon Training. You have proficiency with the longsword, shortsword, shortbow, and longbow.
- Fleet of Foot**
- Mask of the Wild**

Equipment

Shield. AC 2, shield, 10gp, Weight: 6

A shield is made from wood or metal and is carried in one hand. Wielding a shield increases your Armor Class by 2. You can benefit from only one shield at a time.

Studded Leather Armor. AC 12, light, 45gp, Weight: 13

Made from tough but flexible leather, studded leather is reinforced with close-set rivets or spikes.

Consumables

Arrow. ×20, piercing damage, 5cp, Weight: 0.05

Standard ammunition used for bows of all varieties. These mundane arrows are made of smooth wooden shafts with goose feather fletching and hammer metal bodkins.

Containers

Quiver. 1gp, Weight: 1

A quiver can hold up to 20 arrows.

Spellcasting

Spell DC 13, Spell Attack +5

Cantrip: Poison Spray, Produce Flame

Level 1 (4): •Cure Wounds, •Faerie Fire, Goodberry, •Healing Word, •Thunderwave

Level 2 (2):

Spells

CURE WOUNDS

1st Level Evocation

Casting Time: 1 Action

Range: touch

Components: V, S

Duration: Instantaneous

A creature you touch regains a number of hit points equal to 1d8 + your spellcasting ability modifier. This spell has no effect on undead or constructs.

Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the healing increases by 1d8 for each slot level above 1st.

FAERIE FIRE

1st Level Evocation

Casting Time: 1 Action

Range: 60 ft

Components: V

Duration: Concentration, up to 1 minute

Each object in a 20-foot cube within range is outlined in blue, green, or violet light (your choice). Any creature in the area when the spell is cast is also outlined in light if it fails a Dexterity saving throw. For the duration, objects and affected creatures shed dim light in a 10-foot radius.

Any attack roll against an affected creature or object has advantage if the attacker can see it, and the affected creature or object can't benefit from being invisible.

GOODBERRY

1st Level Transmutation

Casting Time: 1 Action

Range: touch

Components: V, S, M (A spring of mistletoe)

Duration: Instantaneous

Up to ten berries appear in your hand and are infused with magic for the duration. A creature can use its action to eat one berry. Eating a berry restores 1 hit point, and the berry provides enough nourishment to sustain a creature for one day.

The berries lose their potency if they have not been consumed within 24 hours of the casting of this spell.

HEALING WORD

1st Level Evocation

Casting Time: Bonus Action

Range: 60 ft

Components: V

Duration: Instantaneous

A creature of your choice that you can see within range regains hit points equal to 1d4 + your spellcasting ability modifier. This spell has no effect on undead or constructs.

Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the healing increases by 1d4 for each slot level above 1st.

POISON SPRAY

Conjuration cantrip

Casting Time: 1 Action

Range: 10 ft

Components: V, S

Duration: Instantaneous

You extend your hand toward a creature you can see within range and project a puff of noxious gas from your palm. The creature must succeed on a Constitution saving throw or take 1d12 poison damage.

This spell's damage increases by 1d12 when you reach 5th level (2d12), 11th level (3d12), and 17th level (4d12).

PRODUCE FLAME

Conjuration cantrip

Casting Time: 1 Action

Range: 30 ft

Components: V, S

Duration: 10 minutes

A flickering flame appears in your hand. The flame remains there for the Duration and harms neither you nor your Equipment. The flame sheds bright light in a 10-foot radius and dim light for an additional 10 feet. The spell ends if you dismiss it as an action or if you cast it again.

You can also Attack with the flame, although doing so ends the spell. When you cast this spell, or as an action on a later turn, you can hurl the flame at a creature within 30 feet of you. Make a ranged spell Attack. On a hit, the target takes 1d8 fire damage.

This spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

THUNDERWAVE

1st Level Evocation

Casting Time: 1 Action

Range: self

Components: V, S

Duration: Instantaneous

A wave of thunderous force sweeps out from you. Each creature in a 15-foot cube originating from you must make a Constitution saving throw. On a failed save, a creature takes 2d8 thunder damage and is pushed 10 feet away from you. On a successful save, the creature takes half as much damage and isn't pushed.

Elessa



Wizard 3 (0/2700)

Medium High Elf, Neutral Good

Armor Class 15 (Studded Leather Armor)

Hit Points 20

Speed 30 ft

Proficiency Bonus 2

STR	DEX	CON	INT	WIS	CHA
10 (0)	16 (+3)	14 (+2)	16 (+3)	10 (0)	10 (0)

Skills Arcana +5, Deception +2, Investigation +5, Perception +2, Performance +2, Stealth +5

Saving Throws Str 0, Dex +5, Con +2, Int +5, Wis +2, Cha 0

Senses Darkvision 60 ft

Biography

Elessa is a shady wizard with a criminal past, albeit not completely voluntarily.

After her parents died when she was just six years old, her uncle, Rhys, sold her to Nuvian Nimesin. Nuvian was a low-level, no-count wizard who used his magic to defraud elderly nobles.

He would ingratiate himself with them, dazzling them with magic tricks in which Elessa played a very distracting part, and use *magic hand* to lift their purses.

Nuvian traveled the six kingdoms using these scams to line his pockets. He claimed that Elessa was his daughter and trained her in his criminal ways, as well as his bladesinging magic.

He was also a very good swordsman, specializing in bladesinging, and would usually fight his way out of a jam and then flee into the night.

Eventually he was caught in the court of King Tryffyn Farfog of Dyfed. He actually got away after stealing the queen's jewels, but was captured when he went back to get Elessa and was thrown in the dungeon ("I got throwed in the slammer," as he is wont to say). Tryffyn's wife took pity on the young elven girl, who was now 12, and they had her live with their court wizard, an elven woman named Aura.

Aura completed Elessa's training, but the girl's magic was already steeped in bladesinging, and so her way was set.

Nuvian was released after serving 10 years in Tryffyd's dungeon, and has been shadowing Elessa ever since (he is her criminal contact).

Appearance: Female high elf, long brown hair, green eyes, 5'6", 125 lbs

Personality Traits: Always quick with a joke.

Ideals: Help the less fortunate, as she once was. Will really go out of her way to help kids.

In addition, unsecured objects that are completely within the area of effect are automatically pushed 10 feet away from you by the spell's effect, and the spell emits a thunderous boom audible out to 300 feet.

Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8 for each slot level above 1st.

Bonds: She feels she owes a great debt to King Tryffyn and Aura, his court wizard.

Flaws: Sometimes slips back into her light-fingered ways.

Background

Criminal

You are an experienced criminal with a history of breaking the law. You have spent a lot of time among other criminals and still have contacts within the criminal underworld. You're far closer than most people to the world of murder, theft, and violence that pervades the underbelly of civilization, and you have survived up to this point by flouting the rules and regulations of society.

Skill Proficiencies: Deception, Stealth

Tool Proficiencies: One type of gaming set, thieves' tools

Languages: None

Equipment: A crowbar, a set of dark common clothes including a hood, and a pouch containing 15gp

Variants

Spy

Although your capabilities are not much different from those of a burglar or smuggler, you learned and practiced them in a very different context: as an espionage agent. You might have been an officially sanctioned agent of the crown, or perhaps you sold the secrets you uncovered to the highest bidder.

Features

Criminal Specialty

There are many kinds of criminals, and within a thieves' guild or similar criminal organization, individual members have particular specialties. Even criminals who operate outside of such organizations have strong preferences for certain kinds of crimes over others. Choose the role you played in your criminal life, or roll on the table below.

d8 Specialty

- 1 Blackmailer
- 2 Burglar
- 3 Enforcer
- 4 Fence
- 5 Highway robber
- 6 Hired killer
- 7 Pickpocket
- 8 Smuggler

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.

Suggested Characteristics

Criminals might seem like villains on the surface, and many of them are villainous to the core. But some have an abundance of endearing, if not redeeming, characteristics. There might be honor among thieves, but criminals rarely show any respect for law or authority.

Wizard 3

As a wizard, you gain the following class features.

Hit Points

Hit Dice: 1d6 per wizard level

Hit Points at 1st Level: 6 + your Constitution modifier

Hit Points at Higher Levels: 1d6 (or 4) + your Constitution modifier per wizard level after 1st

Proficiencies

Armor: None

Weapons: Daggers, darts, slings, quarterstaffs, light crossbows

Tools: None

Saving Throws: Intelligence, Wisdom

Skills: Choose two from Arcana, History, Insight, Investigation, Medicine, and Religion

Equipment

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a quarterstaff or (b) a dagger
- (a) a component pouch or (b) an arcane focus
- (a) a scholar's pack or (b) an explorer's pack
- A spellbook

Wizard Advancement

Level	Proficiency Bonus	Features
1st	+2	<u>Spellcasting</u> , <u>Arcane Recovery</u>
2nd	+2	<u>Arcane Tradition</u>
3rd	+2	2nd Level Spell Slot
4th	+2	<u>Ability Score Improvement</u>
5th	+3	3rd Level Spell Slot
6th	+3	Arcane Tradition feature
7th	+3	4th Level Spell Slot
8th	+3	<u>Ability Score Improvement</u>
9th	+4	5th Level Spell Slot
10th	+4	Arcane Tradition feature
11th	+4	6 Level Spell Slot
12th	+4	<u>Ability Score Improvement</u>
13th	+5	7th Level Spell Slot
14th	+5	Arcane Tradition feature
15th	+5	8th Level Spell Slot
16th	+5	<u>Ability Score Improvement</u>
17th	+6	9 Level Spell Slot
18th	+6	<u>Spell Mastery</u>
19th	+6	<u>Ability Score Improvement</u>
20th	+6	<u>Signature Spells</u>

Your Spellbook

The spells that you add to your spellbook as you gain levels reflect the arcane research you conduct on your own, as well as intellectual breakthroughs you have had about the nature of the multiverse. You might find other spells during your adventures. You could discover a spell recorded on a scroll in an evil wizard's chest, for example, or in a dusty tome in an ancient library.

Copying a Spell into the Book. When you find a wizard spell of 1st level or higher, you can add it to your spellbook if it is of a spell level you can prepare and if you can spare the time to decipher and copy it.

Copying that spell into your spellbook involves reproducing the basic form of the spell, then deciphering the unique system of notation used by the wizard who wrote it. You must practice the spell until you understand the sounds or gestures required, then transcribe it into your spellbook using your own notation.

For each level of the spell, the process takes 2 hours and costs 50 gp. The cost represents material components you expend as you experiment with the spell to master it, as well as the fine inks you need to record it. Once you have spent this time and money, you can prepare the spell just like your other spells.

Replacing the Book. You can copy a spell from your own spellbook into another book—for example, if you want to make a backup copy of your spellbook. This is just like copying a new spell into your spellbook, but faster and easier, since you understand your own notation and already know how to cast the spell. You need spend only 1 hour and 10 gp for each level of the copied spell.

If you lose your spellbook, you can use the same procedure to transcribe the spells that you have prepared into a new spellbook. Filling out the remainder of your spellbook requires you to find new spells to do so, as normal. For this reason, many wizards keep backup spellbooks in a safe place.

The Book's Appearance. Your spellbook is a unique compilation of spells, with its own decorative flourishes and margin notes. It might be a plain, functional leather volume that you received as a gift from your master, a finely bound gilt-edged tome you found in an ancient library, or even a loose collection of notes scrounged together after you lost your previous spellbook in a mishap.

Arcane Traditions

The study of wizardry is ancient, stretching back to the earliest mortal discoveries of magic. It is firmly established in fantasy gaming worlds, with various traditions dedicated to its complex study.

The most common arcane traditions in the multiverse revolve around the schools of magic. Wizards through the ages have cataloged thousands of spells, grouping them into eight categories called schools. In some places, these traditions are literally schools. In other institutions, the schools are more like academic departments, with rival faculties competing for students and funding. Even wizards who train apprentices in the solitude of their own towers use the division of magic into schools as a learning device, since the spells of each school require mastery of different techniques.

School of Evocation

Bladesinging

Bladesingers master a tradition of wizardry that incorporates swordplay and dance. Originally created by elves, this tradition has been adopted by non-elf practitioners, who honor and expand on the elven ways.

In combat, a bladesinger uses a series of intricate, elegant maneuvers that fend off harm and allow the bladesinger to channel magic into devastating attacks and a cunning defense. Many who have observed a bladesinger at work remember the display as one of the more beautiful experiences in their life, a glorious dance accompanied by a singing blade.

Features

Arcane Recovery. uses: 1 per long rest. The wizard can recover this number worth of spells slots (of 5th-level or lower): 2

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.

For example, if you're a 4th-level wizard, you can recover up to two levels worth of spell slots. You can recover either a 2nd-level spell slot or two 1st-level spell slots.

Arcane Tradition.

When you reach 2nd level, you choose an arcane tradition, shaping your practice of magic through one of eight schools, such as Evocation.

Your choice grants you features at 2nd level and again at 6th, 10th, and 14th level.

Bladesong. bonus action, uses: 2 per long rest, Duration: 1 minute

Starting at 2nd level, you can invoke an elven magic called the Bladesong, provided that you aren't wearing medium or heavy armor or using a shield. It graces you with supernatural speed, agility, and focus.

You can use a bonus action to start the Bladesong, which lasts for 1 minute. It ends early if you are incapacitated, if you don medium or heavy armor or a shield, or if you use two hands to make an attack with a weapon. You can also dismiss the Bladesong at any time (no action required).

While your Bladesong is active, you gain the following benefits:

- You gain a bonus to your AC equal to your Intelligence modifier (minimum of +1).
- Your walking speed increases by 10 feet.
- You have advantage on Dexterity (Acrobatics) checks.
- You gain a bonus to any Constitution saving throw you make to maintain your concentration on a spell. The bonus equals your Intelligence modifier (minimum of +1).

You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses of it when you finish a long rest.

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.

Elf.

Your elf character has a variety of natural abilities, the result of thousands of years of elven refinement.

Ability Score Increase. Your Dexterity score increases by 2.

Age. Although elves reach physical maturity at about the same age as humans, the elven understanding of adulthood goes beyond physical growth to encompass worldly experience. An elf typically claims adulthood and an adult name around the age of 100 and can live to be 750 years old.

Alignment. Elves love freedom, variety, and self-expression, so they lean strongly toward the gentler aspects of chaos. They value and protect others' freedom as well as their own, and they are more often good than not.

Size. Elves range from under 5 to over 6 feet tall and have slender builds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. Accustomed to twilit forests and the night sky, you have superior vision in dark and dim conditions. 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 can't discern color in darkness, only shades of gray.

Keen Senses. You have proficiency in the Perception skill.

Fey Ancestry. *Fey Ancestry.* You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Trance. Elves don't need to sleep. Instead, they meditate deeply, remaining semiconscious, for 4 hours a day. (The Common word for such meditation is "trance.") While meditating, you can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

Languages. You can speak, read, and write Common and Elvish. Elvish is fluid, with subtle intonations and intricate grammar. Elven literature is rich and varied, and their songs and poems are famous among other races. Many bards learn their language so they can add Elvish ballads to their repertoires.

Fey Ancestry.

You have advantage on saving throws against being charmed, and magic can't put you to sleep.

High Elf.

As a high elf, you have a keen mind and a mastery of at least the basics of magic. In many fantasy gaming worlds, there are two kinds of high elves. One type is haughty and reclusive, believing themselves to be superior to non-elves and even other elves. The other type is more common and more friendly, and often encountered among humans and other races.

Ability Score Increase. Your Intelligence score increases by 1.

Elf Weapon Training. You have proficiency with the longsword, shortsword, shortbow, and longbow.

Cantrip. You know one cantrip of your choice from the wizard spell list. Intelligence is your spellcasting ability for it.

Extra Language. You can speak, read, and write one extra language of your choice.

Resilient: Dexterity.

Choose one ability score. You gain the following benefits:

- Increase the chosen ability score by 1, to a maximum of 20.

- You gain proficiency in saving throws using the chosen ability. **Spellcasting (Wizard).**

As a student of arcane magic, you have a spellbook containing spells that show the first glimmerings of your true power.

Cantrips

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

Spellbook

At 1st level, you have a spellbook containing six 1st-level wizard spells of your choice. Your spellbook is the repository of the wizard spells you know, except your cantrips, which are fixed in your mind.

Preparing and Casting Spells

The Wizard 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.

You prepare the list of wizard spells that are available for you to cast. To do so, choose a number of wizard spells from your spellbook equal to your Intelligence modifier + your wizard level (minimum of one spell). The spells must be of a level for which you have spell slots.

For example, if you're a 3rd-level wizard, you have four 1st-level and two 2nd-level spell slots. With an Intelligence of 16, your list of prepared spells can include six spells of 1st or 2nd level, in any combination, chosen from your spellbook. If you prepare the 1st-level spell magic missile, you can cast it using a 1st-level or a 2nd-level slot. Casting the spell doesn't remove it from your list of prepared spells.

You can change your list of prepared spells when you finish a long rest. Preparing a new list of wizard spells requires time spent studying your spellbook and memorizing the incantations and gestures you must make to cast the spell: at least 1 minute per spell level for each spell on your list.

Spellcasting Ability

Intelligence is your spellcasting ability for your wizard spells, since you learn your spells through dedicated study and memorization. You use your Intelligence whenever a spell refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for a wizard spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Intelligence modifier

Spell attack modifier = your proficiency bonus + your Intelligence modifier

Ritual Casting

You can cast a wizard spell as a ritual if that spell has the ritual tag and you have the spell in your spellbook. You don't need to have the spell prepared.

Spellcasting Focus

You can use an arcane focus as a spellcasting focus for your wizard spells.

Learning Spells of 1st Level and Higher

Each time you gain a wizard level, you can add two wizard spells of your choice to your spellbook for free. Each of these spells must be of a level for which you have spell slots, as shown on the Wizard table. On your adventures, you might find other spells that you can add to your spellbook (see the "Your Spellbook" sidebar).

Training in War and Song.

When you adopt this tradition at 2nd level, you gain proficiency with light armor, and you gain proficiency with one type of one-handed melee weapon of your choice.

You also gain proficiency in the Performance skill if you don't already have it.

Equipment

Studded Leather Armor. AC 12, light, 45gp, Weight: 13

Made from tough but flexible leather, studded leather is reinforced with close-set rivets or spikes.

Spellcasting

Spell DC 13, Spell Attack +5

Cantrip: Blade Ward, Fire Bolt, Shocking Grasp, True Strike

Level 1 (4): Burning Hands, Disguise Self, False Life, Feather Fall, Identify, Magic Missile, Shield, Thunderwave

Level 2 (2): Invisibility, Scorching Ray

Spells

BLADE WARD

Abjuration cantrip

Casting Time: 1 Action

Range: null-null self

Components: V, S

Duration: 1 round

You extend your hand and trace a sigil of warding in the air. Until the end of your next turn, you have resistance against bludgeoning, piercing, and slashing damage dealt by weapon attacks.

BURNING HANDS

1st Level Evocation

Casting Time: 1 Action

Range: self

Components: V, S

Duration: Instantaneous

As you hold your hands with thumbs touching and fingers spread, a thin sheet of flames shoots forth from your outstretched fingertips. Each creature in a 15-foot cone must make a Dexterity saving throw. A creature takes 3d6 fire damage on a failed save, or half as much damage on a successful one.

The fire ignites any flammable objects in the area that aren't being worn or carried.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.

DISGUISE SELF

1st Level Illusion

Casting Time: 1 Action

Range: self

Components: V, S

Duration: 1 hour

You make yourself—including your clothing, armor, weapons, and other belongings on your person—look different until the spell ends or until you use your action to dismiss it. You can seem 1 foot shorter or taller and can appear thin, fat, or in between. You can't change your body type, so you must adopt a form that has the same basic arrangement of limbs. Otherwise, the extent of the illusion is up to you.

The changes wrought by this spell fail to hold up to physical inspection. For example, if you use this spell to add a hat to your outfit, objects pass through the hat, and anyone who touches it would feel nothing or would feel your head and hair. If you use this spell to appear thinner than you are, the hand of someone who reaches out to touch you would bump into you while it was seemingly still in midair.

To discern that you are disguised, a creature can use its action to inspect your appearance and must succeed on an Intelligence (Investigation) check against your spell save DC.

FALSE LIFE

1st Level Necromancy

Casting Time: 1 Action

Range: self

Components: V, S, M (A small amount of alcohol or distilled spirits)

Duration: 1 hour

Bolstering yourself with a necromantic facsimile of life, you gain 1d4 + 4 Temporary Hit Points for the Duration.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you gain 5 additional Temporary Hit Points for each

slot level above 1st.

FEATHER FALL

1st Level Transmutation

Casting Time: Reaction (which you take when you or a creature within 60 feet of you falls)

Range: 60 ft

Components: V, M (A small feather or piece of down)

Duration: 1 minute

Choose up to five falling creatures within range. A falling creature's rate of descent slows to 60 feet per round until the spell ends. If the creature lands before the spell ends, it takes no falling damage and can land on its feet, and the spell ends for that creature.

FIRE BOLT

Evocation cantrip

Casting Time: 1 Action

Range: 120 ft

Components: V, S

Duration: Instantaneous

You hurl a mote of fire at a creature or object within range. Make a ranged spell attack against the target. On a hit, the target takes 1d10 fire damage. A flammable object hit by this spell ignites if it isn't being worn or carried.

This spell's damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).

IDENTIFY

1st Level Divination (ritual)

Casting Time: 1 Minute

Range: touch

Components: V, S, M (A pearl worth at least 100gp and an owl feather)

Duration: Instantaneous

You choose one object that you must touch throughout the casting of the spell. If it is a magic item or some other magic-imbued object, you learn its properties and how to use them, whether it requires attunement to use, and how many charges it has, if any. You learn whether any spells are affecting the item and what they are. If the item was created by a spell, you learn which spell created it.

If you instead touch a creature throughout the casting, you learn what spells, if any, are currently affecting it.

INVISIBILITY

2nd Level Illusion

Casting Time: 1 Action

Range: touch

Components: V, S, M (An eyelash encased in gum arabic)

Duration: Concentration, up to 1 hour

A creature you touch becomes invisible until the spell ends. Anything the target is wearing or carrying is invisible as long as it is on the target's person. The spell ends for a target that attacks or casts a spell.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can target one additional creature for each slot level above 2nd.

