

Crem
CHARACTER NAME

Ruined
BACKGROUND

Gnome (Rock)
SPECIES

Artificer
CLASS

Reanimator
SUBCLASS

3
LEVEL

XP

ARMOR CLASS
15
SHIELD

HIT POINTS
TEMP
24
CURRENT MAX

HIT DICE
SPENT
3d8
MAX

DEATH SAVES
◆◆◆
SUCCESSIONS
◆◆◆
FAILURES



PROFICIENCY BONUS

+2

INTELLIGENCE

+3 **16**
MODIFIER SCORE

INITIATIVE

+3

SPEED

30

SIZE

Small

PASSIVE PERCEPTION

9

STRENGTH

+0 **10**
MODIFIER SCORE

+0 Saving Throw

+0 Athletics

+5 Saving Throw

+5 Arcana

+3 History

+5 Investigation

+3 Nature

+3 Religion

WEAPONS & DAMAGE CANTRIPS

Name	Atk Bonus / DC	Damage & Type	Notes
+1 Repeating Shot Light Crossbow	+6	1d6 + 4 Piercing	Range 80/320
Dagger	+5	1d4 + 3 Piercing	Range 20/60, Finesse, Light
Fire Bolt	+5	1d10 Fire	Range 120

DEXTERITY

+3 **16**
MODIFIER SCORE

+3 Saving Throw

+3 Acrobatics

+3 Sleight of Hand

+5 Stealth

WISDOM

-1 **8**
MODIFIER SCORE

-1 Saving Throw

-1 Animal Handling

-1 Insight

+1 Medicine

-1 Perception

+1 Survival

CLASS FEATURES

TINKER'S MAGIC
As a Magic action while holding Tinker's Tools, you can create one item in an unoccupied space within 5 feet of yourself, choosing the item from the following list:
Ball Bearings, Basket, Bedroll, Bell, Blanket, Block and Tackle, Bucket, Caltrops, Candle, Crowbar, Flask, Jug, Lamp, Net, Oil, Paper, Parchment, Pole, Pouch, Rope, Sack, Shovel, String, Tinderbox, Torch, Vial
You can use this feature 3 times, and it refreshes on a Long Rest. The item created vanishes after a Long Rest.

REPLICATE MAGIC ITEM
Plans known: Alchemy Jug, Bag of Holding, Cloak of Billowing, Repeating Shot Light Crossbow. You can create up to 2 magic items after a Long Rest.

REANIMATED COMPANION
Using Tinker's Tools or another type of Artisan's Tools with which you have proficiency, you can take a Magic action to create a **Reanimated Companion** (see the stat block) through the power of necromancy and science. The companion manifests in an unoccupied space within 5 feet of you. You determine the companion's appearance; your choices don't affect the companion's game statistics.
The companion is Friendly to you and your allies and obeys you. It lasts until you finish a Long Rest or until you take a Magic action to dismiss it early, at which point it harmlessly collapses into a pile of viscera. It immediately drops to 0 Hit Points and dies (triggering its Death Burst trait) if you die.
Once you create a companion, you can't do so again until you finish a Long Rest or expend a spell slot to create one. You can have only one companion at a time and can't create one while your companion is present.
The Companion in Combat. In combat, the companion acts during your turn. It can move and take its Reaction on its own, but the only action it takes is the Dodge action unless you take a Bonus Action to command it to take an action. If you have the Incapacitated condition, the companion acts on its own and isn't limited to the Dodge action.

CONSTITUTION

+2 **14**
MODIFIER SCORE

+4 Saving Throw

CHARISMA

+0 **10**
MODIFIER SCORE

+0 Saving Throw

+0 Deception

+0 Intimidation

+0 Performance

+0 Persuasion

REANIMATOR'S SKILL SET
Jolt to Life. When you cast *Spare the Dying*, you can modify the spell so that it sends a jolt of electricity through the target, reviving it. The target regains a number of Hit Points equal to your Artificer level, and each creature of your choice in a 10-foot Emanation originating from the target makes a Dexterity saving throw against your spell save DC, taking 2d4 Lightning damage on a failed save or half as much damage on a successful one.
You can modify the spell this way a number of times equal to your Intelligence modifier, and you regain all expended uses when you finish a Long Rest. The Lightning damage of this feature increases by 1d4 when you reach Artificer levels 11 (3d4) and 17 (4d4).

