

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

SUCCESSSES

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 usage)
- Use Staff of Power Charge

ATTACKS & SPELLCASTING

CP

SP

EP

GP

PP

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

EQUIPMENT

"I assess, I heal, I protect. Emotion is secondary to function, yet... I feel a strange yearning to understand."

PERSONALITY TRAITS

"Mercy is absolute. Suffering is a flaw in existence that must be corrected—permanently."

IDEALS

"The party is... familiar. Trusted. Their pain is unacceptable. If they resist healing, I must help them see the truth."

BONDS

"I do not comprehend the necessity of suffering. If exists, it must be eradicated—even at the cost of free will."

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

M.E.N.D. is a towering, ancient warforged, its once-pristine 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.

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 | |
| Alochol | |
| 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