MAGIC MISSILE

1st Level Evocation

Casting Time: 1 Action

Range: 120 ft

Components: V, S

Duration: Instantaneous

You create three glowing darts of magical force. Each dart hits a creature of your choice that you can see within range. A dart deals $1d4 + 1$ force damage to its target. The darts all strike simultaneously, and you can direct them to hit one creature or several.

Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the spell creates one more dart for each slot level above 1st.

SCORCHING RAY

2nd Level Evocation

Casting Time: 1 Action

Range: 120 ft

Components: V, S

Duration: Instantaneous

You create three rays of fire and hurl them at targets within range. You can hurl them at one target or several.

Make a ranged Spell Attack for each ray. On a hit, the target takes 2d6 fire damage.

Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you create one additional ray for each slot level above 2nd.

SHIELD

1st Level Abjuration

Casting Time: Reaction (which you take when you are hit by an attack or targeted by the magic missile spell)

Range: self

Components: V, S

Duration: 1 round

An invisible barrier of magical force appears and protects you. Until the start of your next turn, you have a +5 bonus to AC, including against the triggering attack, and you take no damage from **magic missile**.

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SHOCKING GRASP

Evocation cantrip

Casting Time: 1 Action

Range: touch

Components: V, S

Duration: Instantaneous

Lightning springs from your hand to deliver a shock to a creature you try to touch. Make a melee spell attack against the target. You

Ffion



Paladin 3 (900/2700)

Medium Celt, Neutral Good

Armor Class 20 (Plate Armor, Shield)

Hit Points 31

Speed 30 ft

Proficiency Bonus 2

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (0)	17 (+3)	10 (0)	10 (0)	14 (+2)

Skills Athletics +5, Insight +2, Intimidation +4, Religion +2

Saving Throws Str +3, Dex 0, Con +5, Int 0, Wis +2, Cha +4

have advantage on the attack roll if the target is wearing armor made of metal. On a hit, the target takes 1d8 lightning damage, and it can't take reactions until the start of its next turn.

The spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

THUNDERWAVE

1st Level Evocation

Casting Time: 1 Action

Range: self

Components: V, S

Duration: Instantaneous

A wave of thunderous force sweeps out from you. Each creature in a 15-foot cube originating from you must make a Constitution saving throw. On a failed save, a creature takes 2d8 thunder damage and is pushed 10 feet away from you. On a successful save, the creature takes half as much damage and isn't pushed.

In addition, unsecured objects that are completely within the area of effect are automatically pushed 10 feet away from you by the spell's effect, and the spell emits a thunderous boom audible out to 300 feet.

Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8 for each slot level above 1st.

TRUE STRIKE

Divination cantrip

Casting Time: 1 Action

Range: 30 ft

Components: S

Duration: Concentration, up to 1 round

You extend your hand and point a finger at a target in range. Your magic grants you a brief insight into the target's defenses. On your next turn, you gain advantage on your first attack roll against the target, provided that this spell hasn't ended.

Biography

Ffion's mother, Seren, was Arthur's wet nurse and nanny, and is currently Morgause's nanny. So Fionn is basically Arthur's and Morgause's big sister.

Ffion became a student of Branwen's early on, but was more interested in the rough-and-tumble things that Arthur was doing, and became a paladin rather than a cleric.

Appearance: Age: 18, 6'1", 175 lbs, brown hair, brown eyes

Personality Traits: Very quiet and reserved in social situations, she turns into a wildcat in battle.

Ideals: Might does not make right, but it sure does help.

Bonds: Considers Arthur to be her little brother. Daughter of Seren. Acolyte of Branwen.

Flaws: She spoils Arthur and Morgause, letting them get away with anything.

Background

Acolyte

You have spent your life in the service of a temple to a specific god or pantheon of gods. You act as an intermediary between the realm of the holy and the mortal world, performing sacred rites and offering sacrifices in order to conduct worshipers into the presence of the divine. You are not necessarily a cleric—performing sacred rites is not the same thing as channeling divine power.

Choose a god, a pantheon of gods, or some other quasi-divine being from among those listed in [Fantasy-Historical Pantheons](#), and work with your DM to detail the nature of your religious service. Were you a lesser functionary in a temple, raised from childhood to assist the priests in the sacred rites? Or were you a high priest who suddenly experienced a call to serve your god in a different way? Perhaps you were the leader of a small cult outside of any established temple structure, or even an occult group that served a fiendish master that you now deny.

Skill Proficiencies: Insight, Religion

Languages: Two of your choice

Equipment: A holy symbol (a gift to you when you entered the priesthood), a prayer book or prayer wheel, 5 sticks of incense, **vestments**, a set of **common clothes**, and a pouch containing 15 gp.

Feature: Shelter of the Faithful

Suggested Characteristics

Acolytes are shaped by their experience in temples or other religious communities. Their study of the history and tenets of their faith and their relationships to temples, shrines, or hierarchies affect their mannerisms and ideals. Their flaws might be some hidden hypocrisy or heretical idea, or an ideal or bond taken to an extreme.

Personality Traits

Ideals

Bonds

Flaws

Attacks

Crystal. +2 to hit

This crystalline talisman serves as a spellcasting focus, helping the practitioner to channel arcane, primal, or divine energies.

Spellcasting Focus. An arcane focus is a special item designed to channel the power of arcane spells. A sorcerer, warlock, or wizard can use such an item as a spellcasting focus, using it in place of any material component which does not list a cost.

Longbow. Ranged: +2 to hit, range 150/600 ft. Hit: 1d8 piercing

A thick shaft of laminated wood is bowed by a taut string capable of launching deadly arrows at long distances.

Longsword. Melee: +5 to hit, reach 5 ft. Hit: 1d8+3 slashing (Versatile 1d10+3)

A lengthy straight blade designed for slashing foes, the longsword is a highly versatile weapon that may also be wielded with two hands for more punishing strikes.

Paladin 3

As a paladin, you gain the following class features.

Hit Points

Hit Dice: 1d10 per paladin level

Hit Points at 1st Level: 10 + your Constitution modifier

Hit Points at Higher Levels: 1d10 (or 6) + your Constitution modifier per paladin level after 1st

Proficiencies

Armor: All armor, shields

Weapons: Simple weapons, martial weapons

Tools: None

Saving Throws: Wisdom, Charisma

Skills: Choose two from Athletics, Insight, Intimidation, Medicine, Persuasion, and Religion

Equipment

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a martial weapon and a shield or (b) two martial weapons
- (a) five javelins or (b) any simple melee weapon
- (a) a priest's pack or (b) an explorer's pack
- Chain mail and a holy symbol

Paladin Advancement

Level	Proficiency Bonus	Features
1st	+2	<u>Divine Sense</u> , <u>Lay on Hands</u>
2nd	+2	<u>Fighting Style</u> , <u>Spellcasting</u> , <u>Divine Smite</u>
3rd	+2	<u>Divine Health</u> , <u>Sacred Oath</u> , <u>Channel Divinity</u>
4th	+2	<u>Ability Score Improvement</u>
5th	+3	2nd Level Spell Slot, <u>Extra Attack</u>
6th	+3	<u>Aura of Protection</u>
7th	+3	Sacred Oath feature

Level	Proficiency Bonus	Features
8th	+3	<u>Ability Score Improvement</u>
9th	+4	3rd Level Spell Slot
10th	+4	<u>Aura of Courage</u>
11th	+4	<u>Improved Divine Smite</u>
12th	+4	<u>Ability Score Improvement</u>
13th	+5	4th Level Spell Slot
14th	+5	<u>Cleansing Touch</u>
15th	+5	Sacred Oath feature
16th	+5	<u>Ability Score Improvement</u>
17th	+6	5th Level Spell Slot
18th	+6	Aura improvements
19th	+6	<u>Ability Score Improvement</u>
20th	+6	Sacred Oath feature

Sacred Oaths

Becoming a paladin involves taking vows that commit the paladin to the cause of righteousness, an active path of fighting wickedness. The final oath, taken when he or she reaches 3rd level, is the culmination of all the paladin's training. Some characters with this class don't consider themselves true paladins until they have reached 3rd level and made this oath. For others, the actual swearing of the oath is a formality, an official stamp on what has always been true in the paladin's heart.

Oath of Devotion

Breaking Your Oath

A paladin tries to hold to the highest standards of conduct, but even the most virtuous paladin is fallible. Sometimes the right path proves too demanding, sometimes a situation calls for the lesser of two evils, and sometimes the heat of emotion causes a paladin to transgress his or her oath.

A paladin who has broken a vow typically seeks absolution from a cleric who shares his or her faith or from another paladin of the same order. The paladin might spend an allnight vigil in prayer as a sign of penitence, or undertake a fast or similar act of self-denial. After a rite of confession and forgiveness, the paladin starts fresh.

If a paladin willfully violates his or her oath and shows no sign of repentance, the consequences can be more serious. At the GM's discretion, an impenitent paladin might be forced to abandon this class and adopt another.

Oath of the Ancients

The Oath of the Ancients is as old as the race of elves and the rituals of the druids. Sometimes called fey knights, green knights, or horned knights, paladins who swear this oath cast their lot with the side of the light in the cosmic struggle against darkness because they love the beautiful and life-giving things of the world, not necessarily because they believe in principles of honor, courage, and justice. They adorn their armor and clothing with images of growing things-leaves, antlers, or flowers-to reflect their commitment to preserving life and light in the world.

Source: Player's Handbook

Tenets of the Ancients

The tenets of the Oath of the Ancients have been preserved for uncounted centuries. This oath emphasizes the principles of good above any concerns of law or chaos. Its four central principles are simple.

Kindle the Light. Through your acts of mercy, kindness, and forgiveness, kindle the light of hope in the world, beating back despair.

Shelter the Light. Where there is good, beauty, love, and laughter in the world, stand against the wickedness that would swallow it. Where life flourishes, stand against the forces that would render it barren.

Preserve Your Own Light. Delight in song and laughter, in beauty and art. If you allow the light to die in your own heart, you can't preserve it in the world.

Be the Light. Be a glorious beacon for all who live in despair. Let the light of your joy and courage shine forth in all your deeds.

Oath Spells

You gain oath spells at the paladin levels listed.

Oath of the Ancients Spells

Paladin Level	Spells
3rd	Ensnaring Strike, Speak with Animals
5th	Moonbeam, Misty Step
9th	Plant Growth, Protection from Energy
13th	Ice Storm, Stoneskin
17th	Commune with Nature, Tree Stride

Level 3: you gain the following two Channel Divinity options.

Nature's Wrath

Turn the Faithless

Level 7: Aura of Warding

Level 15: Undying Sentinel

Level 20: Elder Champion

Features

Celt.

Ability Score Increase. Your ability scores each increase by 1.

Age. Celts reach adulthood in their late teens and live less than a century.

Alignment. Celts tend toward no particular alignment. The best and the worst are found among them.

Size. Celts vary widely in height and build, from barely 5 feet to well over 6 feet tall. Regardless of your position in that range, your size is Medium.

Speed. Your base walking speed is 30 feet.

Languages. You can speak, read, and write Common and one extra language of your choice. Celts typically learn the languages of other peoples they deal with, including obscure dialects. They are fond of sprinkling their speech with words borrowed from other tongues: Orc curses, Elvish musical expressions, Dwarvish military phrases, and so on.

Channel Divinity (Paladin). uses: 1 per short rest

Your oath allows you to channel divine energy to fuel magical effects. Each Channel Divinity option provided by your oath explains how to use it.

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

Some Channel Divinity effects require saving throws. When you use such an effect from this class, the DC equals your paladin spell save DC.

Foundry Note

Use this to track all the various uses of Channel Divinity for the paladin.

Divine Health.

By 3rd level, the divine magic flowing through you makes you immune to disease.

Divine Sense. uses: 3 per long rest, Duration: 1 round

The presence of strong evil registers on your senses like a noxious odor, and powerful good rings like heavenly music in your ears. As an action, you can open your awareness to detect such forces. Until the end of your next turn, you know the location of any celestial, fiend, or undead within 60 feet of you that is not behind total cover. You know the type (celestial, fiend, or undead) of any being whose presence you sense, but not its identity (the vampire Count Strahd von Zarovich, for instance). Within the same radius, you also detect the presence of any place or object that has been consecrated or desecrated, as with the Hallow spell.

You can use this feature a number of times equal to 1 + your Charisma modifier. When you finish a long rest, you regain all expended uses.

Divine Smite. 2d8 radiant damage, 1 creature

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.

Fighting Style (Paladin).

You adopt a particular style of fighting as your specialty. Choose one of the following options from the appropriate class list. You can't take a Fighting Style option more than once, even if you later get to choose again.

Defense

Dueling

Great Weapon Fighting

Protection

Fighting Style: Protection. reaction, 1 creature

When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield.

Lay on Hands. uses: 15 per long rest, 1 creature

Your blessed touch can heal wounds. You have a pool of healing power that replenishes when you take a long rest. With that pool, you can restore a total number of hit points equal to your paladin level × 5.

As an action, you can touch a creature and draw power from the pool to restore a number of hit points to that creature, up to the maximum amount remaining in your pool.

Alternatively, you can expend 5 hit points from your pool of healing to cure the target of one disease or neutralize one poison affecting it. You can cure multiple diseases and neutralize multiple poisons with a single use of Lay on Hands, expending hit points separately for each one.

This feature has no effect on undead and constructs.

Nature's Wrath. Save: Strength DC 12

You can use your Channel Divinity to invoke primeval forces to ensnare a foe. As an action, you can cause spectral vines to spring up and reach for a creature within 10 feet of you that you can see. The creature must succeed on a Strength or Dexterity saving throw (its choice) or be restrained. While restrained by the vines, the creature repeats the saving throw at the end of each of its turns. On a success, it frees itself and the vines vanish.

Resilient: Constitution.

Choose one ability score. You gain the following benefits:

- Increase the chosen ability score by 1, to a maximum of 20.
- You gain proficiency in saving throws using the chosen ability.

Sacred Oath.

When you reach 3rd level, you swear the oath that binds you as a paladin forever. Up to this time you have been in a preparatory stage, committed to the path but not yet sworn to it. Now you choose an oath, such as the Oath of Devotion.

Your choice grants you features at 3rd level and again at 7th, 15th, and 20th level. Those features include oath spells and the Channel Divinity feature.

Oath Spells

Each oath has a list of associated spells. You gain access to these spells at the levels specified in the oath description. Once you gain access to an oath spell, you always have it prepared. Oath spells don't count against the number of spells you can prepare each day.

If you gain an oath spell that doesn't appear on the paladin spell list, the spell is nonetheless a paladin spell for you.

Channel Divinity

See Channel Divinity.

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.

Spellcasting (Paladin).

By 2nd level, you have learned to draw on divine magic through meditation and prayer to cast spells as a cleric does.

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.

For example, if you are a 5th-level paladin, you have four 1st-level and two 2nd-level spell slots. With a Charisma of 14, your list of prepared spells can include four spells of 1st or 2nd level, in any combination. If you prepare the 1st-level spell cure wounds, you can cast it using a 1st-level or a 2nd-level slot. Casting the spell doesn't remove it from your list of prepared spells.

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. In addition, you use your Charisma modifier when setting the saving throw DC for a paladin spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Charisma modifier

Spell attack modifier = your proficiency bonus + your Charisma modifier

Spellcasting Focus

You can use a holy symbol as a spellcasting focus for your paladin spells.

Turn the Faithless. Save: Wisdom DC 12

You can use your Channel Divinity to utter ancient words that are painful for fey and fiends to hear. As an action, you present your holy symbol, and each fey or fiend within 30 feet of you that can hear you must make a Wisdom saving throw. On a failed save, the creature is turned for 1 minute or until it takes 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.

If the creature's true form is concealed by an illusion, shapeshifting, or other effect, that form is revealed while it is turned.

Equipment

Plate Armor. AC 18, heavy, Max Dex 0, 1500gp, Weight: 65

Plate consists of shaped, interlocking metal plates to cover the entire body. A suit of plate includes gauntlets, heavy leather boots, a visored helmet, and thick layers of padding underneath the armor. Buckles and straps distribute the weight over the body.

Shield. AC 2, shield, 10gp, Weight: 6

A shield is made from wood or metal and is carried in one hand. Wielding a shield increases your Armor Class by 2. You can benefit

from only one shield at a time.

Consumables

Arrow. ×20, piercing damage, 5cp, Weight: 0.05

Standard ammunition used for bows of all varieties. These mundane arrows are made of smooth wooden shafts with goose feather fletching and hammer metal bodkins.

Containers

Backpack. 2gp, Weight: 5

A backpack can hold one cubic foot or 30 pounds of gear. You can also strap items, such as a bedroll or a coil of rope, to the outside of a backpack.

Quiver. 1gp, Weight: 1

A quiver can hold up to 20 arrows.

Spellcasting

Spell DC 12, Spell Attack +4

Level 1 (3): Bless, Command, •Cure Wounds, Detect Poison and Disease, •Divine Favor, •Ensnaring Strike, •Heroism, Protection from Evil and Good, Purify Food and Drink, •Shield of Faith, •Speak with Animals

Spells

BLESS

1st Level Enchantment

Casting Time: 1 Action

Range: 30 ft

Components: V, S, M (A sprinkling of holy water)

Duration: Concentration, up to 1 minute

You bless up to three creatures of your choice within range. Whenever a target makes an attack roll or a saving throw before the spell ends, the target can roll 1d4 and add the number rolled to the attack roll or saving throw.

Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st.

COMMAND

1st Level Enchantment

Casting Time: 1 Action

Range: 60 ft

Components: V

Duration: 1 round

You speak a one-word command to a creature you can see within range. The target must succeed on a Wisdom saving throw or follow the command on its next turn. The spell has no effect if the target is undead, if it doesn't understand your language, or if your command is directly harmful to it.

Some typical commands and their effects follow. You might issue a command other than one described here. If you do so, the DM determines how the target behaves. If the target can't follow your command, the spell ends.

Approach. The target moves toward you by the shortest and most direct route, ending its turn if it moves within 5 feet of you.

Drop. The target drops whatever it is holding and then ends its turn.

Flee. The target spends its turn moving away from you by the fastest available means.

Grovel. The target falls prone and then ends its turn.

Halt. The target doesn't move and takes no actions. A flying creature stays aloft, provided that it is able to do so. If it must move to stay aloft, it flies the minimum distance needed to remain in the air.

Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can affect one additional creature for each slot level above 1st. The creatures must be within 30 feet of each other when you target them.

CURE WOUNDS

1st Level Evocation

Casting Time: 1 Action

Range: touch

Components: V, S

Duration: Instantaneous

A creature you touch regains a number of hit points equal to $1d8 +$ your spellcasting ability modifier. This spell has no effect on undead or constructs.

Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the healing increases by $1d8$ for each slot level above 1st.

Detect Poison and Disease

1st Level Divination

Casting Time: 1 Action

Range: self

Components: V, S, M (A yew leaf)

Duration: Concentration, up to 10 minutes

For the duration, you can sense the presence and location of poisons, poisonous creatures, and diseases within 30 feet of you. You also identify the kind of poison, poisonous creature, or disease in each case.

The spell can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

Divine Favor

1st Level Evocation

Casting Time: Bonus Action

Range: self

Components: V, S

Duration: Concentration, up to 1 minute

Your prayer empowers you with divine radiance. Until the spell ends, your weapon attacks deal an extra $1d4$ radiant damage on a hit.

Ensnaring Strike

1st Level Conjuration

Casting Time: Bonus Action

Range: self

Components: V

Duration: Concentration, up to 1 minute

The next time you hit a creature with a weapon attack before this spell ends, a writhing mass of thorny vines appears at the point of impact, and the target must succeed on a Strength saving throw or be restrained by the magical vines until the spell ends. A Large or larger creature has advantage on this saving throw. If the target succeeds on the save, the vines shrivel away.

While restrained by this spell, the target takes $1d6$ piercing damage at the start of each of its turns. A creature restrained by the vines or one that can touch the creature can use its action to make a Strength check against your spell save DC. On a success, the target is freed.

At Higher Levels. If you cast this spell using a spell slot of 2nd level or higher, the damage increases by $1d6$ for each slot level above 1st.

Heroism

1st Level Enchantment

Casting Time: 1 Action

Range: touch

Components: V, S

Duration: Concentration, up to 1 minute

A willing creature you touch is imbued with bravery. Until the spell ends, the creature is immune to being Frightened and gains Temporary Hit Points equal to your Spellcasting ability modifier at the start of each of its turns. When the spell ends, the target loses any remaining temporary hit points from this spell.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st.

Protection from Evil and Good

1st Level Abjuration

Casting Time: 1 Action

Range: touch

Components: V, S, M (Holy water or powdered silver and iron, which the spell consumes)

Duration: Concentration, up to 10 minutes

Until the spell ends, one willing creature you touch is protected against certain types of creatures: aberrations, celestials, elementals, fey, fiends, and undead.

The protection grants several benefits. Creatures of those types have disadvantage on attack rolls against the target. The target also can't be charmed, frightened, or possessed by them. If the target is already charmed, frightened, or possessed by such a creature, the target has advantage on any new saving throw against the relevant effect.

Purify Food and Drink

1st Level Transmutation (ritual)

Casting Time: 1 Action

Range: 10 ft

Components: V, S

Duration: Instantaneous

All nonmagical food and drink within a 5-foot-radius sphere centered on a point of your choice within range is purified and rendered free of poison and disease.

Shield of Faith

1st Level Abjuration

Casting Time: Bonus Action

Range: 60 ft

Components: V, S, M (A small parchment with a bit of holy text written on it.)

Duration: Concentration, up to 10 minutes

A shimmering field appears and surrounds a creature of your choice within range, granting it a +2 bonus to AC for the duration.

Speak with Animals

1st Level Divination (ritual)

Casting Time: 1 Action

Range: self

Components: V, S

Duration: 10 minutes

You gain the ability to comprehend and verbally communicate with beasts for the duration. The knowledge and awareness of many beasts is limited by their intelligence, but at minimum, beasts can give you information about nearby locations and monsters, including whatever they can perceive or have perceived within the past day. You might be able to persuade a beast to perform a small favor for you, at the DM's discretion.

