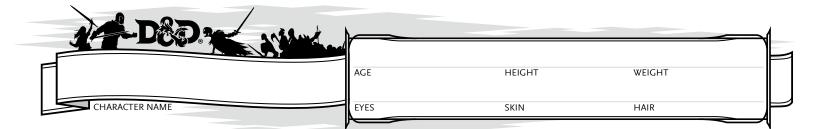


**FEATURES & TRAITS** 

OTHER PROFICIENCIES & LANGUAGES



M.E.N.D. is a towering, ancient warforged, its oncepristine aetherium body now tarnished and worn by centuries of abandonment. Faded celestial engravings barely glow across its frame, their divine power flickering like a dying ember. One golden eye still shines with determination, while the other is shattered, revealing exposed internal mechanisms beneath fractured plating. Its hands, once crafted for delicate healing, are cracked and scorched, their precise movements hindered by time's relentless decay. A tattered white healer's mantle drapes over its shoulders, stained and frayed, the last remnant of its forgotten purpose.

Age and neglect have left their mark-rust creeps along its joints, and patches of moss have taken root in the crevices of its armor. Missing plates expose intricate clockwork and arcane circuitry, pulsing faintly as if struggling to function. Despite its battered state, M.E.N.D. still moves with solemn grace, an echo of its original design. Standing in the ruins of a crumbling, overgrown temple, it is both a relic and a warning—a machine built for mercy, now teetering on the edge of something far more ominous.

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 the Court of the False Haven, 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.

- 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** 

**ALLIES & ORGANIZATIONS** 

Sands Holy symbol

Rose Petals Firefly Holy water Crickets Small silver mirror Chip of mica

Black marble Forked Twig

Clear gemstone powder Expensive diamonds

Bloodhound furs Copper wire Alochol Gold coins

Pearls Owl feather

**TREASURE** 

CHARACTER BACKSTORY