CREM'S REANIMATED COMPANION

Small Undead, Neutral

AC 13
HP 16
Speed 30 ft.

	MOD SAVE	MOD SAVE	MOD SAVE
STR 14	+2	+2	
DEX 10	+0	+0	
CON 16	+3	+3	
INT 4	-3	-3	
WIS 10	+0	+0	
CHA 6	-2	-2	

Resistances Necrotic, Poison
Immunities Lightning; Charmed, Exhaustion, Poisoned
Senses Blindsight 60 ft.; Passive Perception 10
Languages Common, Elvish, Gnomish
CR None (XP 0; PB equals your Proficiency Bonus)

HEROIC INSPIRATION

★

SPECIES TRAITS

Darkvision 60 ft.

You have Advantage on Intelligence, Wisdom, and Charisma saving throws.

You know the *Mending* and *Prestidigitation* cantrips.

You can spend 10 minutes casting *Prestidigitation* to create a Tiny clockwork device. When you create the device, you determine its function by choosing one effect from *Prestidigitation*; it produces that effect whenever you or another creature takes a Bonus Action to activate it with a touch. If the chosen effect has options within it, you choose one option for the device when you create it.

You can have three such devices in existence at a time, and each falls apart 8 hours after its creation or when you dismantle it with a touch as a Utilize action.

EQUIPMENT TRAINING & PROFICIENCIES

ARMOR TRAINING ◆ Light ◆ Medium ◆ Heavy ◆ Shields

WEAPONS

Simple Weapons

TOOLS

Alchemist's Supplies, Dragonchess Set, Monster Harvesting Tools, Thieves' Tools, Tinker's Tools, Vehicles (Land)

TRAITS

Death Burst. The companion explodes when it dies.
Dexterity Saving Throw: DC 13, each creature in a 10-foot Emanation originating from the companion. **Failure:** 2d6 Necrotic damage.

Lightning Absorption. Whenever the companion is subjected to Lightning damage, it regains a number of Hit Points equal to the Lightning damage dealt.

ACTIONS

Dreadful Swipe. **Melee Attack Roll:** +5, reach 5 ft. **Hit:** 1d4 + 5 Necrotic damage, and the target can't take Opportunity Attacks until the start of its next turn.

Eloin
CHARACTER NAME

Criminal
BACKGROUND

Dhampir
SPECIES

Ranger
CLASS

Hollow Warden
SUBCLASS

3
LEVEL

XP

ARMOR CLASS
15
SHIELD

HIT POINTS

TEMP **28**
MAX

CURRENT

HIT DICE

SPENT **3d10**
MAX

DEATH SAVES

SUCCESSSES

FAILURES



PROFICIENCY BONUS

+2

INTELLIGENCE

+1 **12**
MODIFIER SCORE

INITIATIVE

+5

SPEED

30

SIZE

Medium

PASSIVE PERCEPTION

13

STRENGTH

+0 **10**
MODIFIER SCORE

+2 Saving Throw

+0 Athletics

+1 Saving Throw

+1 Arcana

+1 History

+1 Investigation

+1 Nature

+1 Religion

WEAPONS & DAMAGE CANTRIPS

Name	Atk Bonus / DC	Damage & Type	Notes
Longbow	+5	1d8 + 3 Piercing	Range 150/600, Slow
Shortsword	+5	1d6 + 3 Piercing	Finesse, Light, Vex
Unarmed Strike	+2	1d4 + 2 Piercing	See Vampiric Bite

DEXTERITY

+3 **16**
MODIFIER SCORE

+5 Saving Throw

+3 Acrobatics

+5 Sleight of Hand

+7 Stealth

WISDOM

+1 **12**
MODIFIER SCORE

+1 Saving Throw

+1 Animal Handling

+1 Insight

+1 Medicine

+3 Perception

+3 Survival

CLASS FEATURES

SPELLCASTING

FAVORED ENEMY
You always have the Hunter's Mark spell prepared. You can cast it twice without expending a spell slot, and you regain all expended uses of this ability when you finish a Long Rest. This is marked with an * on the spell list.