Garthnac



Barbarian 3 (900/2700)

Medium Orkney, Chaotic Neutral

Armor Class 18 (Shield, Breastplate)

Hit Points 47

Speed 30 ft

Proficiency Bonus 2

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	16 (+3)	9 (-1)	9 (-1)	10 (0)

Skills Athletics +5, Intimidation +2, Nature +1, Perception +1, Survival +1

Saving Throws Str +5, Dex +2, Con +5, Int -1, Wis -1, Cha 0

Senses Darkvision 60 ft

Biography

Garthnac was part of a delegation from Northumbria sent to explore forming an alliance between Orkney and the Britons. As they traveled through Wessex they were attacked and captured by the Saxons.

In the hopes of salvaging the alliance, and at great personal risk to himself, Uther led a raiding party to free the Orkneys.

The Orkney king decided against the alliance (he refused to become Uther's vassal), but Garthnac was impressed by Uther and pledged his fealty to the High King.

Garthnac doesn't talk much. Why say a whole sentence when a single word (or grunt) will do?

Appearance: Age 30, 6'2", 220 lbs, red hair, blue eyes, scarred skin painted blue

Personality Traits: Laconic.

Ideals: Nature.

Bonds: Fiercely loyal to both Uther and the king of Orkney.

Flaws: Very argumentative.

Background

Outlander

You grew up in the wilds, far from civilization and the comforts of town and technology. You've witnessed the migration of herds larger than forests, survived weather more extreme than any city-dweller could comprehend, and enjoyed the solitude of being the only thinking creature for miles in any direction. The wilds are in your blood, whether you were a nomad, an explorer, a recluse, a hunter-gatherer, or even a marauder. Even in places where you don't know the specific features of the terrain, you know the ways of the wild.

Skill Proficiencies: Athletics, Survival

Tool Proficiencies: One type of musical instrument

Languages: One of your choice

Equipment: A staff, a hunting trap, a trophy from an animal you killed, a set of traveler's clothes, and a pouch containing 10gp

Features

Origin

You've been to strange places and seen things that others cannot begin to fathom. Consider some of the distant lands you have visited, and how they impacted you. You can roll on the following table to determine your occupation during your time in the wild, or choose one that best fits your character.

d10 Origin

- 1 Forester
- 2 Trapper
- 3 Homesteader
- 4 Guide
- 5 Exile or outcast
- 6 Bounty hunter
- 7 Pilgrim
- 8 Tribal nomad
- 9 Hunter-gatherer
- 10 Tribal marauder

Wanderer

Attacks

Battleaxe. Melee: +5 to hit, reach 5 ft. Hit: 1d8+3 slashing (Versatile 1d10+3)

A stout crescent blade mounted on a thick shaft wrapped in a sturdy grip. This axe is large enough to be wielded with two hands and is adorned with spikes upon the back-side of the blade and the top of the shaft.

Dagger. Melee: +5 to hit, reach 5 ft or range 20/60 ft. Hit: 1d4+3 piercing (Finesse, Light, Thrown)

A short metal blade mounted to a small hilt and crossguard. The dagger makes an effective side armament for hardened warriors or a hidden blade for assassins and thieves.

Longbow. Ranged: +4 to hit, range 150/600 ft. Hit: 1d8+2 piercing

A thick shaft of laminated wood is bowed by a taut string capable of launching deadly arrows at long distances.

Barbarian 3

As a barbarian, you gain the following class features.

Hit Points

Hit Dice: 1d12 per barbarian level

Hit Points at 1st Level: 12 + your Constitution modifier

Hit Points at Higher Levels: 1d12 (or 7) + your Constitution modifier per barbarian level after 1st

Proficiencies

Armor: Light armor, medium armor, shields

Weapons: Simple weapons, martial weapons

Tools: None

Saving Throws: Strength, Constitution

Skills: Choose two from Animal Handling, Athletics, Intimidation, Nature, Perception, and Survival

Equipment

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a greataxe or (b) any martial melee weapon
- (a) two handaxes or (b) any simple weapon
- An explorer's pack and four javelins

Barbarian Advancement

Level	Proficiency Bonus	Features	Rages	Rage Damage
1st	+2	<u>Rage</u> , <u>Unarmored Defense</u>	2	+2
2nd	+2	<u>Reckless Attack</u> , <u>Danger Sense</u>	2	+2

Level	Proficiency Bonus	Features	Rages	Rage Damage
3rd	+2	<u>Primal Path</u>	3	+2
4th	+2	<u>Ability Score Improvement</u>	3	+2
5th	+3	<u>Extra Attack, Fast Movement</u>	3	+2
6th	+3	Path feature	4	+2
7th	+3	<u>Feral Instinct</u>	4	+2
8th	+3	<u>Ability Score Improvement</u>	4	+2
9th	+4	<u>Brutal Critical (1 die)</u>	4	+3
10th	+4	Path feature	4	+3
11th	+4	<u>Relentless Rage</u>	4	+3
12th	+4	<u>Ability Score Improvement</u>	5	+3
13th	+5	<u>Brutal Critical (2 dice)</u>	5	+3
14th	+5	Path feature	5	+3
15th	+5	<u>Persistent Rage</u>	5	+3
16th	+5	<u>Ability Score Improvement</u>	5	+4
17th	+6	<u>Brutal Critical (3 dice)</u>	6	+4
18th	+6	<u>Indomitable Might</u>	6	+4
19th	+6	<u>Ability Score Improvement</u>	6	+4
20th	+6	<u>Primal Champion</u>	Unlimited	+4

Primal Paths

Path of the Berserker

Path of the Totem Warrior

The Path of the Totem Warrior is a spiritual journey, as the barbarian accepts a spirit animal as guide, protector, and inspiration. In battle, your totem spirit fills you with supernatural might, adding magical fuel to your barbarian rage.

Most barbarian tribes consider a totem animal to be kin to a particular clan. In such cases, it is unusual for an individual to have more than one totem animal spirit, though exceptions exist.

Level 3: Spirit Seeker Totem Spirit

Level 6: Aspect of the Beast

Level 10: Spirit Walker

Level 14: Totemic Attunement

Features

Danger Sense.

At 2nd level, you gain an uncanny sense of when things nearby aren't as they should be, giving you an edge when you dodge away from danger.

You have advantage on Dexterity saving throws against effects that you can see, such as traps and spells. To gain this benefit, you can't be blinded, deafened, or incapacitated.

Orkney.

Ability Score Increase. Your Strength score increases by 2, and your Constitution score increases by 1.

Age. The orkney mature a little faster than other humans, reaching adulthood around age 14. They age noticeably faster and rarely live longer than 75 years.

Alignment. The orkney inherit a tendency toward chaos from their parents and are not strongly inclined toward good.

Size. Orkney are somewhat larger and bulkier than humans, and they range from 5 to well over 6 feet tall. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. Thanks to your orkney blood, you have superior vision in dark and dim conditions. 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 can't discern color in darkness, only shades of gray.

Menacing. You gain proficiency in the Intimidation skill.

Relentless Endurance. **Relentless Endurance** When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. You can't use this feature again until you finish a long rest.

Savage Attacks. **Savage Attacks** When you score a critical hit with a melee weapon attack, you can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

Languages. You can speak, read, and write Common and Orc. Orc is a harsh, grating language with hard consonants. It has no script of its own but is written in the Dwarvish script.

Primal Path.

At 3rd level, you choose a path that shapes the nature of your rage, such as the Path of the Berserker. Your choice grants you features at 3rd level and again at 6th, 10th, and 14th levels.

Rage. bonus action, uses: 3 per long rest, Duration: 1 minute

In battle, you fight with primal ferocity. On your turn, you can enter a rage as a bonus action. While raging, you gain the following benefits if you aren't wearing heavy armor:

- You have advantage on Strength checks and Strength saving throws.
- When you make a melee weapon attack using Strength, you gain a bonus to the damage roll that increases as you gain levels as a barbarian, as shown in the Rage Damage column of the Barbarian table.
- You have resistance to bludgeoning, piercing, and slashing damage.

If you are able to cast spells, you can't cast them or concentrate on them while raging.

Your rage lasts for 1 minute. It ends early if you are knocked unconscious or if your turn ends and you haven't attacked a hostile creature since your last turn or taken damage since then. You can also end your rage on your turn as a bonus action.

Once you have raged the number of times shown for your barbarian level in the Rages column of the Barbarian table, you must finish a long rest before you can rage again.

Reckless Attack. Duration: 1 round

Starting at 2nd level, you can throw aside all concern for defense to attack with fierce desperation.

When you make your first attack on your turn, you can decide to attack recklessly. Doing so gives you advantage on melee weapon attack rolls using Strength during this turn, but attack rolls against you have advantage until your next turn.

Relentless Endurance. uses: 1 per long rest, 1 healing

When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. You can't use this feature again until you finish a long rest.

Savage Attacks.

When you score a critical hit with a melee weapon attack, you can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

Foundry Note

Enable this feature in the Special Traits section of the character sheet.

Spirit Seeker.

Yours is a path that seeks attunement with the natural world, giving you a kinship with beasts. At 3rd level when you adopt this path, you gain the ability to cast the Beast Sense and Speak with Animals spells, but only as rituals.

Totem Spirit.

At 3rd level, when you adopt this path, you choose a totem spirit and gain its feature. You must make or acquire a physical totem object - an amulet or similar adornment - that incorporates fur or feathers, claws, teeth, or bones of the totem animal. At your option, you also gain minor physical attributes that are reminiscent of your totem spirit. For example, if you have a bear totem spirit, you might be unusually hairy and thick-skinned, or if your totem is the eagle, your eyes turn bright yellow.

Your totem animal might be an animal related to those listed here but more appropriate to your homeland. For example, you could choose a hawk or vulture in place of an eagle.

Totem Spirit: Bear

Totem Spirit: Eagle
Totem Spirit: Elk
Totem Spirit: Tiger
Totem Spirit: Wolf

Totem Spirit: Bear.

While raging, you have resistance to all damage except psychic damage. The spirit of the bear makes you tough enough to stand up to any punishment.

Tough.

Your hit point maximum increases by an amount equal to twice your level when you gain this feat. Whenever you gain a level thereafter, your hit point maximum increases by an additional 2 hit points.

Unarmored Defense (Barbarian).

While you are not wearing any armor, your Armor Class equals 10 + your Dexterity modifier + your Constitution modifier. You can use a shield and still gain this benefit.

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.

Equipment

Breastplate. AC 14, medium, Max Dex 2, 400gp, Weight: 20

This armor consists of a fitted metal chest piece worn with supple leather. Although it leaves the legs and arms relatively unprotected, this armor provides good protection for the wearer's vital organs while leaving the wearer relatively unencumbered.

Shield. AC 2, shield, 10gp, Weight: 6

A shield is made from wood or metal and is carried in one hand. Wielding a shield increases your Armor Class by 2. You can benefit from only one shield at a time.

Consumables

Arrow. ×20, piercing damage, 5cp, Weight: 0.05

Gwalchmai



Cleric 3 (900/2700)

Medium Celt, Neutral Good

Armor Class 18 (Scale Mail, Shield)

Hit Points 27

Speed 30 ft

Proficiency Bonus 2

STR	DEX	CON	INT	WIS	CHA
10 (0)	14 (+2)	16 (+3)	10 (0)	16 (+3)	12 (+1)

Skills Insight +5, Medicine +5, Persuasion +3, Religion +2
Saving Throws Str 0, Dex +4, Con +3, Int 0, Wis +5, Cha +3

Standard ammunition used for bows of all varieties. These mundane arrows are made of smooth wooden shafts with goose feather fletching and hammer metal bodkins.

Containers

Quiver. 1gp, Weight: 1

A quiver can hold up to 20 arrows.

Spellcasting

Spell DC 9, Spell Attack +1

Spells

BEAST SENSE

2nd Level Divination (ritual)

Casting Time: null Actions

Range: touch

Components: S

Duration: Concentration, up to 1 hour

You touch a willing beast. For the duration of the spell, you can use your action to see through the beast's eyes and hear what it hears, and continue to do so until you use your action to return to your normal senses.

SPEAK WITH ANIMALS

1st Level Divination (ritual)

Casting Time: 1 Action

Range: self

Components: V, S

Duration: 10 minutes

You gain the ability to comprehend and verbally communicate with beasts for the duration. The knowledge and awareness of many beasts is limited by their intelligence, but at minimum, beasts can give you information about nearby locations and monsters, including whatever they can perceive or have perceived within the past day. You might be able to persuade a beast to perform a small favor for you, at the DM's discretion.

Biography

Gwalchmai is Arthur's tutor in religion and the medical arts. He is also Arthur's personal physician.

Appearance: Age: 21, 5'10", 150 lbs, brown hair, brown eyes

Personality Traits: Falsely humble.

Ideals: If I only work hard enough I can mold Arthur into the king his people need.

Bonds: I have pledged to serve the gods and protect the heir to the throne.

Flaws: I can see into men's souls, and can't hide it when I don't like what I see.

Background

Acolyte

You have spent your life in the service of a temple to a specific god or pantheon of gods. You act as an intermediary between the realm of the holy and the mortal world, performing sacred rites and offering sacrifices in order to conduct worshipers into the presence of the divine. You are not necessarily a cleric—performing sacred rites is not the same thing as channeling divine power.

Choose a god, a pantheon of gods, or some other quasi-divine being from among those listed in [Fantasy-Historical Pantheons](#), and work with your DM to detail the nature of your religious service. Were you a lesser functionary in a temple, raised from childhood to assist the priests in the sacred rites? Or were you a high priest who suddenly experienced a call to serve your god in a different way? Perhaps you were the leader of a small cult outside of any established temple structure, or even an occult group that served a fiendish master that you now deny.

Skill Proficiencies: Insight, Religion

Languages: Two of your choice

Equipment: A holy symbol (a gift to you when you entered the priesthood), a prayer book or prayer wheel, 5 sticks of incense,

vestments, a set of common clothes, and a pouch containing 15 gp.

Feature: Shelter of the Faithful

Suggested Characteristics

Acolytes are shaped by their experience in temples or other religious communities. Their study of the history and tenets of their faith and their relationships to temples, shrines, or hierarchies affect their mannerisms and ideals. Their flaws might be some hidden hypocrisy or heretical idea, or an ideal or bond taken to an extreme.

Personality Traits

Ideals

Bonds

Flaws

Deity: Diancecht

Diancecht is the neutral good Celtic god of healing, the "Physician to the Gods."

Attacks

Light Crossbow. Ranged: +4 to hit, range 80/320 ft. Hit: 1d8+2 piercing

A small crossbow with a wooden haft and a tense cord which is capable of firing a single bolt which can puncture even heavy armor at close range.

Mace. Melee: +2 to hit, reach 5 ft. Hit: 1d6 bludgeoning

A heavy bludgeoning weapon mounted to the end of a metal club. The head features spikes and blades designed to puncture armor and shatter the bones below.

Quarterstaff. Melee: +2 to hit, reach 5 ft. Hit: 1d6 bludgeoning (Versatile 1d8)

A thick shaft of wood wrapped with a sturdy grip makes a highly functional weapon in addition to a stout walking stick.

Cleric 3

As a cleric, you gain the following class features.

Hit Points

Hit Dice: 1d8 per cleric level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per cleric level after 1st

Proficiencies

Armor: Light armor, medium armor, shields

Weapons: Simple weapons

Tools: None

Saving Throws: Wisdom, Charisma

Skills: Choose two from History, Insight, Medicine, Persuasion, and Religion

Equipment

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a mace or (b) a warhammer (if proficient)
- (a) scale mail, (b) leather armor, or (c) chain mail (if proficient)
- (a) a light crossbow and 20 bolts or (b) any simple weapon
- (a) a priest's pack or (b) an explorer's pack
- A shield and a holy symbol

Cleric Advancement

Level	Proficiency Bonus	Features
1st	+2	<u>Spellcasting</u> , <u>Divine Domain</u>
2nd	+2	<u>Channel Divinity (1/rest)</u> , Divine Domain feature
3rd	+2	2nd Level Spell Slot
4th	+2	<u>Ability Score Improvement</u>
5th	+3	3rd Level Spell Slot, <u>Destroy Undead (CR 1/2)</u>
6th	+3	<u>Channel Divinity (2/rest)</u> , Divine Domain feature

Level	Proficiency Bonus	Features
7th	+3	4th Level Spell Slot
8th	+3	<u>ASI</u> , <u>Destroy Undead (CR 1)</u> , Divine Domain feature
9th	+4	5th Level Spell Slot
10th	+4	<u>Divine Intervention</u>
11th	+4	6th Level Spell Slot, <u>Destroy Undead (CR 2)</u>
12th	+4	<u>Ability Score Improvement</u>
13th	+5	7th Level Spell Slot
14th	+5	<u>Destroy Undead (CR 3)</u>
15th	+5	8th Level Spell Slot
16th	+5	<u>Ability Score Improvement</u>
17th	+6	9th Level Spell Slot, <u>Destroy Undead (CR 4)</u> , Divine Domain feature
18th	+6	<u>Channel Divinity (3/rest)</u>
19th	+6	<u>Ability Score Improvement</u>
20th	+6	<u>Divine Intervention (Automatic Success)</u>

Divine Domains

Life Domain

Life Domain

The Life domain focuses on the vibrant positive energy—one of the fundamental forces of the universe—that sustains all life. The gods of life promote vitality and health through healing the sick and wounded, caring for those in need, and driving away the forces of death and undeath. Almost any non-evil deity can claim influence over this domain, particularly agricultural deities (such as Chauntea, Arawai, and Demeter), sun gods (such as Lathander, Pelor, and Re-Horakhty), gods of healing or endurance (such as Ilmater, Mishakal, Apollo, and Diancecht), and gods of home and community (such as Hestia, Hathor, and Boldrei).

Life Domain Spells

Cleric Level

1st	<u>Bless</u> , <u>Cure Wounds</u>
3rd	<u>Lesser Restoration</u> , <u>Spiritual Weapon</u>
5th	<u>Beacon of Hope</u> , <u>Revify</u>
7th	<u>Death Ward</u> , <u>Guardian of Faith</u>
9th	<u>Mass Cure Wounds</u> , <u>Raise Dead</u>

Features

Bonus Proficiency (Life Domain).

When you choose this domain at 1st level, you gain proficiency with heavy armor.

Celt.

Ability Score Increase. Your ability scores each increase by 1.

Age. Celts reach adulthood in their late teens and live less than a century.

Alignment. Celts tend toward no particular alignment. The best and the worst are found among them.

Size. Celts vary widely in height and build, from barely 5 feet to well over 6 feet tall. Regardless of your position in that range, your size is Medium.

Speed. Your base walking speed is 30 feet.

Languages. You can speak, read, and write Common and one extra language of your choice. Celts typically learn the languages of other peoples they deal with, including obscure dialects. They are fond of sprinkling their speech with words borrowed from other tongues: Orc curses, Elvish musical expressions, Dwarvish military phrases, and so on.

Channel Divinity (Cleric). uses: 1 per short rest

At 2nd level, you gain the ability to channel divine energy directly 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.

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. Some Channel Divinity effects require saving throws. When you use such an effect from this class, the DC equals your cleric spell save DC.

Beginning at 6th level, you can use your Channel Divinity twice between rests, and beginning at 18th level, you can use it three times between rests. When you finish a short or long rest, you regain your expended uses.

Foundry Note

Use this to track all the various uses of Channel Divinity for the cleric.

Channel Divinity: Preserve Life. 15 healing

Starting at 2nd level, you can use your Channel Divinity to heal the badly injured.

As an action, you present your holy symbol and evoke healing energy that can restore a number of hit points equal to five times your cleric level.

Choose any creatures within 30 feet of you, and divide those hit points among them. This feature can restore a creature to no more than half of its hit point maximum. You can't use this feature on an undead or a construct.

Channel Divinity: Turn Undead. Save: Wisdom DC 13, Duration: 1 minute

As an action, you present your holy symbol and speak a prayer cursing 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.

Disciple of Life.

Starting at 1st level, your healing spells are more effective.

Whenever you use a spell of 1st level or higher to restore hit points to a creature, the creature regains additional hit points equal to 2 + the spell's level.

Divine Domain.

Choose one domain related to your deity, such as Life. Your choice grants you domain spells and other features when you choose it at 1st level. It also grants you additional ways to use Channel Divinity when you gain that feature at 2nd level, and additional benefits at 6th, 8th, and 17th levels.

Domain Spells

Each domain has a list of spells—its domain spells—that you gain at the cleric levels noted in the domain description. Once you gain a domain spell, you always have it prepared, and it doesn't count against the number of spells you can prepare each day.

If you have a domain spell that doesn't appear on the cleric spell list, the spell is nonetheless a cleric spell for you.

Resilient: Dexterity.

Choose one ability score. You gain the following benefits:

- Increase the chosen ability score by 1, to a maximum of 20.
- You gain proficiency in saving throws using the chosen ability.

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.

Spellcasting (Cleric).

As a conduit for divine power, you can cast cleric spells.

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.

Preparing and Casting Spells

The Cleric 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.

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

For example, if you are a 3rd-level cleric, you have four 1st-level and two 2nd-level spell slots. With a Wisdom of 16, your list of prepared spells can include six spells of 1st or 2nd level, in any combination. If you prepare the 1st-level spell cure wounds, you can cast it using a 1st-level or 2nd-level slot. Casting the spell doesn't remove it from your list of prepared spells.

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

Spellcasting Ability

Wisdom is your spellcasting ability for your cleric spells. The power of your spells comes from your devotion to your deity. You use your Wisdom whenever a cleric spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a cleric spell you cast and when making an attack roll with one.

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

Spell attack modifier = your proficiency bonus + your Wisdom modifier

Ritual Casting

You can cast a cleric spell as a ritual if that spell has the ritual tag and you have the spell prepared.

Spellcasting Focus

You can use a holy symbol (see [Adventuring Gear](#)) as a spellcasting focus for your cleric spells.

Equipment

Scale Mail. AC 14, medium, Max Dex 2, 50gp, Weight: 45

This armor consists of a coat and leggings (and perhaps a separate skirt) of leather covered with overlapping pieces of metal, much like the scales of a fish. The suit includes gauntlets.

Shield. AC 2, shield, 10gp, Weight: 6

A shield is made from wood or metal and is carried in one hand. Wielding a shield increases your Armor Class by 2. You can benefit from only one shield at a time.

