

CHARACTER NAME

CLASS & LEVEL

BACKGROUND

PLAYER NAME

RACE

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

INSPIRATION

PROFICIENCY BONUS

- ☐ +1 Strength
- ☐ +5 Dexterity
- ☐ +12 Constitution
- ☐ +12 Intelligence
- ☐ +8 Wisdom
- ☐ +7 Charisma

SAVING THROWS

- ☐ +3 Acrobatics (Dex)
- ☐ +0 Animal Handling (Wis)
- ☐ +10 Arcana (Int)
- ☐ +5 Athletics (Str)
- ☐ -1 Deception (Cha)
- ☐ +4 History (Int)
- ☐ +0 Insight (Wis)
- ☐ -1 Intimidation (Cha)
- ☐ +4 Investigation (Int)
- ☐ +6 Medicine (Wis)
- ☐ +4 Nature (Int)
- ☐ +0 Perception (Wis)
- ☐ -1 Performance (Cha)
- ☐ -1 Persuasion (Cha)
- ☐ +10 Religion (Int)
- ☐ +3 Sleight of Hand (Dex)
- ☐ +3 Stealth (Dex)
- ☐ +6 Survival (Wis)

SKILLS

PASSIVE WISDOM (PERCEPTION)

OTHER PROFICIENCIES & LANGUAGES

ARMOR CLASS

INITIATIVE

SPEED

Hit Point Maximum

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

NAME

ATK BONUS

DAMAGE/TYPE

- Harness Divine Power [B]
- Destroy Undead [R]
- Divine Intervention [A]
- Arcane Deflection [R]
- Channel Divinity: Preserve Life (x2)
- Use Staff of Power Charge
- Divine Reckoning [LA] (x2)
- Edict of Nullification [LR] (x3)

ATTACKS & SPELLCASTING

CP

SP

EP

GP

PP

- Half plate armor
- Shield
- Staff of Power+2

EQUIPMENT

I record every sin, weigh every action.
Nothing escapes judgment.

PERSONALITY TRAITS

"The flesh is weak, but the law is
eternal. I am its instrument."

IDEALS

"The Iron Theocracy built me, but the
Silver Flame remade me. I am its final
prophet."

BONDS

"I cannot forgive myself for my wartime
crimes—so I erase them."

FLAWS

- Warforged -
- Constructed Resilience
- Sentry's Rest
- Integrated Protection
- Specialized Design
- Tough (Wildspacer)

- Weapon -
- Staff of Power

- Homebrew -
- Code Pull (When you heal a creature, you can cast Legend Lore on it, ignoring the spell's normal requirements. Additionally, you must make a Wisdom saving throw (DC set by the DM). On a failure, you are stunned for the remainder of the combat.)

FEATURES & TRAITS



CHARACTER NAME

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

A warforged of modest height, their tarnished steel body etched with the faded designation "M-7ND" across the left shoulder plate—a relic of their forgotten manufacture. One gold eye burns with divine intensity, while the other flickers erratically, its light sputtering like a dying candle, thin wires spilling from the socket. At the center of their chest, a cracked Silver Flame sigil glows faintly, its radiance dimmed by time and trauma, the fractured lines pulsing weakly with each judgment passed. Frayed dark brown artificial hair frames a face of scored metal, and their fingers whirr with the strain of channeling spells. Every step echoes with the grind of overused gears, a machine clinging to purpose long after its prime.

CHARACTER APPEARANCE

Originally designed as a combat medic unit, M.E.N.D. (Mechanical Entity for Nurturing and Divinity) was programmed to heal allies and eliminate enemies with equal efficiency. After the war, abandoned and purposeless, they wandered until stumbling upon a mysterious Fey crossing—a shimmering portal hidden in a forgotten forest.

Beyond it lay a Fey domain where mischievous (or malicious) Fey creatures lured in fugitives, outcasts, and criminals, offering them sanctuary—only to toy with them for eternity. M.E.N.D. saw this place not as a refuge, but as a testing ground.

CHARACTER BACKSTORY

NAME

SYMBOL

ALLIES & ORGANIZATIONS

- CLERIC (LIFE DOMAIN) -

- Bonus Proficiency (Life Domain)
- Disciple of Life
- Channel Divinity: Preserve Life (x2 usage)
- Destroy Undead
- Blessed Healer
- Divine Strike
- Divine Intervention
- ASI Lv.4 (War Caster)
- ASI Lv.8 (Dex +2)

- WIZARD (WAR MAGIC) -

- Arcane Recovery
- Spellbook
- Ritual Casting
- Spellcasting Focus
- Arcane Deflection
- Tactical Wit
- Power Surge
- Durable Magic
- ASI Lv.4 (Resilient)
- ASI Lv.8 (Int +2)

ADDITIONAL FEATURES & TRAITS

Holy symbol	Sands
Firefly	Rose Petals
Holy water	Crickets
Small silver mirror	Chip of mica
Forked Twig	Black marble
Expensive diamonds	Clear gemstone powder
Bloodhound furs	
Copper wire	
Alcohol	
Gold coins	
Pearls	
Owl feather	

TREASURE



SPELLCASTING
CLASS

SPELLCASTING
ABILITY

SPELL SAVE DC

SPELL ATTACK
BONUS

0

CANTRIPS

3

6

SPELL
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

PREPARED

SPELL NAME

4

7

8

2

5

9

SPELLS KNOWN