WEAPON MASTERY
Longbow, Shortsword

WRATH OF THE WILD
You draw power from the strange and ancient horrors of the land, causing you to sprout unnatural growths, such as bloody antlers or putrid fangs, or causing your shadow to lengthen or twist around you. As a Bonus Action, you can expend a use of Favored Enemy to transform into a ghastly form, gaining the following benefits for 1 minute or until you have the Incapacitated condition, die, or end the transformation (no action required).

Ancient Armor. You gain a +1 bonus to AC, as your body is wreathed in rotten bark and beastly bristles.

Prowling Retribution. Immediately after a creature you can see within 5 feet of yourself deals damage to you or one of your allies, you can make an Opportunity Attack against that creature.

Unnerving Aura. When you transform and at the start of each of your subsequent turns, each creature of your choice in a 10-foot Emanation originating from you makes a DC 11 Wisdom saving throw. On a failed save, a creature has the Frightened condition until the start of your next turn.

CONSTITUTION

+2 **14**
MODIFIER SCORE

+2 Saving Throw

CHARISMA

+1 **13**
MODIFIER SCORE

+1 Saving Throw

+3 Deception

+1 Intimidation

+1 Performance

+1 Persuasion

HEROIC INSPIRATION

EQUIPMENT TRAINING & PROFICIENCIES

ARMOR TRAINING Light Medium Heavy Shields

WEAPONS

Simple Weapons

Martial Weapons

TOOLS

Gaming Set (dragonchess), Thieves' Tools

SPECIES TRAITS

SPIDER CLIMB
You have a Climb Speed equal to your Speed. You can move up, down, and across vertical surfaces and along ceilings while leaving your hands free.

TRACE OF UNDEATH
You have Resistance to Necrotic damage.

VAMPIRIC BITE
When you use your Unarmed Strike and deal damage, you can choose to bite with your fangs. You deal 1d4 + 2 Piercing damage instead of the normal damage of an Unarmed Strike.

In addition, when you deal this damage to a creature that isn't a Construct or an Undead, you can empower yourself in one of the following ways:

Drain. You regain Hit Points equal to the Piercing damage dealt.

Strengthen. You gain a bonus to the next ability check or attack roll you make within the next minute; the bonus is equal to the Piercing damage dealt.

You can empower yourself with this trait twice, and you regain all expended uses when you finish a Long Rest.

FEATS

ALERT

Initiative Proficiency (already added)

Initiative Swap. Immediately after you roll Initiative, you can swap your Initiative with the Initiative of one willing ally in the same combat. You can't make this swap if you or the ally has the Incapacitated condition.

Lividity
CHARACTER NAME

Wayfarer
BACKGROUND

Tiefling (Abyssal)
SPECIES

Rogue
CLASS

Phantom
SUBCLASS

3
LEVEL

XP

ARMOR CLASS
15
SHIELD

HIT POINTS

TEMP **21**
MAX

CURRENT

HIT DICE

SPENT **3d8**
MAX

DEATH SAVES

SUCCESSSES

FAILURES



PROFICIENCY BONUS

+2

INTELLIGENCE

+2 **14**
MODIFIER SCORE

INITIATIVE

+5

SPEED

30

SIZE

Medium

PASSIVE PERCEPTION

13

STRENGTH

+0 **10**
MODIFIER SCORE

+0 Saving Throw

+0 Athletics

+4 Saving Throw

+2 Arcana

+2 History

+4 Investigation

+2 Nature

+2 Religion

WEAPONS & DAMAGE CANTRIPS

Name	Atk Bonus / DC	Damage & Type	Notes
Shortsword	+5	1d6 +3 Piercing	Finesse, Light, Vex
Dagger	+5	1d4 + 3 Piercing	Range 20/60, Finesse, Light, Nick
Poison Spray	+4	1d12 Poison	Range 30

DEXTERITY

+3 **16**
MODIFIER SCORE

+5 Saving Throw

+5 Acrobatics

+3 Sleight of Hand

+7 Stealth

WISDOM

+1 **12**
MODIFIER SCORE

+1 Saving Throw

+1 Animal Handling

+1 Insight

+1 Medicine

+4 Perception

+1 Survival

CLASS FEATURES

SNEAK ATTACK
You know how to strike subtly and exploit a foe's distraction. Once per turn, you can deal an extra 2d6 damage to one creature you hit with an attack roll if you have Advantage on the roll and the attack uses a Finesse or a Ranged weapon. The extra damage's type is the same as the weapon's type.
You don't need Advantage on the attack roll if at least one of your allies is within 5 feet of the target, the ally doesn't have the Incapacitated condition, and you don't have Disadvantage on the attack roll.