Containers

Backpack. 2gp, Weight: 5

A backpack can hold one cubic foot or 30 pounds of gear. You can also strap items, such as a bedroll or a coil of rope, to the outside of a backpack.

Spellcasting

Spell DC 13, Spell Attack +5

Cantrip: Resistance, Sacred Flame, Spare the Dying

Level 1 (4): •Bless, •Cure Wounds, •Guiding Bolt, •Inflict Wounds

Level 2 (2): •Aid, •Hold Person, •Lesser Restoration, •Locate Object, •Spiritual Weapon

Spells

AID

2nd Level Abjuration

Casting Time: 1 Action

Range: 30 ft

Components: V, S, M (A tiny strip of white cloth.)

Duration: 8 hours

Your spell bolsters your allies with toughness and resolve. Choose up to three creatures within range. Each target's hit point maximum and current hit points increase by 5 for the duration.

Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, a target's hit points increase by an additional 5 for each slot level above 2nd.

BLESS

1st Level Enchantment

Casting Time: 1 Action

Range: 30 ft

Components: V, S, M (A sprinkling of holy water)

Duration: Concentration, up to 1 minute

You bless up to three creatures of your choice within range.

Whenever a target makes an attack roll or a saving throw before the spell ends, the target can roll 1d4 and add the number rolled to the attack roll or saving throw.

Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st.

CURE WOUNDS

1st Level Evocation

Casting Time: 1 Action

Range: touch

Components: V, S

Duration: Instantaneous

A creature you touch regains a number of hit points equal to $1d8 +$ your spellcasting ability modifier. This spell has no effect on undead or constructs.

Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the healing increases by $1d8$ for each slot level above 1st.

GUIDING BOLT

1st Level Evocation

Casting Time: 1 Action

Range: 120 ft

Components: V, S

Duration: 1 round

A flash of light streaks toward a creature of your choice within range. Make a ranged spell attack against the target. On a hit, the target takes $4d6$ radiant damage, and the next attack roll made against this target before the end of your next turn has advantage, thanks to the mystical dim light glittering on the target until then.

Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by $1d6$ for each slot level above 1st.

HOLD PERSON

2nd Level Enchantment

Casting Time: 1 Action

Range: 60 ft

Components: V, S, M (A small, straight piece of iron)

Duration: Concentration, up to 1 minute

Choose a humanoid that you can see within range. The target must succeed on a Wisdom saving throw or be paralyzed for the duration. At the end of each of its turns, the target can make another Wisdom saving throw. On a success, the spell ends on the target.

Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can target one additional humanoid for each slot level above 2nd. The humanoids must be within 30 feet of each other when you target them.

INFILCT WOUNDS

1st Level Necromancy

Casting Time: 1 Action

Range: touch

Components: V, S

Duration: Instantaneous

Make a melee spell Attack against a creature you can reach. On a hit, the target takes $3d10$ necrotic damage.

Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by $1d10$ for each slot level above 1st.

LESSER RESTORATION

2nd Level Abjuration

Casting Time: 1 Action

Range: touch

Components: V, S

Duration: Instantaneous

You touch a creature and can end either one disease or one condition afflicting it. The condition can be blinded, deafened, paralyzed, or poisoned.

LOCATE OBJECT

2nd Level Divination

Casting Time: 1 Action

Range: self

Components: V, S, M (A forked twig)

Duration: Concentration, up to 10 minutes

Describe or name an object that is familiar to you. You sense the direction to the object's location, as long as that object is within 1,000 feet of you. If the object is in motion, you know the direction of its movement.

The spell can locate a specific object known to you, as long as you have seen it up close—within 30 feet—at least once. Alternatively, the spell can locate the nearest object of a particular kind, such as a certain kind of apparel, jewelry, furniture, tool, or weapon.

This spell can't locate an object if any thickness of lead, even a thin sheet, blocks a direct path between you and the object.

RESISTANCE

Abjuration cantrip

Casting Time: 1 Action

Range: touch

Components: V, S, M (A miniature clock)

Duration: Concentration, up to 1 minute

You touch one willing creature. Once before the spell ends, the target can roll a d4 and add the number rolled to one saving throw of its choice. It can roll the die before or after making the saving throw. The spell then ends.

SACRED FLAME

Evocation cantrip

Casting Time: 1 Action

Range: 60 ft

Components: V, S

Duration: Instantaneous

Flame-like radiance descends on a creature that you can see within range. The target must succeed on a Dexterity saving throw or take $1d8$ radiant damage. The target gains no benefit from cover for this saving throw.

The spell's damage increases by $1d8$ when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

SPARE THE DYING

Necromancy cantrip

Casting Time: 1 Action

Range: touch

Components: V, S

Duration: Instantaneous

You touch a living creature that has 0 hit points. The creature becomes stable. This spell has no effect on undead or constructs.

SPIRITUAL WEAPON

2nd Level Evocation

Casting Time: Bonus Action

Range: 60 ft

Components: V, S

Duration: 1 minute

You create a floating, spectral weapon within range that lasts for the duration or until you cast this spell again. When you cast the spell, you can make a melee spell attack against a creature within 5

feet of the weapon. On a hit, the target takes force damage equal to $1d8 + \text{your spellcasting ability modifier}$.

As a bonus action on your turn, you can move the weapon up to 20 feet and repeat the attack against a creature within 5 feet of it.

The weapon can take whatever form you choose. Clerics of deities who are associated with a particular weapon (as St. Cuthbert is known for his mace and Thor for his hammer) make this spell's effect resemble that weapon.

Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by $1d8$ for every two slot levels above the 2nd.

Gwilym



Bard 3 (900/2700)

Medium Celt, Neutral Good

Armor Class 17 (Shield, Studded Leather Armor)

Hit Points 24

Speed 30 ft

Proficiency Bonus 2

STR	DEX	CON	INT	WIS	CHA
10 (0)	16 (+3)	14 (+2)	10 (0)	11 (0)	16 (+3)

Skills Acrobatics +5, Deception +7, Performance +5, Persuasion +5, Stealth +7

Saving Throws Str 0, Dex +3, Con +2, Int 0, Wis 0, Cha +3

Biography

Gwilym is Uther's court jester. He feels responsible for instilling a sense of honor, wonder and awe in the heir to the throne. He doesn't want the prince to become jaded by courtly intrigues and the horrors of war, and wants to convince Arthur that a better future is possible.

Appearance: Age: 25, 5'10", 150 lbs, brown hair, brown eyes.

Personality Traits: Ridiculously optimistic even in the face of certain doom.

Ideals: Stories can make us better people.

Bonds: Stories about the heroes of old. Pays special attention to Igraine.

Flaws: Prone to making bad jokes and silly asides at the most inopportune times.

Background

Entertainer

You thrive in front of an audience. You know how to entrance them, entertain them, and even inspire them. Your poetics can stir the hearts of those who hear you, awakening grief or joy, laughter or anger. Your music raises their spirits or captures their sorrow. Your dance steps captivate, your humor cuts to the quick. Whatever techniques you use, your art is your life.

Skill Proficiencies: Acrobatics, Performance

Tool Proficiencies: Disguise kit, one type of musical instrument

Languages: None

Equipment: A musical instrument (one of your choice), the favor of an admirer (love letter, lock of hair, or trinket), a costume, and a pouch containing 15gp

Variants

Gladiator

A gladiator is as much an entertainer as any minstrel or circus performer trained to make the arts of combat into a spectacle the crowd can enjoy. This kind of flashy combat is your entertainer routine, though you might also have some skills as a tumbler or actor. Using your *By Popular Demand* feature, you can find a place to perform in any place that features combat for entertainment—perhaps a gladiatorial arena or secret pit fighting club. You can replace the musical instrument in your equipment package with an inexpensive but unusual weapon, such as a trident or net.

Features

Entertainer Routines

A good entertainer is versatile, spicing up every performance with a variety of different routines. Choose one to three routines or roll on the table below to define your expertise as an entertainer.

d10 Entertainer Routine

1	Actor
2	Dancer
3	Fire-eater
4	Jester
5	Juggler
6	Instrumentalist
7	Poet
8	Singer
9	Storyteller
10	Tumbler

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.

Suggested Characteristics

Successful entertainers have to be able to capture and hold an audience's attention, so they tend to have flamboyant or forceful personalities. They're inclined toward the romantic and often cling to high-minded ideals about the practice of art and the appreciation of beauty.

Attacks

Dagger. Melee: +5 to hit, reach 5 ft or range 20/60 ft. Hit: 1d4+3 piercing (Finesse, Light, Thrown)

A short metal blade mounted to a small hilt and crossguard. The dagger makes an effective side armament for hardened warriors or a

hidden blade for assassins and thieves.

Longbow. Ranged: +5 to hit, range 150/600 ft. Hit: 1d8+3 piercing
A thick shaft of laminated wood is bowed by a taut string capable of launching deadly arrows at long distances.

Rapier. Melee: +5 to hit, reach 5 ft. Hit: 1d8+3 piercing (Finesse)
A thin tensile metal blade, light in weight but long in reach designed for quick darting attacks to target weak points in enemy defenses with lightning swiftness.

Bard 3

As a bard, you gain the following class features.

Hit Points

Hit Dice: 1d8 per bard level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per bard level after 1st

Proficiencies

Armor: Light armor

Weapons: Simple weapons, hand crossbows, longswords, rapiers, shortswords

Tools: Three musical instruments of your choice

Saving Throws: Dexterity, Charisma

Skills: Choose any three

Equipment

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a rapier, (b) a longsword, or (c) any simple weapon
- (a) a diplomat's pack or (b) an entertainer's pack
- (a) a lute or (b) any other musical instrument
- Leather armor and a dagger

Bard Advancement

Level	Proficiency Bonus	Features
1st	+2	<u>Spellcasting</u> , <u>Bardic Inspiration (d6)</u>
2nd	+2	<u>Jack of All Trades</u> , <u>Song of Rest (d6)</u>
3rd	+2	<u>Bard College Expertise</u>
4th	+2	<u>Ability Score Improvement</u>
5th	+3	<u>Bardic Inspiration (d8)</u> , <u>Font of Inspiration</u>
6th	+3	<u>Countercharm</u> , Bard College feature
7th	+3	4th Level Spell Slot
8th	+3	<u>Ability Score Improvement</u>
9th	+4	5th Level Spell Slot <u>Song of Rest (d8)</u>
10th	+4	<u>Bardic Inspiration (d10)</u> , <u>Expertise</u> , <u>Magical Secrets</u>
11th	+4	6th Level Spell Slot
12th	+4	<u>Ability Score Improvement</u>
13th	+5	7th Level Spell Slot, <u>Song of Rest (d10)</u>
14th	+5	<u>Magical Secrets</u> , Bard College feature
15th	+5	8th Level Spell Slot, <u>Bardic Inspiration (d12)</u>
16th	+5	<u>Ability Score Improvement</u>
17th	+6	9th Level Spell Slot, <u>Song of Rest (d12)</u>
18th	+6	<u>Magical Secrets</u>
19th	+6	<u>Ability Score Improvement</u>
20th	+6	<u>Superior Inspiration</u>

Bard Colleges

College of Lore

College of Valor

Bards of the College of Valor are daring skalds whose tales keep alive the memory of the great heroes of the past, and thereby inspire a new generation of heroes. These bards gather in mead halls or

around great bonfires to sing the deeds of the mighty, both past and present. They travel the land to witness great events firsthand and to ensure that the memory of those events doesn't pass from the world. With their songs, they inspire others to reach the same heights of accomplishment as the heroes of old.

Source: Player's Handbook

Bonus Proficiencies

Bonus Proficiencies (Valor)

When you join the College of Valor at 3rd level, you gain proficiency with medium armor, shields, and martial weapons.

Combat Inspiration

Combat Inspiration

Also at 3rd level, you learn to inspire others in battle. A creature that has a Bardic Inspiration die from you can roll that die and add the number rolled to a weapon damage roll it just made. Alternatively, when an attack roll is made against the creature, it can use its reaction to roll the Bardic Inspiration die and add the number rolled to its AC against that attack, after seeing the roll but before knowing whether it hits or misses.

Extra Attack

Extra Attack

Starting at 6th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Battle Magic

Battle Magic

At 14th level, you have mastered the art of weaving spellcasting and weapon use into a single harmonious act. When you use your action to cast a bard spell, you can make one weapon attack as a bonus action.

Features

Bard College.

At 3rd level, you delve into the advanced techniques of a bard college of your choice, such as the College of Lore. Your choice grants you features at 3rd level and again at 6th and 14th level.

Bardic Inspiration. bonus action, uses: 3 per long rest, 1d6, Duration: 10 minutes, 1 creature

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 GM 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.

Foundry Note

Recovery is set to long rest (for levels before Font of Inspiration is gained). Please manually adjust as required.

Bonus Proficiencies (Valor).

When you join the College of Valor at 3rd level, you gain proficiency with medium armor, shields, and martial weapons.

Celt.

Ability Score Increase. Your ability scores each increase by 1.

Age. Celts reach adulthood in their late teens and live less than a century.

Alignment. Celts tend toward no particular alignment. The best and the worst are found among them.

Size. Celts vary widely in height and build, from barely 5 feet to well over 6 feet tall. Regardless of your position in that range, your size is Medium.

Speed. Your base walking speed is 30 feet.

Languages. You can speak, read, and write Common and one extra language of your choice. Celts typically learn the languages of other peoples they deal with, including obscure dialects. They are fond of sprinkling their speech with words borrowed from other tongues: Orc curses, Elvish musical expressions, Dwarvish military phrases, and so on.

Combat Inspiration.

Also at 3rd level, you learn to inspire others in battle. A creature that has a Bardic Inspiration die from you can roll that die and add the number rolled to a weapon damage roll it just made. Alternatively, when an attack roll is made against the creature, it can use its reaction to roll the Bardic Inspiration die and add the number rolled to its AC against that attack, after seeing the roll but before knowing whether it hits or misses.

Expertise (Bard).

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.

Inspiring Leader. 10 minute actions, uses: 1 per short rest, 6 temp/hp damage, 6 ally

You can spend 10 minutes inspiring your companions, shoring up their resolve to fight. When you do so, choose up to six friendly creatures (which can include yourself) within 30 feet of you who can see or hear you and who can understand you. Each creature can gain temporary hit points equal to your level + your Charisma modifier. A creature can't gain temporary hit points from this feat again until it has finished a short or long rest.

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. 1d6 healing

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.

Spellcasting (Bard).

You have learned to untangle and reshape the fabric of reality in harmony with your wishes and music. Your spells are part of your vast repertoire, magic that you can tune to different situations.

Cantrips

You know two cantrips of your choice from the bard spell list. You learn additional bard cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Bard table.

Spell Slots

The Bard 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 cure wounds and have a 1st-level and a 2nd-level spell slot available, you can cast cure wounds using either slot.

Spells Known of 1st Level and Higher

You know four 1st-level spells of your choice from the bard spell list.

The Spells Known column of the Bard table shows when you learn more bard spells of your choice. Each of these spells must be of a level for which you have spell slots, as shown on the table. For instance, when you reach 3rd 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 bard spells you know and replace it with another spell from the bard spell list, which also must be of a level for which you have spell slots.

Spellcasting Ability

Charisma is your spellcasting ability for your bard spells. Your magic comes from the heart and soul you pour into the performance of your music or oration. You use your Charisma whenever a spell refers to your spellcasting ability. In addition, you use your Charisma modifier when setting the saving throw DC for a bard spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Charisma modifier

Spell attack modifier = your proficiency bonus + your Charisma modifier

Ritual Casting

You can cast any bard spell you know as a ritual if that spell has the ritual tag.

Spellcasting Focus

You can use a musical instrument (see [Adventuring Gear](#)) as a spellcasting focus for your bard spells.

Equipment

Shield. AC 2, shield, 10gp, Weight: 6

A shield is made from wood or metal and is carried in one hand. Wielding a shield increases your Armor Class by 2. You can benefit from only one shield at a time.

Studded Leather Armor. AC 12, light, 45gp, Weight: 13

Made from tough but flexible leather, studded leather is reinforced with close-set rivets or spikes.

Consumables

Arrow. ×20, piercing damage, 5cp, Weight: 0.05

Standard ammunition used for bows of all varieties. These mundane arrows are made of smooth wooden shafts with goose feather fletching and hammer metal bodkins.

Tools

Lute. 35gp, Weight: 2

A lute to evoke awe, wonder, or fear in your audience.

If you have proficiency with a given musical instrument, you can add your proficiency bonus to any ability checks you make to play music with the instrument. A bard can use a musical instrument as a spellcasting focus. Each type of musical instrument requires a separate proficiency.

Spellcasting

Charisma Spell DC 13, Spell Attack +5; Intelligence Spell DC 13, Spell

Attack +5

Cantrip: Prestidigitation, Vicious Mockery

Level 1 (4): Cure Wounds, Disguise Self, Heroism, Hideous Laughter, Thunderwave

Level 2 (2): Invisibility

Spells

CURE WOUNDS

1st Level Evocation

Casting Time: 1 Action

Range: touch

Components: V, S

Duration: Instantaneous

A creature you touch regains a number of hit points equal to 1d8 + your spellcasting ability modifier. This spell has no effect on undead or constructs.

Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the healing increases by 1d8 for each slot level above 1st.

DISGUISE SELF

1st Level Illusion

Casting Time: 1 Action

Range: self

Components: V, S

Duration: 1 hour

You make yourself—including your clothing, armor, weapons, and other belongings on your person—look different until the spell ends or until you use your action to dismiss it. You can seem 1 foot shorter or taller and can appear thin, fat, or in between. You can't change your body type, so you must adopt a form that has the same basic arrangement of limbs. Otherwise, the extent of the illusion is up to you.

The changes wrought by this spell fail to hold up to physical inspection. For example, if you use this spell to add a hat to your outfit, objects pass through the hat, and anyone who touches it would feel nothing or would feel your head and hair. If you use this spell to appear thinner than you are, the hand of someone who reaches out to touch you would bump into you while it was seemingly still in midair.

To discern that you are disguised, a creature can use its action to inspect your appearance and must succeed on an Intelligence (Investigation) check against your spell save DC.

HEROISM

1st Level Enchantment

Casting Time: 1 Action

Range: touch

Components: V, S

Duration: Concentration, up to 1 minute

A willing creature you touch is imbued with bravery. Until the spell ends, the creature is immune to being Frightened and gains Temporary Hit Points equal to your Spellcasting ability modifier at the start of each of its turns. When the spell ends, the target loses any remaining temporary hit points from this spell.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st.

HIDEOUS LAUGHTER

1st Level Enchantment

Casting Time: 1 Action

Range: 30 ft

Components: V, S, M (Tiny tarts and a feather that is waved in the air)

Duration: Concentration, up to 1 minute

A creature of your choice that you can see within range perceives everything as hilariously funny and falls into fits of laughter if this spell affects it. The target must succeed on a Wisdom saving throw or fall prone, becoming Incapacitated and unable to stand up for the Duration. A creature with an Intelligence score of 4 or less isn't affected.

At the end of each of its turns, and each time it takes damage, the target can make another Wisdom saving throw. The target has advantage on the saving throw if it's triggered by damage. On a success, the spell ends.

INVISIBILITY

2nd Level Illusion

Casting Time: 1 Action

Range: touch

Components: V, S, M (An eyelash encased in gum arabic)

Duration: Concentration, up to 1 hour

A creature you touch becomes invisible until the spell ends. Anything the target is wearing or carrying is invisible as long as it is on the target's person. The spell ends for a target that attacks or casts a spell.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can target one additional creature for each slot

level above 2nd.

PRESTIDIGITATION

Transmutation cantrip

Casting Time: 1 Action

Range: 10 ft

Components: V, S

Duration: 1 hour

This spell is a minor magical trick that novice spellcasters use for practice. You create one of the following magical effects within range:

- You create an instantaneous, harmless sensory effect, such as a shower of sparks, a puff of wind, faint musical notes, or an odd odor.
- You instantaneously light or snuff out a candle, a torch, or a small campfire.
- You instantaneously clean or soil an object no larger than 1 cubic foot.
- You chill, warm, or flavor up to 1 cubic foot of nonliving material for 1 hour.
- You make a color, a small mark, or a symbol appear on an object or a surface for 1 hour.
- You create a nonmagical trinket or an illusory image that can fit in your hand and that lasts until the end of your next turn.

If you cast this spell multiple times, you can have up to three of its non-instantaneous effects active at a time, and you can dismiss such an effect as an action.

THUNDERWAVE

1st Level Evocation

Casting Time: 1 Action

Range: self

Components: V, S

Duration: Instantaneous

A wave of thunderous force sweeps out from you. Each creature in a 15-foot cube originating from you must make a Constitution saving throw. On a failed save, a creature takes 2d8 thunder damage and is pushed 10 feet away from you. On a successful save, the creature takes half as much damage and isn't pushed.

In addition, unsecured objects that are completely within the area of effect are automatically pushed 10 feet away from you by the spell's effect, and the spell emits a thunderous boom audible out to 300 feet.

Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8 for each slot level above 1st.

VICIOUS MOCKERY

Enchantment cantrip

Casting Time: 1 Action

Range: 60 ft

Components: V

Duration: Instantaneous

You unleash a string of insults laced with subtle enchantments at a creature you can see within range. If the target can hear you (though it need not understand you), it must succeed on a Wisdom saving throw or take 1d4 psychic damage and have disadvantage on the next attack roll it makes before the end of its next turn.

This spell's damage increases by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4).

Ioan



Ranger 3 (900/2700)

Medium Celt, Neutral

Armor Class 18 (Scale Mail, Shield)

Hit Points 31

Speed 30 ft

Proficiency Bonus 2

STR	DEX	CON	INT	WIS	CHA
11 (0)	16 (+3)	16 (+3)	11 (0)	14 (+2)	10 (0)

Skills Athletics +2, Nature +2, Perception +4, Stealth +5, Survival +4

Saving Throws Str +2, Dex +5, Con +3, Int 0, Wis +4, Cha 0

Biography

Ioan is Arthur's nature, survival and archery tutor, instructing him in the arts of the forest, hunting, etc.

Ioan has had several visions in the forest: Angharad Golden Hand, the White Stag, Nimuë (the Lady of the Lake), and Tiandra, the Faerie Queen. He is not sure if he was hallucinating, or drunk, or actually saw them.

Appearance: Age: 32, 6'1", 180 lbs, black hair, black eyes

Personality Traits: Gruff, curt, short-tempered, impatient. Hard to get along with? Yes!

Ideals: Preserve the balance of nature and man.

Bonds: I love Arthur like a son. I love Morgaine like a bawdy wench, but I can't go there...

Flaws: I don't like crowds. I am not good with people.

Background

Outlander

You grew up in the wilds, far from civilization and the comforts of town and technology. You've witnessed the migration of herds larger than forests, survived weather more extreme than any city-dweller could comprehend, and enjoyed the solitude of being the only thinking creature for miles in any direction. The wilds are in your blood, whether you were a nomad, an explorer, a recluse, a hunter-gatherer, or even a marauder. Even in places where you don't know the specific features of the terrain, you know the ways of the wild.

Skill Proficiencies: Athletics, Survival

Tool Proficiencies: One type of musical instrument

Languages: One of your choice

Equipment: A staff, a hunting trap, a trophy from an animal you killed, a set of traveler's clothes, and a pouch containing 10gp

Features

Origin

You've been to strange places and seen things that others cannot begin to fathom. Consider some of the distant lands you have visited, and how they impacted you. You can roll on the following table to

determine your occupation during your time in the wild, or choose one that best fits your character.

d10 Origin

- 1 Forester
- 2 Trapper
- 3 Homesteader
- 4 Guide
- 5 Exile or outcast
- 6 Bounty hunter
- 7 Pilgrim
- 8 Tribal nomad
- 9 Hunter-gatherer
- 10 Tribal marauder

Wanderer

Attacks

Dagger. Melee: +5 to hit, reach 5 ft or range 20/60 ft. Hit: 1d4+3 piercing (Finesse, Light, Thrown)

A short metal blade mounted to a small hilt and crossguard. The dagger makes an effective side armament for hardened warriors or a hidden blade for assassins and thieves.

Longbow. Ranged: +5 to hit, range 150/600 ft. Hit: 1d8+3 piercing

A thick shaft of laminated wood is bowed by a taut string capable of launching deadly arrows at long distances.

Rapier. Melee: +5 to hit, reach 5 ft. Hit: 1d8+3 piercing (Finesse)

A thin tensile metal blade, light in weight but long in reach designed for quick darting attacks to target weak points in enemy defenses with lightning swiftness.

Ranger 3

As a ranger, you gain the following class features.

Hit Points

Hit Dice: 1d10 per ranger level

Hit Points at 1st Level: 10 + your Constitution modifier

Hit Points at Higher Levels: 1d10 (or 6) + your Constitution modifier per ranger level after 1st

Proficiencies

Armor: Light armor, medium armor, shields

Weapons: Simple weapons, martial weapons

Tools: None

Saving Throws: Strength, Dexterity

Skills: Choose three from Animal Handling, Athletics, Insight, Investigation, Nature, Perception, Stealth, and Survival

Equipment

You start with the following equipment, in addition to the equipment granted by your background:

- (a) scale mail or (b) leather armor
- (a) two shortswords or (b) two simple melee weapons
- (a) a dungeoneer's pack or (b) an explorer's pack
- A longbow and a quiver of 20 arrows

Ranger Advancement

Level	Proficiency Bonus	Features
1st	+2	<u>Favored Enemy</u> , <u>Natural Explorer</u>
2nd	+2	<u>Fighting Style</u> , <u>Spellcasting</u>
3rd	+2	<u>Ranger Archetype</u> , <u>Primeval Awareness</u>
4th	+2	<u>Ability Score Improvement</u>
5th	+3	2nd Level Spell Slot, <u>Extra Attack</u>
6th	+3	<u>Favored Enemy +1</u> , <u>Natural Explorer Improvements</u>
7th	+3	Ranger Archetype feature
8th	+3	<u>Ability Score Improvement</u> , <u>Land's Stride</u>
9th	+4	3rd Level Spell Slot

Level	Proficiency Bonus	Features
10th	+4	<u>Natural Explorer improvement</u> , <u>Hide in Plain Sight</u>
11th	+4	Ranger Archetype feature
12th	+4	<u>Ability Score Improvement</u>
13th	+5	4th Level Spell Slot
14th	+5	<u>Favored Enemy +1</u> , <u>Vanish</u>
15th	+5	Ranger Archetype feature
16th	+5	<u>Ability Score Improvement</u>
17th	+6	5th Level Spell Slot
18th	+6	<u>Feral Senses</u>
19th	+6	<u>Ability Score Improvement</u>
20th	+6	<u>Foe Slayer</u>

Ranger Archetypes

A classic expression of the ranger ideal is the Hunter.

Hunter

Emulating the Hunter archetype means accepting your place as a bulwark between civilization and the terrors of the wilderness. As you walk the Hunter's path, you learn specialized techniques for fighting the threats you face, from rampaging ogres and hordes of orcs to towering giants and terrifying dragons.

Features

Celt.

Ability Score Increase. Your ability scores each increase by 1.

Age. Celts reach adulthood in their late teens and live less than a century.

Alignment. Celts tend toward no particular alignment. The best and the worst are found among them.

Size. Celts vary widely in height and build, from barely 5 feet to well over 6 feet tall. Regardless of your position in that range, your size is Medium.

Speed. Your base walking speed is 30 feet.

Languages. You can speak, read, and write Common and one extra language of your choice. Celts typically learn the languages of other peoples they deal with, including obscure dialects. They are fond of sprinkling their speech with words borrowed from other tongues: Orc curses, Elvish musical expressions, Dwarvish military phrases, and so on.

Favored Enemy.

Beginning at 1st level, you have significant experience studying, tracking, hunting, and even talking to a certain type of enemy.

Choose a type of favored enemy: aberrations, beasts, celestials, constructs, dragons, elementals, fey, fiends, giants, monstrosities, oozes, plants, or undead. Alternatively, you can select two races of humanoid (such as gnolls and orcs) as favored enemies.

You have advantage on Wisdom (Survival) checks to track your favored enemies, as well as on Intelligence checks to recall information about them.

When you gain this feature, you also learn one language of your choice that is spoken by your favored enemies, if they speak one at all.

You choose one additional favored enemy, as well as an associated language, at 6th and 14th level. As you gain levels, your choices should reflect the types of monsters you have encountered on your adventures.

- **1st level:** Monstrosities
- **6th level**
- **14th level**

Fighting Style (Ranger).

You adopt a particular style of fighting as your specialty. Choose one of the following options from the appropriate class list. You can't take a Fighting Style option more than once, even if you later get to choose again.

Archery

Defense

Dueling

Two Weapon Fighting

Fighting Style: Archery.

You gain a +2 bonus to attack rolls you make with ranged weapons.

Hunter's Prey.

At 3rd level, you gain one of the following features of your choice.

Colossus Slayer

Giant Killer

Horde Breaker

You can drag your choice from the above onto your character sheet and it will automatically update.

Hunter's Prey: Colossus Slayer. 1d8 damage

Your tenacity can wear down the most potent foes. When you hit a creature with a weapon attack, the creature takes an extra 1d8 damage if it's below its hit point maximum. You can deal this extra damage only once per turn.

Natural Explorer.

You are particularly familiar with one type of natural environment and are adept at traveling and surviving in such regions. Choose one type of favored terrain: arctic, coast, desert, forest, grassland, mountain, or swamp. When you make an Intelligence or Wisdom check related to your favored terrain, your proficiency bonus is doubled if you are using a skill that you're proficient in.

While traveling for an hour or more in your favored terrain, you gain the following benefits:

- Difficult terrain doesn't slow your group's travel.
- 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.

You choose additional favored terrain types at 6th and 10th level.

- **1st level:** forest
- **6th level**
- **10th level**

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.

Ranger Archetype.

At 3rd level, you choose an archetype that you strive to emulate, such as the Hunter. Your choice grants you features at 3rd level and again at 7th, 11th, and 15th level.

Resilient: Wisdom.

Choose one ability score. You gain the following benefits:

- Increase the chosen ability score by 1, to a maximum of 20.
- You gain proficiency in saving throws using the chosen ability.

Spellcasting (Ranger).

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.

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 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.

Spellcasting Ability

Wisdom is your spellcasting ability for your ranger spells, since your magic draws on your attunement to nature. You use your Wisdom whenever a spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a ranger spell you cast and when making an attack roll with one.

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

Spell attack modifier = your proficiency bonus + your Wisdom modifier

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.

Equipment

Scale Mail. AC 14, medium, Max Dex 2, 50gp, Weight: 45

This armor consists of a coat and leggings (and perhaps a separate skirt) of leather covered with overlapping pieces of metal, much like the scales of a fish. The suit includes gauntlets.

Shield. AC 2, shield, 10gp, Weight: 6

A shield is made from wood or metal and is carried in one hand. Wielding a shield increases your Armor Class by 2. You can benefit from only one shield at a time.

Consumables

Arrow. ×19, piercing damage, 5cp, Weight: 0.05

Standard ammunition used for bows of all varieties. These mundane arrows are made of smooth wooden shafts with goose feather fletching and hammer metal bodkins.

Containers

Backpack. 2gp, Weight: 5

A backpack can hold one cubic foot or 30 pounds of gear. You can also strap items, such as a bedroll or a coil of rope, to the outside of a backpack.

Quiver. 1gp, Weight: 1

A quiver can hold up to 20 arrows.

Spellcasting

Spell DC 12, Spell Attack +4

Level 1 (3): Alarm, Cure Wounds, Goodberry, Hunter's Mark

Spells

ALARM

1st Level Abjuration (ritual)

Casting Time: 1 Minute

Range: 30 ft

Components: V, S, M (A tiny bell and a piece of fine silver wire.)

Duration: 8 hours

You set an alarm against unwanted intrusion. Choose a door, a window, or an area within range that is no larger than a 20-foot cube. Until the spell ends, an alarm alerts you whenever a Tiny or larger creature touches or enters the warded area. When you cast the spell, you can designate creatures that won't set off the alarm. You also choose whether the alarm is mental or audible.

A mental alarm alerts you with a ping in your mind if you are within 1 mile of the warded area. This ping awakens you if you are sleeping.

An audible alarm produces the sound of a hand bell for 10 seconds within 60 feet.

CURE WOUNDS

1st Level Evocation

Casting Time: 1 Action

Range: touch

Components: V, S

Duration: Instantaneous

A creature you touch regains a number of hit points equal to 1d8 + your spellcasting ability modifier. This spell has no effect on undead or constructs.

Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the healing increases by 1d8 for each slot level above 1st.

GOODBERRY

1st Level Transmutation

Casting Time: 1 Action

Range: touch

Components: V, S, M (A spring of mistletoe)

Duration: Instantaneous

Up to ten berries appear in your hand and are infused with magic for the duration. A creature can use its action to eat one berry. Eating a berry restores 1 hit point, and the berry provides enough nourishment to sustain a creature for one day.

The berries lose their potency if they have not been consumed within 24 hours of the casting of this spell.

HUNTER'S MARK

1st Level Divination

Casting Time: Bonus Action

Range: 90 ft

Components: V

Duration: Concentration, up to 1 hour

You choose a creature you can see within range and mystically mark it as your quarry. Until the spell ends, you deal an extra {@dice 1d6} damage to the target whenever you hit it with a weapon attack, and you have advantage on any Wisdom (Perception) or Wisdom (Survival) check you make to find it. If the target drops to 0 hit points before this spell ends, you can use a bonus action on a subsequent turn of yours to mark a new creature.

Olwen



Fighter 3 (0/2700)

Medium High Elf, Neutral Good

Armor Class 18 (Breastplate, Shield)

Hit Points 28

Speed 30 ft

Proficiency Bonus 2

STR	DEX	CON	INT	WIS	CHA
10 (0)	17 (+3)	14 (+2)	14 (+2)	10 (0)	10 (0)

Skills Animal Handling +2, Arcana +4, Athletics +2, Perception +2, Survival +2

Saving Throws Str +2, Dex +3, Con +4, Int +2, Wis 0, Cha 0

Senses Darkvision 60 ft

Biography

Olwen lived in the mountains of Gwent when the Saxon army attacked. She harried the invaders with her bow and played a large part in driving them back to Wessex.

She became quite renowned among the people of the region after picking off all the soldiers guarding civilian prisoners from hundreds of yards out. The Saxons never knew what hit them.

Appearance: Age 85, 5'6", 130 lbs, blue hair, blue eyes

Personality Traits: Cannot stand bullies.

Ideals: A free and fair Gwent!

Bonds: She always helps the little guy. Wants to put an arrow through Hengest's right eye.

Flaws: A little overconfident about her marksmanship. Not a lot, but enough to slip her up once in a while...

Background

Folk Hero

You come from a humble social rank, but you are destined for so much more. Already the people of your home village regard you as their champion, and your destiny calls you to stand against the tyrants and monsters that threaten the common folk everywhere.

Source: Player's Handbook

Skill Proficiencies: Animal Handling, Survival

Tool Proficiencies: One type of artisan's tools, vehicles (land)

Languages: None

Equipment: A set of artisan's tools (one of your choice), a shovel, an iron pot, a set of common clothes, and a pouch containing 10gp

Attacks

Longbow. Ranged: +5 to hit, range 150/600 ft. Hit: 1d8+3 piercing

A thick shaft of laminated wood is bowed by a taut string capable of launching deadly arrows at long distances.

Rapier. Melee: +5 to hit, reach 5 ft. Hit: 1d8+3 piercing (Finesse)

A thin tensile metal blade, light in weight but long in reach designed for quick darting attacks to target weak points in enemy defenses with lightning swiftness.

Fighter 3

As a fighter, you gain the following class features.

Hit Points

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

Proficiencies

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

Equipment

You start with the following equipment, in addition to the equipment granted by your background:

- (a) chain mail or (b) leather armor, 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

Fighter Advancement

Level	Proficiency Bonus	Features
1st	+2	<u>Fighting Style</u> , <u>Second Wind</u>
2nd	+2	<u>Action Surge</u>
3rd	+2	<u>Martial Archetype</u>
4th	+2	<u>Ability Score Improvement</u>
5th	+3	<u>Extra Attack</u>
6th	+3	<u>Ability Score Improvement</u>
7th	+3	Martial Archetype feature
8th	+3	<u>Ability Score Improvement</u>
9th	+4	<u>Indomitable</u>
10th	+4	Martial Archetype feature
11th	+4	<u>Extra Attack (2)</u>
12th	+4	<u>Ability Score Improvement</u>
13th	+5	<u>Indomitable (2 uses)</u>
14th	+5	<u>Ability Score Improvement</u>
15th	+5	Martial Archetype feature
16th	+5	<u>Ability Score Improvement</u>
17th	+6	<u>Action Surge (2 uses)</u> , <u>Indomitable (3 uses)</u>
18th	+6	Martial Archetype feature
19th	+6	<u>Ability Score Improvement</u>
20th	+6	<u>Extra Attack (3)</u>

Martial Archetypes

Different fighters choose different approaches to perfecting their fighting prowess. The martial archetype you choose to emulate reflects your approach.

Champion

Arcane Archer

An Arcane Archer studies a unique elven method of archery that weaves magic into attacks to produce supernatural effects. Arcane Archers are some of their most elite warriors among the elves. They stand watch over the fringes of elven domains, keeping a keen eye out for trespassers and using magic-infused arrows to defeat monsters and invaders before they can reach elven settlements. Over the centuries,

the methods of these elf archers have been learned by members of other races who can also balance arcane aptitude with archery.

Features

Action Surge. uses: 1 per short rest

Starting at 2nd level, you can push yourself beyond your normal limits for a moment. On your turn, you can take one additional action on top of your regular action and a possible Bonus Action.

Once you use this feature, you must finish a short or long rest before you can use it again. Starting at 17th level, you can use it twice before a rest, but only once on the same turn.

Arcane Archer Lore.

At 3rd level, you learn magical theory or some of the secrets of nature - typical for practitioners of this elven martial tradition. You choose to gain proficiency in either the Arcana or the Nature skill, and you choose to learn either the Prestidigitation or Druidcraft cantrip.

Arcane Shot. uses: 2 per short rest

At 3rd level, you learn to unleash special magical effects with some of your shots. When you gain this feature, you learn two Arcane Shot options of your choice (see "Arcane Shot Options" below).

Once per turn when you fire an arrow from a shortbow or longbow as part of the Attack action, you can apply one of your Arcane Shot options to that arrow. You decide to use the option when the arrow hits, unless the option doesn't involve an attack roll. You have two uses of this ability, and you regain all expended uses of it when you finish a short or long rest.

You gain an additional Arcane Shot option of your choice when you reach certain levels in this class: 7th, 10th, 15th, and 18th level. Each option also improves when you become an 18th-level fighter.

The Arcane Shot feature lets you choose options for it at certain levels. The options are presented here in alphabetical order. They are all magical effects, and each one is associated with one of the schools of magic.

If an option requires a saving throw, your Arcane Shot save DC equals 8 + your proficiency bonus + your Intelligence modifier.

Bursting Arrow.

You imbue your arrow with force energy drawn from the school of evocation. The arrow detonates after your attack. Immediately after the arrow hits the creature, the target and all other creatures within 10 feet of it take 2d6 force damage each.

The force damage increases to 4d6 when you reach 18th level in this class.

Damage: @scale.arcane-archer.arcane-shot-damage#Bursting arrow force damage

Defining Event.

You previously pursued a simple profession among the peasantry, perhaps as a farmer, miner, servant, shepherd, woodcutter, or gravedigger. But something happened that set you on a different path and marked you for greater things. Choose or randomly determine a defining event that marked you as a hero of the people.

d10

Defining Event

- | | |
|----|--|
| 1 | I stood up to a tyrant's agents. |
| 2 | I saved people during a natural disaster. |
| 3 | I stood alone against a terrible monster. |
| 4 | I stole from a corrupt merchant to help the poor. |
| 5 | I led a militia to fight off an invading army. |
| 6 | I broke into a tyrant's castle and stole weapons to arm the people. |
| 7 | I trained the peasantry to use farm implements as weapons against a tyrant's soldiers. |
| 8 | A lord rescinded an unpopular decree after I led a symbolic act of protest against it. |
| 9 | A celestial, fey, or similar creature gave me a blessing or revealed my secret origin. |
| 10 | Recruited into a lord's army, I rose to leadership and was commended for my heroism. |

Elf.

Your elf character has a variety of natural abilities, the result of thousands of years of elven refinement.

Ability Score Increase. Your Dexterity score increases by 2.

Age. Although elves reach physical maturity at about the same age as humans, the elven understanding of adulthood goes beyond physical growth to encompass worldly experience. An elf typically claims adulthood and an adult name around the age of 100 and can live to be 750 years old.

Alignment. Elves love freedom, variety, and self-expression, so they lean strongly toward the gentler aspects of chaos. They value and protect others' freedom as well as their own, and they are more often good than not.

Size. Elves range from under 5 to over 6 feet tall and have slender builds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. Accustomed to twilit forests and the night sky, you have superior vision in dark and dim conditions. 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 can't discern color in darkness, only shades of gray.

Keen Senses. You have proficiency in the Perception skill.

Fey Ancestry. Fey Ancestry. You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Trance. Elves don't need to sleep. Instead, they meditate deeply, remaining semiconscious, for 4 hours a day. (The Common word for such meditation is "trance.") While meditating, you can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

Languages. You can speak, read, and write Common and Elvish. Elvish is fluid, with subtle intonations and intricate grammar. Elven literature is rich and varied, and their songs and poems are famous among other races. Many bards learn their language so they can add Elvish ballads to their repertoires.

Fey Ancestry.

You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Fighting Style (Fighter).

You adopt a particular style of fighting as your specialty. Choose one of the following options from the appropriate class list. You can't take a Fighting Style option more than once, even if you later get to choose again.

Archery

Defense

Dueling

Great Weapon Fighting

Protection

Two Weapon Fighting

Fighting Style: Archery.

You gain a +2 bonus to attack rolls you make with ranged weapons

High Elf.

As a high elf, you have a keen mind and a mastery of at least the basics of magic. In many fantasy gaming worlds, there are two kinds of high elves. One type is haughty and reclusive, believing themselves to be superior to non-elves and even other elves. The other type is more common and more friendly, and often encountered among humans and other races.

Ability Score Increase. Your Intelligence score increases by 1.

Elf Weapon Training. You have proficiency with the longsword, shortsword, shortbow, and longbow.

Cantrip. You know one cantrip of your choice from the wizard spell list. Intelligence is your spellcasting ability for it.

Extra Language. You can speak, read, and write one extra language of your choice.

Martial Archetype.

At 3rd level, you choose an archetype that you strive to emulate in your combat styles and techniques, such as Champion. The archetype you choose grants you features at 3rd level and again at 7th, 10th, 15th, and 18th level.

Piercing Arrow.

You use transmutation magic to give your arrow an ethereal quality. When you use this option, you don't make an attack roll for the attack. Instead, the arrow fires forward in a line, which is 1 foot wide and 30 feet long, before disappearing. The arrow passes harmlessly through objects, ignoring cover. Each creature in that line

must make a Dexterity saving throw. On a failed save, a creature takes damage as if it were hit by the arrow, plus an extra 1d6 piercing damage. On a successful save, a target takes half as much damage.

The piercing damage increases to 2d6 when you reach 18th level in this class.

Damage: @scale.arcane-archer.piercing-arrow-damage#Piercing arrow piercing damage

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 you, though they will not risk their lives for you.

Second Wind.

bonus action, uses: 1 per short rest, 1d10+3 healing

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.

Sharpshooter.

You have mastered ranged weapons and can make shots that others find impossible. You gain the following benefits:

- Attacking at long range doesn't impose disadvantage on your ranged weapon attack rolls.
- Your ranged weapon attacks ignore half and three-quarters cover.
- Before you make an attack with a ranged weapon that you are proficient with, you can choose to take a -5 penalty to the attack roll. If that attack hits, you add +10 to the attack's damage.

Equipment

Breastplate. AC 14, medium, Max Dex 2, 400gp, Weight: 20

This armor consists of a fitted metal chest piece worn with supple leather. Although it leaves the legs and arms relatively unprotected, this armor provides good protection for the wearer's vital organs while leaving the wearer relatively unencumbered.

Shield. AC 2, shield, 10gp, Weight: 6

A shield is made from wood or metal and is carried in one hand. Wielding a shield increases your Armor Class by 2. You can benefit from only one shield at a time.

Consumables

Arrow. ×20, piercing damage, 5cp, Weight: 0.05

Rhiannon



Wizard 3 (900/2700)

Medium High Elf, Neutral Good

Armor Class 15 (Mage Armor)

Hit Points 20

Speed 30 ft

Proficiency Bonus 2

Standard ammunition used for bows of all varieties. These mundane arrows are made of smooth wooden shafts with goose feather fletching and hammer metal bodkins.

Spellcasting

Spell DC 12, Spell Attack +4

Cantrip: Prestidigitation, True Strike

Spells

PRESTIDIGITATION

Transmutation cantrip

Casting Time: 1 Action

Range: 10 ft

Components: V, S

Duration: 1 hour

This spell is a minor magical trick that novice spellcasters use for practice. You create one of the following magical effects within range:

- You create an instantaneous, harmless sensory effect, such as a shower of sparks, a puff of wind, faint musical notes, or an odd odor.
- You instantaneously light or snuff out a candle, a torch, or a small campfire.
- You instantaneously clean or soil an object no larger than 1 cubic foot.
- You chill, warm, or flavor up to 1 cubic foot of nonliving material for 1 hour.
- You make a color, a small mark, or a symbol appear on an object or a surface for 1 hour.
- You create a nonmagical trinket or an illusory image that can fit in your hand and that lasts until the end of your next turn.

If you cast this spell multiple times, you can have up to three of its non-instantaneous effects active at a time, and you can dismiss such an effect as an action.

TRUE STRIKE

Divination cantrip

Casting Time: 1 Action

Range: 30 ft

Components: S

Duration: Concentration, up to 1 round

You extend your hand and point a finger at a target in range. Your magic grants you a brief insight into the target's defenses. On your next turn, you gain advantage on your first attack roll against the target, provided that this spell hasn't ended.

STR	DEX	CON	INT	WIS	CHA
10 (0)	14 (+2)	15 (+2)	16 (+3)	10 (0)	11 (0)

Skills Arcana +5, History +5, Insight +2, Investigation +5

Saving Throws Str 0, Dex +2, Con +2, Int +5, Wis +2, Cha 0

Senses Darkvision 60 ft

Biography

Rhiannon tutors Arthur in arcana and history, and all things magical. She's also a student of Merlin, sitting in with Morgan when the archmage deigns to bestow his wisdom upon them.

Appearance: Age: 75, 5'2", 100 lbs, silver hair, lavender eyes.

Personality Traits: Compassionate and understanding.

Ideals: Magic should be used to better the world.

Bonds: Morgan is my friend and confidant, though I'm concerned that she's headed down the wrong path. And I think Merlin is losing it...

Flaws: Though I respect the office of the king, I think Uther is a vile human being.

Background

Sage

You spent years learning the lore of the multiverse. You scoured manuscripts, studied scrolls, and listened to the greatest experts on the subjects that interest you. Your efforts have made you a master in your fields of study.

Source: Player's Handbook

Skill Proficiencies: Arcana, History

Tool Proficiencies: None

Languages: Two of your choice

Equipment: A bottle of ink, a quill, a small knife, a letter from a dead colleague posing a question you have not yet been able to answer, a set of common clothes, and a pouch containing 10gp

Features

Specialty

To determine the nature of your scholarly training, roll a d8 or choose from the options in the table below.

d8 Specialty

1	Alchemist
2	Astronomer
3	Discredited academic
4	Librarian
5	Professor
6	Researcher
7	Wizard's apprentice
8	Scribe

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 that it simply cannot be found. Unearthing the deepest secrets of the multiverse can require an adventure or even a whole campaign.

Suggested Characteristics

Sages are defined by their extensive studies, and their characteristics reflect this life of study. Devoted to scholarly pursuits, a sage values knowledge highly - sometimes in its own right, sometimes as a means toward other ideals.

Attacks

Dagger. Melee: +4 to hit, reach 5 ft or range 20/60 ft. Hit: 1d4+2 piercing (Finesse, Light, Thrown)

A short metal blade mounted to a small hilt and crossguard. The dagger makes an effective side armament for hardened warriors or a hidden blade for assassins and thieves.

Longbow. Ranged: +4 to hit, range 150/600 ft. Hit: 1d8+2 piercing

A thick shaft of laminated wood is bowed by a taut string capable of launching deadly arrows at long distances.

Longsword. Melee: +2 to hit, reach 5 ft. Hit: 1d8 slashing (Versatile 1d10)

A lengthy straight blade designed for slashing foes, the longsword is a highly versatile weapon that may also be wielded with two hands for more punishing strikes.

Wizard 3

As a wizard, you gain the following class features.

Hit Points

Hit Dice: 1d6 per wizard level

Hit Points at 1st Level: 6 + your Constitution modifier

Hit Points at Higher Levels: 1d6 (or 4) + your Constitution modifier per wizard level after 1st

Proficiencies

Armor: None

Weapons: Daggers, darts, slings, quarterstaffs, light crossbows

Tools: None

Saving Throws: Intelligence, Wisdom

Skills: Choose two from Arcana, History, Insight, Investigation, Medicine, and Religion

Equipment

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a quarterstaff or (b) a dagger
- (a) a component pouch or (b) an arcane focus
- (a) a scholar's pack or (b) an explorer's pack
- A spellbook

Wizard Advancement

Level	Proficiency Bonus	Features
1st	+2	<u>Spellcasting</u> , <u>Arcane Recovery</u>
2nd	+2	<u>Arcane Tradition</u>
3rd	+2	2nd Level Spell Slot
4th	+2	<u>Ability Score Improvement</u>
5th	+3	3rd Level Spell Slot
6th	+3	Arcane Tradition feature
7th	+3	4th Level Spell Slot
8th	+3	<u>Ability Score Improvement</u>
9th	+4	5th Level Spell Slot
10th	+4	Arcane Tradition feature
11th	+4	6 Level Spell Slot
12th	+4	<u>Ability Score Improvement</u>
13th	+5	7th Level Spell Slot
14th	+5	Arcane Tradition feature
15th	+5	8th Level Spell Slot
16th	+5	<u>Ability Score Improvement</u>
17th	+6	9 Level Spell Slot
18th	+6	<u>Spell Mastery</u>
19th	+6	<u>Ability Score Improvement</u>
20th	+6	<u>Signature Spells (First Spell)</u> <u>Signature Spells (Second Spell)</u>

Your Spellbook

The spells that you add to your spellbook as you gain levels reflect the arcane research you conduct on your own, as well as intellectual breakthroughs you have had about the nature of the multiverse. You might find other spells during your adventures. You could discover a spell recorded on a scroll in an evil wizard's chest, for example, or in a dusty tome in an ancient library.

Copying a Spell into the Book. When you find a wizard spell of 1st level or higher, you can add it to your spellbook if it is of a spell level you can prepare and if you can spare the time to decipher and copy it.

Copying that spell into your spellbook involves reproducing the basic form of the spell, then deciphering the unique system of notation used by the wizard who wrote it. You must practice the spell until you understand the sounds or gestures required, then transcribe it into your spellbook using your own notation.

For each level of the spell, the process takes 2 hours and costs 50 gp. The cost represents material components you expend as you experiment with the spell to master it, as well as the fine inks you need to record it. Once you have spent this time and money, you can prepare the spell just like your other spells.

Replacing the Book. You can copy a spell from your own spellbook into another book—for example, if you want to make a backup copy of your spellbook. This is just like copying a new spell into your spellbook, but faster and easier, since you understand your own

notation and already know how to cast the spell. You need spend only 1 hour and 10 gp for each level of the copied spell.

If you lose your spellbook, you can use the same procedure to transcribe the spells that you have prepared into a new spellbook. Filling out the remainder of your spellbook requires you to find new spells to do so, as normal. For this reason, many wizards keep backup spellbooks in a safe place.

The Book's Appearance. Your spellbook is a unique compilation of spells, with its own decorative flourishes and margin notes. It might be a plain, functional leather volume that you received as a gift from your master, a finely bound gilt-edged tome you found in an ancient library, or even a loose collection of notes scrounged together after you lost your previous spellbook in a mishap.

Arcane Traditions

The study of wizardry is ancient, stretching back to the earliest mortal discoveries of magic. It is firmly established in fantasy gaming worlds, with various traditions dedicated to its complex study.

The most common arcane traditions in the multiverse revolve around the schools of magic. Wizards through the ages have cataloged thousands of spells, grouping them into eight categories called schools. In some places, these traditions are literally schools. In other institutions, the schools are more like academic departments, with rival faculties competing for students and funding. Even wizards who train apprentices in the solitude of their own towers use the division of magic into schools as a learning device, since the spells of each school require mastery of different techniques.

School of Evocation

School of Aburation

The School of Abjuration emphasizes magic that blocks, banishes, or protects. Detractors of this school say that its tradition is about denial, negation rather than positive assertion. You understand, however, that ending harmful effects, protecting the weak, and banishing evil influences is anything but a philosophical void. It is a proud and respected vocation.

Called abjurers, members of this school are sought when baleful spirits require exorcism, when important locations must be guarded against magical spying, and when portals to other planes of existence must be closed.

Level 2: Abjuration Savant Arcane Ward

Level 6: Projected Ward

Level 10: Improved Abjuration

Level 14: Spell Resistance

Features

Abjuration Savant.

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

Arcane Recovery. uses: 1 per long rest, The wizard can recover this number worth of spells slots (of 5th-level or lower): 2

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.

For example, if you're a 4th-level wizard, you can recover up to two levels worth of spell slots. You can recover either a 2nd-level spell slot or two 1st-level spell slots.

Arcane Tradition.

When you reach 2nd level, you choose an arcane tradition, shaping your practice of magic through one of eight schools, such as Evocation.

Your choice grants you features at 2nd level and again at 6th, 10th, and 14th level.

Arcane Ward. uses: 1 per long rest, Duration: 1 day

Starting at 2nd level, you can weave magic around yourself for protection. When you cast an abjuration spell of 1st level or higher, you can simultaneously use a strand of the spell's magic to create a magical ward on yourself that lasts until you finish a long rest. The ward has hit points equal to twice your wizard level + your

Intelligence modifier. Whenever you take damage, the ward takes the damage instead. If this damage reduces the ward to 0 hit points, you take any remaining damage.

While the ward has 0 hit points, it can't absorb damage, but its magic remains. Whenever you cast an abjuration spell of 1st level or higher, the ward regains a number of hit points equal to twice the level of the spell.

Once you create the ward, you can't create it again until you finish a long rest.

Durable.

Hardy and resilient, you gain the following benefits:

- Increase your Constitution score by 1, to a maximum of 20.
- When you roll a Hit Die to regain hit points, the minimum number of hit points you regain from the roll equals twice your Constitution modifier (minimum of 2).

Elf.

Your elf character has a variety of natural abilities, the result of thousands of years of elven refinement.

Ability Score Increase. Your Dexterity score increases by 2.

Age. Although elves reach physical maturity at about the same age as humans, the elven understanding of adulthood goes beyond physical growth to encompass worldly experience. An elf typically claims adulthood and an adult name around the age of 100 and can live to be 750 years old.

Alignment. Elves love freedom, variety, and self-expression, so they lean strongly toward the gentler aspects of chaos. They value and protect others' freedom as well as their own, and they are more often good than not.

Size. Elves range from under 5 to over 6 feet tall and have slender builds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. Accustomed to twilit forests and the night sky, you have superior vision in dark and dim conditions. 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 can't discern color in darkness, only shades of gray.

Keen Senses. You have proficiency in the Perception skill.

Fey Ancestry. Fey Ancestry. You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Trance. Elves don't need to sleep. Instead, they meditate deeply, remaining semiconscious, for 4 hours a day. (The Common word for such meditation is "trance.") While meditating, you can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

Languages. You can speak, read, and write Common and Elvish. Elvish is fluid, with subtle intonations and intricate grammar. Elven literature is rich and varied, and their songs and poems are famous among other races. Many bards learn their language so they can add Elvish ballads to their repertoires.

Fey Ancestry.

You have advantage on saving throws against being charmed, and magic can't put you to sleep.

High Elf.

As a high elf, you have a keen mind and a mastery of at least the basics of magic. In many fantasy gaming worlds, there are two kinds of high elves. One type is haughty and reclusive, believing themselves to be superior to non-elves and even other elves. The other type is more common and more friendly, and often encountered among humans and other races.

Ability Score Increase. Your Intelligence score increases by 1.

Elf Weapon Training. You have proficiency with the longsword, shortsword, shortbow, and longbow.

Cantrip. You know one cantrip of your choice from the wizard spell list. Intelligence is your spellcasting ability for it.

Extra Language. You can speak, read, and write one extra language of your choice.

Spellcasting (Wizard).

As a student of arcane magic, you have a spellbook containing spells that show the first glimmerings of your true power.

Cantrips

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

Spellbook

At 1st level, you have a spellbook containing six 1st-level wizard spells of your choice. Your spellbook is the repository of the wizard spells you know, except your cantrips, which are fixed in your mind.

Preparing and Casting Spells

The Wizard 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.

You prepare the list of wizard spells that are available for you to cast. To do so, choose a number of wizard spells from your spellbook equal to your Intelligence modifier + your wizard level (minimum of one spell). The spells must be of a level for which you have spell slots.

For example, if you're a 3rd-level wizard, you have four 1st-level and two 2nd-level spell slots. With an Intelligence of 16, your list of prepared spells can include six spells of 1st or 2nd level, in any combination, chosen from your spellbook. If you prepare the 1st-level spell magic missile, you can cast it using a 1st-level or a 2nd-level slot. Casting the spell doesn't remove it from your list of prepared spells.

You can change your list of prepared spells when you finish a long rest. Preparing a new list of wizard spells requires time spent studying your spellbook and memorizing the incantations and gestures you must make to cast the spell: at least 1 minute per spell level for each spell on your list.

Spellcasting Ability

Intelligence is your spellcasting ability for your wizard spells, since you learn your spells through dedicated study and memorization. You use your Intelligence whenever a spell refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for a wizard spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Intelligence modifier

Spell attack modifier = your proficiency bonus + your Intelligence modifier

Ritual Casting

You can cast a wizard spell as a ritual if that spell has the ritual tag and you have the spell in your spellbook. You don't need to have the spell prepared.

Spellcasting Focus

You can use an arcane focus as a spellcasting focus for your wizard spells.

Learning Spells of 1st Level and Higher

Each time you gain a wizard level, you can add two wizard spells of your choice to your spellbook for free. Each of these spells must be of a level for which you have spell slots, as shown on the Wizard table. On your adventures, you might find other spells that you can add to your spellbook (see the "Your Spellbook" sidebar).

Consumables

Arrow. ×20, piercing damage, 5cp, Weight: 0.05

Standard ammunition used for bows of all varieties. These mundane arrows are made of smooth wooden shafts with goose feather fletching and hammer metal bodkins.

Spellcasting

Spell DC 13, Spell Attack +5

Cantrip: Fire Bolt, Mage Hand, Poison Spray, Shocking Grasp

Level 1 (4): Burning Hands, Color Spray, Detect Magic, Find Familiar, Identify, Mage Armor, Magic Missile, Shield

Level 2 (2): Invisibility, Misty Step

Spells

BURNING HANDS

1st Level Evocation

Casting Time: 1 Action

Range: self

Components: V, S

Duration: Instantaneous

As you hold your hands with thumbs touching and fingers spread, a thin sheet of flames shoots forth from your outstretched fingertips. Each creature in a 15-foot cone must make a Dexterity saving throw. A creature takes 3d6 fire damage on a failed save, or half as much damage on a successful one.

The fire ignites any flammable objects in the area that aren't being worn or carried.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.

COLOR SPRAY

1st Level Illusion

Casting Time: 1 Action

Range: self

Components: V, S, M (A pinch of powder or sand that is colored red, yellow, and blue.)

Duration: 1 round

A dazzling array of flashing, colored light springs from your hand. Roll 6d10; the total is how many hit points of creatures this spell can effect. Creatures in a 15-foot cone originating from you are affected in ascending order of their current hit points (ignoring unconscious creatures and creatures that can't see).

Starting with the creature that has the lowest current hit points, each creature affected by this spell is blinded until the spell ends. Subtract each creature's hit points from the total before moving on to the creature with the next lowest hit points. A creature's hit points must be equal to or less than the remaining total for that creature to be affected.

Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, roll an additional 2d10 for each slot level above 1st.

Detect Magic

1st Level Divination (ritual)

Casting Time: 1 Action

Range: self

Components: V, S

Duration: Concentration, up to 10 minutes

For the duration, you sense the presence of magic within 30 feet of you. If you sense magic in this way, you can use your action to see a faint aura around any visible creature or object in the area that bears magic, and you learn its school of magic, if any.

The spell can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

FIND FAMILIAR

1st Level Conjuration (ritual)

Casting Time: 1 hour

Range: 10 ft

Components: V, S, M (10 gp worth of charcoal, incense, and herbs that must be consumed by fire in a brass brazier)

Duration: Instantaneous

Your familiar acts independently of you, but it always obeys your commands. In combat, it rolls its own initiative and acts on its own turn. A familiar can't attack, but it can take other actions as normal.

When the familiar drops to 0 hit points, it disappears, leaving behind no physical form. It reappears after you cast this spell again.

While your familiar is within 100 feet of you, you can communicate with it telepathically. Additionally, as an action, you can see through your familiar's eyes and hear what it hears until the start of your next turn, gaining the benefits of any special senses that the familiar has. During this time, you are deaf and blind with regard to your own senses.

As an action, you can temporarily dismiss your familiar. It disappears into a pocket dimension where it awaits your summons. Alternatively, you can dismiss it forever. As an action while it is temporarily dismissed, you can cause it to reappear in any unoccupied space within 30 feet of you.

You can't have more than one familiar at a time. If you cast this spell while you already have a familiar, you instead cause it to adopt a new form. Choose one of the forms from the above list. Your familiar transforms into the chosen creature.

Finally, when you cast a spell with a range of touch, your familiar can deliver the spell as if it had cast the spell. Your familiar must be within 100 feet of you, and it must use its reaction to deliver the spell when you cast it. If the spell requires an attack roll, you use your action modifier for the roll.

FIRE BOLT

Evocation cantrip

Casting Time: 1 Action

Range: 120 ft

Components: V, S

Duration: Instantaneous

You hurl a mote of fire at a creature or object within range. Make a ranged spell attack against the target. On a hit, the target takes 1d10 fire damage. A flammable object hit by this spell ignites if it isn't being worn or carried.

This spell's damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).

IDENTIFY

1st Level Divination (ritual)

Casting Time: 1 Minute

Range: touch

Components: V, S, M (A pearl worth at least 100gp and an owl feather)

Duration: Instantaneous

You choose one object that you must touch throughout the casting of the spell. If it is a magic item or some other magic-imbued object, you learn its properties and how to use them, whether it requires attunement to use, and how many charges it has, if any. You learn whether any spells are affecting the item and what they are. If the item was created by a spell, you learn which spell created it.

If you instead touch a creature throughout the casting, you learn what spells, if any, are currently affecting it.

INVISIBILITY

2nd Level Illusion

Casting Time: 1 Action

Range: touch

Components: V, S, M (An eyelash encased in gum arabic)

Duration: Concentration, up to 1 hour

A creature you touch becomes invisible until the spell ends.

Anything the target is wearing or carrying is invisible as long as it is on the target's person. The spell ends for a target that attacks or casts a spell.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can target one additional creature for each slot level above 2nd.

MAGE ARMOR

1st Level Abjuration

Casting Time: 1 Action

Range: touch

Components: V, S, M (A piece of cured leather)

Duration: 8 hours

You touch a willing creature who isn't wearing armor, and a protective magical force surrounds it until the spell ends. The target's base AC becomes $13 + \text{its Dexterity modifier}$. The spell ends if the target dons armor or if you dismiss the spell as an action.

MAGE HAND

Conjuration cantrip

Casting Time: 1 Action

Range: 30 ft

Components: V, S

Duration: 1 minute

A spectral, floating hand appears at a point you choose within range. The hand lasts for the duration or until you dismiss it as an action. The hand vanishes if it is ever more than 30 feet away from you or if you cast this spell again.

You can use your action to control the hand. You can use the hand to manipulate an object, open an unlocked door or container, stow or retrieve an item from an open container, or pour the contents out of a vial. You can move the hand up to 30 feet each time you use it.

The hand can't attack, activate magic items, or carry more than 10 pounds.

MAGIC MISSILE

1st Level Evocation

Casting Time: 1 Action

Range: 120 ft

Components: V, S

Duration: Instantaneous

You create three glowing darts of magical force. Each dart hits a creature of your choice that you can see within range. A dart deals $1d4 + 1$ force damage to its target. The darts all strike simultaneously, and you can direct them to hit one creature or several.

Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the spell creates one more dart for each slot level above 1st.

MISTY STEP

2nd Level Conjunction

Casting Time: Bonus Action

Range: self

Components: V

Duration: Instantaneous

Briefly surrounded by silvery mist, you teleport up to 30 feet to an unoccupied space that you can see.

POISON SPRAY

Conjunction cantrip

Casting Time: 1 Action

Range: 10 ft

Components: V, S

Duration: Instantaneous

You extend your hand toward a creature you can see within range and project a puff of noxious gas from your palm. The creature must succeed on a Constitution saving throw or take $1d12$ poison damage.

This spell's damage increases by $1d12$ when you reach 5th level (2d12), 11th level (3d12), and 17th level (4d12).

SHIELD

1st Level Abjuration

Casting Time: Reaction (Which you take when you are hit by an attack or targeted by the magic missile spell)

Range: self

Components: V, S

Duration: 1 round

An invisible barrier of magical force appears and protects you. Until the start of your next turn, you have a +5 bonus to AC, including against the triggering attack, and you take no damage from magic missile.

SHOCKING GRASP

Evocation cantrip

Casting Time: 1 Action

Range: touch

Components: V, S

Duration: Instantaneous

Lightning springs from your hand to deliver a shock to a creature you try to touch. Make a melee spell attack against the target. You have advantage on the attack roll if the target is wearing armor made of metal. On a hit, the target takes $1d8$ lightning damage, and it can't take reactions until the start of its next turn.

The spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

Shona



Fighter 3 (900/2700)
Medium Dwarf, Neutral
Armor Class 21 (Plate Armor, Shield)
Hit Points 34
Speed 25 ft
Proficiency Bonus 2

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (0)	16 (+3)	10 (0)	14 (+2)	10 (0)

Skills Athletics +4, Intimidation +2, Perception +4, Survival +4
Saving Throws Str +4, Dex 0, Con +5, Int 0, Wis +2, Cha 0
Senses Darkvision 60 ft

Biography

Shona's mother, Ardis, is a dwarf and her father, Baltar, is a Celt. Ardis is a rune mage, and Baltar is a farmer. He was lost behind enemy lines on her 18th birthday, when the Saxons made a big push into what is now western Wessex, where the family's farm was.

Shona and Ardis escaped by use of Ardis' magic, and Shona immediately joined Uther's army. Ardis had taught Shona many of her secrets, and Shona applied them to warfare.

She rescued her father and dozens of other Britons, receiving a commendation and promotion from Uther himself. He invited her to help tutor Arthur in the art of war, with an eye to the application of magic.

Appearance: Age: 40, 5'0", 170 lbs of solid muscle, blonde, blue eyes

Personality Traits: I love a good fight.

Ideals: I want to kick the Saxons all the way back to Saxony.

Bonds: I feel like Arthur is my little brother. And by that I mean I want to grab him by the neck and give him a noogie.

Flaws: I never back down from a fight.

Background

Soldier

War has been your life for as long as you care to remember. You trained as a youth, studied the use of weapons and armor, learned basic survival techniques, including how to stay alive on the battlefield. You might have been part of a standing national army or a mercenary company, or perhaps a member of a local militia who rose to prominence during a recent war.

When you choose this background, work with your DM to determine which military organization you were a part of, how far through its ranks you progressed, and what kind of experiences you had during your military career. Was it a standing army, a town guard,

or a village militia? Or it might have been a noble's or merchant's private army, or a mercenary company.

Skill Proficiencies: Athletics, Intimidation

Tool Proficiencies: One type of gaming set, vehicles (land)

Languages: None

Equipment: An insignia of rank, a trophy taken from a fallen enemy (a dagger, broken blade, or piece of a banner), a set of bone dice or a deck of cards, a set of common clothes, and a pouch containing 10gp

Features

Specialty

During your time as a soldier, you had a specific role to play in your unit or army. Roll a d8 or choose from the options in the table below to determine your role:

d8	Specialty
1	Officer
2	Scout
3	Infantry
4	Cavalry
5	Healer
6	Quartermaster
7	Standard bearer
8	Support staff (cook, blacksmith, or the like)

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.

Attacks

Dagger. Melee: +4 to hit, reach 5 ft or range 20/60 ft. Hit: 1d4+2 piercing (Finesse, Light, Thrown)

A short metal blade mounted to a small hilt and crossguard. The dagger makes an effective side armament for hardened warriors or a hidden blade for assassins and thieves.

Longbow. Ranged: +2 to hit, range 150/600 ft. Hit: 1d8 piercing

A thick shaft of laminated wood is bowed by a taut string capable of launching deadly arrows at long distances.

Longsword. Melee: +4 to hit, reach 5 ft. Hit: 1d8+2 slashing (Versatile 1d10+2)

A lengthy straight blade designed for slashing foes, the longsword is a highly versatile weapon that may also be wielded with two hands for more punishing strikes.

Fighter 3

As a fighter, you gain the following class features.

Hit Points

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

Proficiencies

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

Equipment

You start with the following equipment, in addition to the equipment granted by your background:

- (a) chain mail or (b) leather armor, 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

Fighter Advancement

Level	Proficiency Bonus	Features
1st	+2	<u>Fighting Style</u> , <u>Second Wind</u>
2nd	+2	<u>Action Surge</u>
3rd	+2	<u>Martial Archetype</u>
4th	+2	<u>Ability Score Improvement</u>
5th	+3	<u>Extra Attack</u>
6th	+3	<u>Ability Score Improvement</u>
7th	+3	Martial Archetype feature
8th	+3	<u>Ability Score Improvement</u>
9th	+4	<u>Indomitable</u>
10th	+4	Martial Archetype feature
11th	+4	<u>Extra Attack (2)</u>
12th	+4	<u>Ability Score Improvement</u>
13th	+5	<u>Indomitable (2 uses)</u>
14th	+5	<u>Ability Score Improvement</u>
15th	+5	Martial Archetype feature
16th	+5	<u>Ability Score Improvement</u>
17th	+6	<u>Action Surge (2 uses)</u> , <u>Indomitable (3 uses)</u>
18th	+6	Martial Archetype feature
19th	+6	<u>Ability Score Improvement</u>
20th	+6	<u>Extra Attack (3)</u>

Martial Archetypes

Different fighters choose different approaches to perfecting their fighting prowess. The martial archetype you choose to emulate reflects your approach.

Champion

Rune Knight

Rune Knights enhance their martial prowess using the supernatural power of runes, an ancient practice that originated with giants. Rune cutters can be found among any family of giants, and you likely learned your methods first or second hand from such a mystical artisan. Whether you found the giant's work carved into a hill or cave, learned of the runes from a sage, or met the giant in person, you studied the giant's craft and learned how to apply magic runes to empower your equipment.

Level 3: Bonus Proficiencies Rune Carver Giant Might

Level 7: Runic Shield

Level 10: Great Stature

Level 15: Master of Runes

Level 18: Runic Juggernaut

Features

Action Surge. uses: 1 per short rest

Starting at 2nd level, you can push yourself beyond your normal limits for a moment. On your turn, you can take one additional action on top of your regular action and a possible Bonus Action.

Once you use this feature, you must finish a short or long rest before you can use it again. Starting at 17th level, you can use it twice before a rest, but only once on the same turn.

Bonus Proficiencies.

When you choose this archetype at 3rd level, you gain proficiency with smith's tools, and you learn to speak, read, and write Giant.

Dwarf.

Your dwarf character has an assortment of inborn abilities, part and parcel of dwarven nature.

Ability Score Increase. Your Constitution score increases by 2.

Age. Dwarves mature at the same rate as humans, but they're considered young until they reach the age of 50. On average, they live about 350 years.

Alignment. Most dwarves are lawful, believing firmly in the benefits of a well-ordered society. They tend toward good as well, with a strong sense of fair play and a belief that everyone deserves to share in the benefits of a just order.

Size. Dwarves stand between 4 and 5 feet tall and average about 150 pounds. Your size is Medium.

Speed. Your base walking speed is 25 feet. Your speed is not reduced by wearing heavy armor.

Darkvision. Accustomed to life underground, you have superior vision in dark and dim conditions. 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 can't discern color in darkness, only shades of gray.

Dwarven Resilience. Dwarven Resilience You have advantage on saving throws against poison, and you have resistance against poison damage.

Dwarven Combat Training. You have proficiency with the battleaxe, handaxe, light hammer, and warhammer.

Tool Proficiency. You gain proficiency with the artisan's tools of your choice: smith's tools, brewer's supplies, or mason's tools.

Stonecunning. Stonecunning Whenever you make an Intelligence (History) check related to the origin of stonework, you are considered proficient in the History skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

Languages. You can speak, read, and write Common and Dwarvish. Dwarvish is full of hard consonants and guttural sounds, and those characteristics spill over into whatever other language a dwarf might speak.

Dwarven Resilience.

You have advantage on saving throws against poison, and you have resistance against poison damage.

Fighting Style (Fighter).

You adopt a particular style of fighting as your specialty. Choose one of the following options from the appropriate class list. You can't take a Fighting Style option more than once, even if you later get to choose again.

Archery

Defense

Dueling

Great Weapon Fighting

Protection

Two Weapon Fighting

Fighting Style: Defense.

While you are wearing armor, you gain a +1 bonus to AC

Fire Rune. uses: 1 per short rest, Duration: 1 minute

Fire Rune. This rune's magic channels the masterful craftsmanship of great smiths. While wearing or carrying an object inscribed with this rune, your proficiency bonus is doubled for any ability check you make that uses your proficiency with a tool.

• In addition, when you hit a creature with an attack using a weapon, you can invoke the rune to summon fiery shackles; the target takes an extra 2d6 fire damage, and it must succeed on a Strength saving throw or be restrained for 1 minute. While restrained by the shackles, the target takes 2d6 fire damage at the start of each of its turns. The target can repeat the saving throw at the end of each of its turns, banishing the shackles on a success. Once you invoke this rune, you can't do so again until you finish a short or long rest.

Giant Might. bonus action, uses: 2 per long rest, Duration: 1 minute

At 3rd level, you have learned how to imbue yourself with the might of giants. As a bonus action, you magically gain the following benefits, which last for 1 minute:

- If you are smaller than Large, you become Large, along with anything you are wearing. If you lack the room to become Large, your size doesn't change.
- You have advantage on Strength checks and Strength saving throws.

- Once on each of your turns, one of your attacks with a weapon or an unarmed strike can deal an extra 1d6 damage to a target on a hit.

You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses of it when you finish a long rest.

Heavy Armor Master.

You can use your armor to deflect strikes that would kill others. You gain the following benefits:

- Increase your Strength score by 1, to a maximum of 20.
- While you are wearing heavy armor, bludgeoning, piercing, and slashing damage that you take from nonmagical attacks is reduced by 3.

Hill Dwarf.

As a hill dwarf, you have keen senses, deep intuition, and remarkable resilience.

Ability Score Increase. Your Wisdom score increases by 1.

Dwarven Toughness. Your hit point maximum increases by 1, and it increases by 1 every time you gain a level.

Martial Archetype.

At 3rd level, you choose an archetype that you strive to emulate in your combat styles and techniques, such as Champion. The archetype you choose grants you features at 3rd level and again at 7th, 10th, 15th, and 18th level.

Rune Carver.

Starting at 3rd level, you can use magic runes to enhance your gear. You learn two runes of your choice, from among the runes described below, and each time you gain a level in this class, you can replace one rune you know with a different one from this feature. When you reach certain levels in this class, you learn additional runes, as shown in the Runes Known table.

Runes Known

Fighter Level Number of Runes

3rd	2
7th	3
10th	4
15th	5

Whenever you finish a long rest, you can touch a number of objects equal to the number of runes you know, and you inscribe a different rune onto each of the objects. To be eligible, an object must be a weapon, a suit of armor, a shield, a piece of jewelry, or something else you can wear or hold in a hand. Your rune remains on an object until you finish a long rest, and an object can bear only one of your runes at a time.

The following runes are available to you when you learn a rune. If a rune has a level requirement, you must be at least that level in this class to learn the rune. If a rune requires a saving throw, your Rune Magic save DC equals 8 + your proficiency bonus + your Constitution modifier.

Level 3: Cloud Rune Fire Rune Frost Rune Stone Rune

Level 7: Hill Rune Storm Rune

Second Wind. bonus action, uses: 1 per short rest, 1d10+3 healing

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.

Stone Rune. Save: Wisdom DC 10, reaction, uses: 1 per short rest,

Duration: 1 minute

This rune's magic channels the judiciousness associated with stone giants. While wearing or carrying an object inscribed with this rune, you have advantage on Wisdom (Insight) checks, and you have darkvision out to a range of 120 feet.

- In addition, when a creature you can see ends its turn within 30 feet of you, you can use your reaction to invoke the rune and force the creature to make a Wisdom saving throw. Unless the save succeeds, the creature is charmed by you for 1 minute. While charmed in this way, the creature has a speed of 0 and is incapacitated, descending into a dreamy stupor. The creature repeats the saving throw at the end of each of its turns, ending the effect on a success. Once you invoke this rune, you can't do so again until you finish a short or long rest.

Stonecunning.

Whenever you make an Intelligence (History) check related to the origin of stonework, you are considered proficient in the History skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

Equipment

Plate Armor. AC 18, heavy, Max Dex 0, 1500gp, Weight: 65

Plate consists of shaped, interlocking metal plates to cover the entire body. A suit of plate includes gauntlets, heavy leather boots, a visored helmet, and thick layers of padding underneath the armor. Buckles and straps distribute the weight over the body.

Shield. AC 2, shield, 10gp, Weight: 6

A shield is made from wood or metal and is carried in one hand. Wielding a shield increases your Armor Class by 2. You can benefit from only one shield at a time.

Consumables

Arrow. ×20, piercing damage, 5cp, Weight: 0.05

Standard ammunition used for bows of all varieties. These mundane arrows are made of smooth wooden shafts with goose feather fletching and hammer metal bodkins.

Healer's Kit. 10 charges, 1 creature, 5gp, Weight: 3

This kit is a leather pouch containing bandages, salves, and splints. The kit has ten uses. As an action, you can expend one use of the kit to stabilize a creature that has 0 hit points, without needing to make a Wisdom (Medicine) check.

Containers

Quiver. 1gp, Weight: 1

A quiver can hold up to 20 arrows.

Tools

Smith's Tools. 20gp, Weight: 8

These special tools include the items needed to pursue a craft or trade in smithing.

Proficiency with a set of artisan's tools lets you add your proficiency bonus to any ability checks you make using the tools in your craft. Each type of artisan's tools requires a separate proficiency.

Trefor



Fighter 3 (0/2700)
Small Stout Halfling, Chaotic Good
Armor Class 19 (Plate Armor)
Hit Points 31
Speed 25 ft
Proficiency Bonus 2

STR	DEX	CON	INT	WIS	CHA
15	14	16	10	9	10
(+2)	(+2)	(+3)	(0)	(-1)	(0)

Skills History +2, Persuasion +2
Saving Throws Str +4, Dex +2, Con +5, Int 0, Wis -1, Cha 0

Biography

Trefor fostered at Tintagel, an exchange with the halfling king of Dewnans, and then stayed on after seeing that Arthur would need help to avoid becoming like his father.

Appearance: Age: 25, 3'6", 45 lbs, black hair, brown eyes

Personality Traits: My blades go snicker snack! Two blades are better than one.

Ideals: A man's heart is more important than his height.

Bonds: His father, King Islwyn, visits often to check up on him, which embarrasses him to no end.

Flaws: Fools rush in, and I'm a fool!

Background

Knight

A knighthood is among the lowest noble titles in most societies, but it can be a path to higher status. If you wish to be a knight, choose the Retainers feature below instead of the Position of Privilege feature. One of your commoner retainers is replaced by a noble who serves as your squire, aiding you in exchange for training on his or her own path to knighthood. Your two remaining retainers might include a groom to care for your horse and a servant who polishes your armor (and even helps you put it on).

As an emblem of chivalry and the ideals of courtly love, you might include among your equipment a banner or other token from a noble lord or lady to whom you have given your heart - in a chaste sort of devotion. (This person could be your bond.)

Source: Player's Handbook

Skill Proficiencies: History, Persuasion

Tool Proficiencies: One type of gaming set

Languages: One of your choice

Equipment: A set of fine clothes, a signet ring, a scroll of pedigree, and a purse containing 25gp

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.

Variant Feature: Retainers

If your character has a noble background, you may select this background feature instead of Position of Privilege.

You have the service of three retainers loyal to your family. These retainers can be attendants or messengers, and one might be a majordomo. Your retainers are commoners who can perform mundane tasks for you, but they do not fight for you, will not follow you into obviously dangerous areas (such as dungeons), and will leave if they are frequently endangered or abused.

Attacks

Longsword. Melee: +4 to hit, reach 5 ft. Hit: 1d8+2 slashing (Versatile 1d10+2)

A lengthy straight blade designed for slashing foes, the longsword is a highly versatile weapon that may also be wielded with two hands for more punishing strikes.

Shortbow. Ranged: +4 to hit, range 80/320 ft. Hit: 1d6+2 piercing

This two handed bow is somewhat smaller than the traditional longbow variant, making it well suited for rapid attacks while on the move or mounted from horseback.

Shortsword. Melee: +4 to hit, reach 5 ft. Hit: 1d6+2 piercing (Finesse, Light)

A medium sized blade with a firm crossguard and a leather-wrapped handle. A versatile weapon which makes up in versatility what it lacks in reach.

Fighter 3

As a fighter, you gain the following class features.

Hit Points

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

Proficiencies

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

Equipment

You start with the following equipment, in addition to the equipment granted by your background:

- (a) chain mail or (b) leather armor, 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

Fighter Advancement

Level	Proficiency Bonus	Features
1st	+2	<u>Fighting Style</u> , <u>Second Wind</u>
2nd	+2	<u>Action Surge</u>
3rd	+2	<u>Martial Archetype</u>
4th	+2	<u>Ability Score Improvement</u>
5th	+3	<u>Extra Attack</u>
6th	+3	<u>Ability Score Improvement</u>
7th	+3	Martial Archetype feature
8th	+3	<u>Ability Score Improvement</u>
9th	+4	<u>Indomitable</u>
10th	+4	Martial Archetype feature

Level	Proficiency Bonus	Features
11th	+4	<u>Extra Attack (2)</u>
12th	+4	<u>Ability Score Improvement</u>
13th	+5	<u>Indomitable (2 uses)</u>
14th	+5	<u>Ability Score Improvement</u>
15th	+5	Martial Archetype feature
16th	+5	<u>Ability Score Improvement</u>
17th	+6	<u>Action Surge (2 uses)</u> , <u>Indomitable (3 uses)</u>
18th	+6	Martial Archetype feature
19th	+6	<u>Ability Score Improvement</u>
20th	+6	<u>Extra Attack (3)</u>

Martial Archetypes

Different fighters choose different approaches to perfecting their fighting prowess. The martial archetype you choose to emulate reflects your approach.

Champion

Battle Master

Those who emulate the archetypal Battle Master employ martial techniques passed down through generations. To a Battle Master, combat is an academic field, sometimes including subjects beyond battle such as weaponsmithing and calligraphy. Not every fighter absorbs the lessons of history, theory, and artistry that are reflected in the Battle Master archetype, but those who do are well-rounded fighters of great skill and knowledge.

Features

Action Surge.

uses: 1 per short rest
Starting at 2nd level, you can push yourself beyond your normal limits for a moment. On your turn, you can take one additional action on top of your regular action and a possible Bonus Action.

Once you use this feature, you must finish a short or long rest before you can use it again. Starting at 17th level, you can use it twice before a rest, but only once on the same turn.

Bait and Switch.

Roll Superiority Die: @scale.battle-master.superiority-die#Superiority Die

When you're within 5 feet of a creature on your turn, you can expend one superiority die and switch places with that creature, provided you spend at least 5 feet of movement and the creature is willing and isn't incapacitated. This movement doesn't provoke opportunity attacks.

Roll the superiority die. Until the start of your next turn, you or the other creature (your choice) gains a bonus to AC equal to the number rolled.

Brave.

You have advantage on saving throws against being frightened.

Combat Superiority.

When you choose this archetype at 3rd level, you learn maneuvers that are fueled by special dice called superiority dice.

Maneuvers. You learn three maneuvers of your choice. Many maneuvers enhance an attack in some way. You can use only one maneuver per attack. You learn two additional maneuvers of your choice at 7th, 10th, and 15th level. Each time you learn new maneuvers, you can also replace one maneuver you know with a different one.

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)

Dual Wielder.

You master fighting with two weapons, gaining the following benefits:

- You gain a +1 bonus to AC while you are wielding a separate melee weapon in each hand.
- You can use two-weapon fighting even when the one handed melee weapons you are wielding aren't light.
- You can draw or stow two one-handed weapons when you would normally be able to draw or stow only one.

Evasive Footwork.

Roll Superiority Die: @scale.battle-master.superiority-die#Superiority Die

When you move, you can expend one superiority die, rolling the die and adding the number rolled to your AC until you stop moving.

Fighting Style (Fighter).

You adopt a particular style of fighting as your specialty. Choose one of the following options from the appropriate class list. You can't take a Fighting Style option more than once, even if you later get to choose again.

- [Archery](#)
- [Defense](#)
- [Dueling](#)
- [Great Weapon Fighting](#)
- [Protection](#)
- [Two Weapon Fighting](#)

Fighting Style: Two-Weapon Fighting.

When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

Halfling.

Your halfling character has a number of traits in common with all other halflings.

Ability Score Increase. Your Dexterity score increases by 2.

Age. A halfling reaches adulthood at the age of 20 and generally lives into the middle of his or her second century.

Alignment. Most halflings are lawful good. As a rule, they are good-hearted and kind, hate to see others in pain, and have no tolerance for oppression. They are also very orderly and traditional, leaning heavily on the support of their community and the comfort of their old ways.

Size. Halflings average about 3 feet tall and weigh about 40 pounds. Your size is Small.

Speed. Your base walking speed is 25 feet.

Lucky. **Lucky** When you roll a 1 on the d20 for an attack roll, ability check, or saving throw, you can reroll the die and must use the new roll.

Brave. **Brave** You have advantage on saving throws against being frightened.

Halfling Nimbleness. **Halfling Nimbleness** You can move through the space of any creature that is of a size larger than yours.

Languages. You can speak, read, and write Common and Halfling. The Halfling language isn't secret, but halflings are loath to share it with others. They write very little, so they don't have a rich body of literature. Their oral tradition, however, is very strong. Almost all halflings speak Common to converse with the people in whose lands they dwell or through which they are traveling.

Halfling Nimbleness.

You can move through the space of any creature that is of a size larger than yours.

Lucky.

When you roll a 1 on the d20 for an attack roll, ability check, or saving throw, you can reroll the die and must use the new roll.

Martial Archetype.

At 3rd level, you choose an archetype that you strive to emulate in your combat styles and techniques, such as Champion. The archetype you choose grants you features at 3rd level and again at 7th, 10th, 15th, and 18th level.

Retainers.

If your character has a noble background, you may select this background feature instead of Position of Privilege.

You have the service of three retainers loyal to your family. These retainers can be attendants or messengers, and one might be a majordomo. Your retainers are commoners who can perform mundane tasks for you, but they do not fight for you, will not follow you into obviously dangerous areas (such as dungeons), and will leave if they are frequently endangered or abused.

Riposte. reaction

Roll Superiority Die: @scale.battle-master.superiority-die#Superiority Die

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.

Second Wind. bonus action, uses: 1 per short rest, 1d10+3 healing

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.

Stout Halfling.

As a stout halfling, you're hardier than average and have some resistance to poison. Some say that stouts have dwarven blood. In the Forgotten Realms, these halflings are called stronghearts, and they're most common in the south.

- **Ability Score Increase.** Your Constitution score increases by 1.
- **Stout Resilience.** You have advantage on saving throws against poison, and you have resistance to poison damage.

Stout Resilience.

You have advantage on saving throws against poison, and you have resistance against poison damage.

Superiority Dice. uses: 4 per short rest

Superiority Dice. You have four superiority dice, which are d8s. A superiority die is expended when you use it. You regain all of your

Yannick



Warlock 3 (0/2700)

Medium Galatai, Neutral Good

Armor Class 16 (Breastplate)

Hit Points 24

Speed 30 ft

Proficiency Bonus 2

STR	DEX	CON	INT	WIS	CHA
10 (0)	14 (+2)	14 (+2)	10 (0)	13 (+1)	16 (+3)

Skills Arcana +2, Deception +5, Insight +3, Sleight of Hand +4

Saving Throws Str 0, Dex +2, Con +4, Int 0, Wis +1, Cha +5

Biography

Yannick is from the continent, from Breizh (Brittany). He is a warlock whose patron is the White Stag. He spent his youth in the forests of Breizh contemplating nature and the divine. The White Stag appeared to him and sent Yannick to Tintagel to watch over Arthur.

Yannick has a sprite familiar named Puck.

Appearance: Age: 30, 6'1", 175 lbs, medium length white hair, pale skin, blue eyes

Personality Traits: Circumspect, polite to a fault.

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.

Roll Superiority Die: @scale.battle-master.superiority-die#Superiority Die

Superiority Die.

Roll Superiority Die: @scale.battle-master.superiority-die#Superiority Die

At 10th level, your superiority dice turn into d10s. At 18th level, they turn into d12s.

Equipment

Plate Armor. AC 18, heavy, Max Dex 0, 1500gp, Weight: 65

Plate consists of shaped, interlocking metal plates to cover the entire body. A suit of plate includes gauntlets, heavy leather boots, a visored helmet, and thick layers of padding underneath the armor. Buckles and straps distribute the weight over the body.

Shield. AC 2, shield, 10gp, Weight: 6

A shield is made from wood or metal and is carried in one hand. Wielding a shield increases your Armor Class by 2. You can benefit from only one shield at a time.

Consumables

Arrow. ×20, piercing damage, 5cp, Weight: 0.05

Standard ammunition used for bows of all varieties. These mundane arrows are made of smooth wooden shafts with goose feather fletching and hammer metal bodkins.

Ideals: To ensure Arthur becomes a good and benevolent king.

Bonds: Yannick has become Branwen's lover.

Flaws: Yannick's Breton accent is difficult for most to understand.

Background

Hermit

You lived in seclusion - either in a sheltered community such as a monastery, or entirely alone - for a formative part of your life. In your time apart from the clamor of society, you found quiet, solitude, and perhaps some of the answers you were looking for.

Skill Proficiencies: Medicine, Religion

Tool Proficiencies: Herbalism kit

Languages: One of your choice

Equipment: A scroll case stuffed full of notes from your studies or prayers, a winter blanket, a set of common clothes, an herbalism kit, and 5gp

Features

Life of Seclusion

What was the reason for your isolation, and what changed to allow you to end your solitude? You can work with your DM to determine the exact nature of your seclusion, or you can choose to roll on the table below to determine the reason behind your seclusion.

d8

- | | Life of Seclusion |
|---|--|
| 1 | I was searching for spiritual enlightenment. |
| 2 | I was partaking of communal living in accordance with the dictates of a religious order. |
| 3 | I was exiled for a crime I didn't commit. |
| 4 | I retreated from society after a life-altering event. |
| 5 | I needed a quiet place to work on my art, literature, music, or manifesto. |
| 6 | I needed to commune with nature, far from civilization. |
| 7 | I was the caretaker of an ancient ruin or relic. |
| 8 | I was a pilgrim in search of a person, place, or relic of spiritual significance. |

Discovery

Suggested Characteristics

Some hermits are well suited to a life of seclusion, whereas others chafe against it and long for company. Whether they embrace solitude or long to escape it, the solitary life shapes their attitudes and ideals. A few are driven slightly mad by their years apart from society.

Attacks

Dagger. Melee: +4 to hit, reach 5 ft or range 20/60 ft. Hit: 1d4+2 piercing (Finesse, Light, Thrown)

A short metal blade mounted to a small hilt and crossguard. The dagger makes an effective side armament for hardened warriors or a hidden blade for assassins and thieves.

Light Crossbow. Ranged: +4 to hit, range 80/320 ft. Hit: 1d8+2 piercing

A small crossbow with a wooden haft and a tense cord which is capable of firing a single bolt which can puncture even heavy armor at close range.

Quarterstaff. Melee: +2 to hit, reach 5 ft. Hit: 1d6 bludgeoning (Versatile 1d8)

A thick shaft of wood wrapped with a sturdy grip makes a highly functional weapon in addition to a stout walking stick.

Warlock 3

As a warlock, you gain the following class features.

Hit Points

Hit Dice: 1d8 per warlock level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per warlock level after 1st

Proficiencies

Armor: Light armor

Weapons: Simple weapons

Tools: None

Saving Throws: Wisdom, Charisma

Skills: Choose two skills from Arcana, Deception, History, Intimidation, Investigation, Nature, and Religion

Equipment

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a light crossbow and 20 bolts or (b) any simple weapon
- (a) a component pouch or (b) an arcane focus
- (a) a scholar's pack or (b) a dungeoneer's pack
- Leather armor, any simple weapon, and two daggers

Warlock Advancement

Level	Proficiency Bonus	Features	Invocations Known
1st	+2	<u>Otherworldly Patron, Pact Magic</u>	—
2nd	+2	<u>Eldritch Invocations</u>	2
3rd	+2	<u>Pact Boon</u>	2
4th	+2	<u>Ability Score Improvement</u>	2
5th	+3	3rd Level Spells, +1 Invocation	3
6th	+3	Otherworldly Patron feature	3
7th	+3	4th Level Spells, +1 Invocation	4
8th	+3	<u>Ability Score Improvement</u>	4
9th	+4	5th Level Spells, +1 Invocation	5
10th	+4	Otherworldly Patron feature	5
11th	+4	<u>Mystic Arcanum (6th-Level Spell)</u>	5
12th	+4	<u>Ability Score Improvement</u> , +1 Invocation	6
13th	+5	<u>Mystic Arcanum (7th-Level Spell)</u>	6
14th	+5	Otherworldly Patron feature	6

Level	Proficiency Bonus	Features	Invocations Known
15th	+5	<u>Mystic Arcanum (8th-Level Spell)</u> , +1 Invocation	7
16th	+5	<u>Ability Score Improvement</u>	7
17th	+6	<u>Mystic Arcanum (9th-Level Spell)</u>	7
18th	+6	+1 Invocation	8
19th	+6	<u>Ability Score Improvement</u>	8
20th	+6	<u>Eldritch Master</u>	8

Your Pact Boon

Each Pact Boon option produces a special creature or an object that reflects your patron's nature.

Pact of the Chain. Your familiar is more cunning than a typical familiar. Its default form can be a reflection of your patron, with imps and quasits tied to the Fiend.

Pact of the Blade. If you serve the Fiend, your weapon could be an axe made of black metal and adorned with decorative flames.

Pact of the Tome. Your Book of Shadows could be a weighty tome bound in demon hide studded with iron, holding spells of conjuration and a wealth of forbidden lore about the sinister regions of the cosmos, a gift of the Fiend.

Otherworldly Patrons

The beings that serve as patrons for warlocks are mighty inhabitants of other planes of existence—not gods, but almost godlike in their power. Various patrons give their warlocks access to different powers and invocations, and expect significant favors in return.

Some patrons collect warlocks, doling out mystic knowledge relatively freely or boasting of their ability to bind mortals to their will. Other patrons bestow their power only grudgingly, and might make a pact with only one warlock. Warlocks who serve the same patron might view each other as allies, siblings, or rivals.

The Fiend

The Celestial

Your patron is a powerful being of the Upper Planes. You have bound yourself to an ancient empyrean, solar, ki-rin, unicorn, or other entity that resides in the planes of everlasting bliss. Your pact with that being allows you to experience the barest touch of the holy light that illuminates the multiverse.

Being connected to such power can cause changes to your behavior and beliefs. You might find yourself driven to annihilate the undead, to defeat fiends, and to protect the innocent. At times, your heart might also be filled with a longing for the celestial realm of your patron, a desire to wander that paradise for the rest of your days. But you know that your mission is among mortals for now and that your pact binds you to bring light to the dark places of the world.

Source: Xanathar's Guide to Everything

Expanded Spell List

The Celestial lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

Celestial Expanded Spells

Spell Level	Spells
1st	Cure Wounds, Guiding Bolt
2nd	Flaming Sphere, Lesser Restoration
3rd	Daylight, Revivify
4th	Guardian of Faith, Wall of Fire
5th	Flame Strike, Greater Restoration

Features

Bonus Cantrips.

At 1st level, you learn the Light and Sacred Flame cantrips. They count as warlock cantrips for you, but they don't count against your

number of cantrips known.

Discovery.

The quiet seclusion of your extended hermitage gave you access to a unique and powerful discovery. The exact nature of this revelation depends on the nature of your seclusion. It might be a great truth about the cosmos, the deities, the powerful beings of the outer planes, or the forces of nature. It could be a site that no one else has ever seen. You might have uncovered a fact that has long been forgotten, or unearthed some relic of the past that could rewrite history. It might be information that would be damaging to the people who consigned you to exile, and hence the reason for your return to society.

Work with your DM to determine the details of your discovery and its impact on the campaign.

Eldritch Invocations.

In your study of occult lore, you have unearthed eldritch invocations, fragments of forbidden knowledge that imbue you with an abiding magical ability.

At 2nd level, you gain two eldritch invocations of your choice. When you gain certain warlock levels, you gain additional invocations of your choice, as shown in the Invocations Known column in the class table.

Additionally, when you gain a level in this class, you can choose one of the invocations you know and replace it with another invocation that you could learn at that level.

Eldritch Invocations

If an eldritch invocation has prerequisites, you must meet them to learn it. You can learn the invocation at the same time that you meet its prerequisites. A level prerequisite refers to your level in this class.

Eldritch Invocations

	Prerequisites	Invocation
Class Level	Other	
		Eldritch Blast
		Agonizing Blast
		Armor of Shadows
		Beast Speech
		Beguiling Influence
	Pact of the Tome	Book of Ancient Secrets
		Devil's Sight
		Eldritch Sight
		Eldritch Spear
		Eyes of the Rune Keeper
		Fiendish Vigor
		Gaze of Two Minds
		Mask of Many Faces
		Misty Visions
		Repelling Blast
		Thief of Five Fates
	Pact of the Chain	Voice of the Chain Master
		Mire the Mind
		One With Shadows
		Sign of Ill Omen
		Thirsting Blade
		Bewitching Whispers
		Dreadful Word
		Sculptor of Flesh
		Ascendant Step
		Minions of Chaos
		Otherworldly Leap
		Whispers of the Grave
5th		Pact of the Blade
7th		
9th		
12th		Pact of the Blade
15th		Pact of the Chain
		Life Drinker
		Chains of Carceri
		Master of Myriad Forms
		Visions of Distant Realms

Prerequisites

Class Level Other

Invocation

Witch Sight

Foundry Note

You can drag your choices onto your character sheet and it will automatically update.

Galatai.

Ability Score Increase. Two different ability scores of your choice increase by 1: Charisma & Constitution.

Skills. You gain proficiency in one skill of your choice.

Feat. You gain one Feat of your choice: **lightly armored**.

Healing Light.

bonus action, uses: 4 per long rest, d6 healing
At 1st level, you gain the ability to channel celestial energy to heal wounds. You have a pool of d6s that you spend to fuel this healing. The number of dice in the pool equals 1 + your warlock level.

As a bonus action, you can heal one creature you can see within 60 feet of you, spending dice from the pool. The maximum number of dice you can spend at once equals your Charisma modifier (minimum of one die). Roll the dice you spend, add them together, and restore a number of hit points equal to the total.

Your pool regains all expended dice when you finish a long rest.

Invocation: Fiendish Vigor.

1d4+4 temphp damage, Duration: 1 hour
You can cast **False Life** on yourself at will as a 1st-level spell, without expending a spell slot or material components.

Invocation: Mask of Many Faces.

Duration: 1 hour
You can cast **Disguise Self** at will, without expending a spell slot.

Lightly Armored.

You have trained to master the use of light armor, gaining the following benefits:

- Increase your Strength or Dexterity score by 1, to a maximum of 20.
- You gain proficiency with light armor.

Moderately Armored.

You have trained to master the use of medium armor and shields, gaining the following benefits:

- Increase your Strength or Dexterity score by 1, to a maximum of 20.
- You gain proficiency with medium armor and shields.

Otherworldly Patron: The White Stag.

At 1st level, you have struck a bargain with an otherworldly being, such as the Fiend. Your choice grants you features at 1st level and again at 6th, 10th, and 14th level.

Pact Boon.

At 3rd level, your otherworldly patron bestows a gift upon you for your loyal service. You gain one of the following features of your choice.

[Pact of the Blade](#)

[Pact of the Chain](#)

[Pact of the Tome](#)

Pact Magic.

Your arcane research and the magic bestowed on you by your patron have given you facility with spells.

Cantrips

You know two cantrips of your choice from the warlock spell list. You learn additional warlock cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Warlock table.

Spell Slots

The Warlock table shows how many spell slots you have. The table also shows what the level of those slots is; all of your spell slots are the same level. To cast one of your warlock spells of 1st level or higher, you must expend a spell slot. You regain all expended spell slots when you finish a short or long rest.

For example, when you are 5th level, you have two 3rd-level spell slots. To cast the 1st-level spell thunderwave, you must spend one of those slots, and you cast it as a 3rd-level spell.

Spells Known of 1st Level and Higher

At 1st level, you know two 1st-level spells of your choice from the warlock spell list.

The Spells Known column of the Warlock table shows when you learn more warlock spells of your choice of 1st level and higher. A spell you choose must be of a level no higher than what's shown in the table's Slot Level column for your level. When you reach 6th level, for example, you learn a new warlock spell, which can be 1st, 2nd, or 3rd level.

Additionally, when you gain a level in this class, you can choose one of the warlock spells you know and replace it with another spell from the warlock spell list, which also must be of a level for which you have spell slots.

Spellcasting Ability

Charisma is your spellcasting ability for your warlock spells, so you use your Charisma whenever a spell refers to your spellcasting ability. In addition, you use your Charisma modifier when setting the saving throw DC for a warlock spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Charisma modifier

Spell attack modifier = your proficiency bonus + your Charisma modifier

Spellcasting Focus

You can use an arcane focus as a spellcasting focus for your warlock spells.

You must have a Charisma score of 13 or higher in order to multiclass in or out of this class.

The Warlock

Level	Proficiency Bonus	Features	Cantrips Known	Spells Known	Slot Slots	Invocations Known
1st	+2	Otherworldly Patron, Pact Magic	2	2	1	1st
2nd	+2	Eldritch Invocations	2	3	2	1st
3rd	+2	Pact Boon	2	4	2	2nd
4th	+2	Ability Score Improvement, Eldritch Versatility (Optional)	3	5	2	2nd
5th	+3	Otherworldly Patron feature	3	6	2	3rd
6th	+3	Ability Score Improvement, Eldritch Versatility (Optional)	3	7	2	3rd
7th	+3	Otherworldly Patron feature	3	8	2	4th
8th	+3	Ability Score Improvement, Eldritch Versatility (Optional)	3	9	2	4th
9th	+4	Otherworldly Patron feature	3	10	2	5th
10th	+4	Mystic Arcanum (6th level)	4	10	2	5th
11th	+4	Arcanum (6th level)	4	11	3	5th
12th	+4	Ability Score Improvement, Eldritch Versatility (Optional)	4	11	3	5th
13th	+5	Mystic Arcanum (7th level)	4	12	3	5th
14th	+5	Otherworldly Patron	4	12	3	5th

15th	+5	feature Mystic Arcanum (8th level)	4	13	3	5th
16th	+5	Ability Score Improvement, Eldritch Versatility (Optional)	4	13	3	5th
17th	+6	Mystic Arcanum (9th level)	4	14	4	5th
18th	+6	Ability Score Improvement, Eldritch Versatility (Optional)	4	14	4	5th
19th	+6	Eldritch Master	4	15	4	5th
20th	+6	Eldritch Master	4	15	4	5th

Pact of the Chain

You learn the [Find Familiar](#) spell and can cast it as a ritual. The spell doesn't count against your number of spells known. When you cast the spell, you can choose one of the normal forms for your familiar or one of the following special forms: [Imp](#), [pseudodragon](#), [Quintessential](#), or [Sprite](#).

Additionally, when you take the Attack action, you can forgo one of your own attacks to allow your familiar to make one attack of its own with its reaction.

Equipment

Breastplate. AC 14, medium, Max Dex 2, 400gp, Weight: 20

This armor consists of a fitted metal chest piece worn with supple leather. Although it leaves the legs and arms relatively unprotected, this armor provides good protection for the wearer's vital organs while leaving the wearer relatively unencumbered.

Consumables

Crossbow Bolt. ×20, piercing damage, 2cp, Weight: 0.075

This ammunition is used for all varieties of crossbow and is typically a short metal shaft with a narrow piercing tip.

Spellcasting

Spell DC 13, Spell Attack +5

4 Cantrip: Chill Touch, Eldritch Blast, Light, Sacred Flame

Spells

CHILL TOUCH

Necromancy cantrip

Casting Time: 1 Action

Range: 120 ft

Components: V, S

Duration: 1 round

You create a ghostly, skeletal hand in the space of a creature within range. Make a ranged spell attack against the creature to assail it with the chill of the grave. On a hit, the target takes 1d8 Necrotic damage, and it can't regain hit points until the start of your next turn. Until then, the hand clings to the target.

If you hit an undead target, it also has disadvantage on attack rolls against you until the end of your next turn.

⁶ This spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

ELDRITCH BLAST

Evocation cantrip

Casting Time: 1 Action

Range: 120 ft

Components: V, S

Duration: Instantaneous

A beam of crackling energy streaks toward a creature within range. Make a ranged spell attack against the target. On a hit, the target takes 1d10 force damage.

The spell creates more than one beam when you reach higher levels: two beams at 5th level, three beams at 11th level, and four beams at 17th level. You can direct the beams at the same target or at different ones. Make a separate attack roll for each beam.

HELLISH REBUKE*1st Level Evocation*

Casting Time: Reaction (You take damage from a creature within 60 feet of you that you can see)

Range: 60 ft

Components: V, S

Duration: Instantaneous

You point your finger, and the creature that damaged you is momentarily surrounded by hellish flames. The creature must make a Dexterity saving throw. It takes 2d10 fire damage on a failed save, or half as much damage on a successful one.

HEX*1st Level Enchantment*

Casting Time: Bonus Action

Range: 90 ft

Components: V, S, M (A petrified eye of a newt)

Duration: Concentration, up to 1 hour

You place a curse on a creature that you can see within range. Until the spell ends, you deal an extra 1d6 necrotic damage to the target whenever you hit it with an attack. Also, choose one ability when you cast the spell. The target has disadvantage on ability checks made with the chosen ability. If the target drops to 0 hit points before this spell ends, you can use a bonus action on a subsequent turn of yours to curse a new creature. A remove curse cast on the target ends this spell early.

At Higher Levels: When you cast this spell using a spell slot of 3rd or 4th level, you can maintain your Concentration on the spell for up to 8 hours. When you use a spell slot of 5th level or higher, you can maintain your concentration on the spell for up to 24 hours.

LIGHT*Evocation cantrip*

Casting Time: 1 Action

Range: touch

Components: V, M (A firefly or phosphorescent moss.)

Duration: 1 hour

You touch one object that is no larger than 10 feet in any dimension. Until the spell ends, the object sheds bright light in a 20-foot radius and dim light for an additional 20 feet. The light can be colored as you like. Completely covering the object with something opaque blocks the light. The spell ends if you cast it again or dismiss it as an action.

If you target an object held or worn by a hostile creature, that creature must succeed on a Dexterity saving throw to avoid the spell.

MIRROR IMAGE*2nd Level Illusion*

Casting Time: 1 Action

Range: self

Components: V, S

Duration: 1 minute

Three illusory duplicates of yourself appear in your space. Until the spell ends, the duplicates move with you and mimic your actions, shifting position so it's impossible to track which image is real. You can use your action to dismiss the illusory duplicates.

Each time a creature targets you with an attack during the spell's duration, roll a 1d20 # Mirror Image Check to determine whether the attack instead targets one of your duplicates.

If you have three duplicates, you must roll a 6 or higher to change the attack's target to a duplicate. With two duplicates, you must roll an 8 or higher. With one duplicate, you must roll an 11 or higher.

A duplicate's AC equals 10 + your Dexterity modifier. If an attack hits a duplicate, the duplicate is destroyed. A duplicate can be destroyed only by an attack that hits it. It ignores all other damage and effects. The spell ends when all three duplicates are destroyed.

A creature is unaffected by this spell if it can't see, if it relies on senses other than sight, such as blindsight, or if it can perceive illusions as false, as with truesight.

SACRED FLAME*Evocation cantrip*

Casting Time: 1 Action

Range: 60 ft

Components: V, S

Duration: Instantaneous

Flame-like radiance descends on a creature that you can see within range. The target must succeed on a Dexterity saving throw or take 1d8 radiant damage. The target gains no benefit from cover for this saving throw.

The spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

WITCH BOLT*1st Level Evocation*

Casting Time: null Actions

Range: 30 ft

Components: V, S, M (A twig from a tree that has been struck by lightning)

Duration: Concentration, up to 1 minute

A beam of crackling, blue energy lances out toward a creature within range, forming a sustained arc of lightning between you and the target. Make a ranged spell attack against that creature. On a hit, the target takes 1d12 lightning damage, and on each of your turns for the duration, you can use your action to deal 1d12 lightning damage to the target automatically. The spell ends if you use your action to do anything else. The spell also ends if the target is ever outside the spell's range or if it has total cover from you.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the initial damage increases by 1d12 for each slot level above 1st.