CUNNING ACTION
Your quick thinking and agility allow you to move and act quickly. On your turn, you can take one of the following actions as a Bonus Action: Dash, Disengage, or Hide.

STEADY AIM
As a Bonus Action, you give yourself Advantage on your next attack roll on the current turn. You can use this feature only if you haven't moved during this turn, and after you use it, your Speed is 0 until the end of the current turn.

WAILS FROM THE GRAVE
Immediately after you deal Sneak Attack damage to a creature on your turn, you can target a second creature within 30 feet of the first creature. Roll half the number of Sneak Attack damage dice (1d6), and the second creature takes Necrotic damage equal to the roll's total as wails of the dead sound around it.
You can use this feature 3 times, and you regain all expended uses when you finish a Long Rest.

WHISPERS OF THE DEAD
Whenever you finish a Short or Long Rest, you can choose one skill or tool proficiency that you lack and gain it, as a ghostly presence shares its knowledge with you. You lose this proficiency when you use this benefit again to choose a different proficiency.

CONSTITUTION

+1 **12**
MODIFIER SCORE

+1 Saving Throw

CHARISMA

+1 **13**
MODIFIER SCORE

+1 Saving Throw

HEROIC INSPIRATION

SPECIES TRAITS

Darkvision 60 ft.

ABYSSAL FIENDISH LEGACY
You have Resistance to Poison damage. You know the Poison Spray cantrip. The *Ray of Sickness* spell is always prepared, and you can cast it once without a spell slot, regaining the ability to cast it when you take a Long Rest.

OTHERWORLDLY PRESENCE
You know the *Thaumaturgy* cantrip.

FEATS

ALERT
Initiative Proficiency (already added)
Initiative Swap. Immediately after you roll Initiative, you can swap your Initiative with the Initiative of one willing ally in the same combat. You can't make this swap if you or the ally has the Incapacitated condition.

EQUIPMENT TRAINING & PROFICIENCIES

ARMOR TRAINING Light Medium Heavy Shields

WEAPONS

Simple Weapons
Martial Weapons with the Light or Finesse Property

TOOLS

Poisoner's Kit, Thieves' Tools

Wesley
CHARACTER NAME

Haunted One
BACKGROUND

Elf (Drow)
SPECIES

Cleric
CLASS

Grave Domain
SUBCLASS

3
LEVEL

XP

ARMOR
CLASS

15

SHIELD

HIT POINTS

CURRENT

TEMP

24

MAX

HIT DICE

SPENT

3d8

MAX

DEATH
SAVES

SUCCESSSES

FAILURES

DUNGEONS
& DRAGONS

PROFICIENCY BONUS

+2

INTELLIGENCE

+0 11

MODIFIER SCORE

- +0 Saving Throw
- +2 Arcana
- +0 History
- +2 Investigation
- +0 Nature
- +0 Religion

INITIATIVE

+0

SPEED

30

SIZE

Medium

PASSIVE PERCEPTION

15

STRENGTH

+2 14

MODIFIER SCORE

- +2 Saving Throw
- +2 Athletics

WEAPONS & DAMAGE CANTRIPS

Name	Atk Bonus / DC	Damage & Type	Notes
Mace	+4	1d6 + 2 Bludgeoning	
Sacred Flame	Dex 13	2d8 Radiant	Ignores Half Cover and Three-Quarters Cover

DEXTERITY

+0 10

MODIFIER SCORE

- +0 Saving Throw
- +0 Acrobatics
- +0 Sleight of Hand
- +0 Stealth

WISDOM

+3 16

MODIFIER SCORE

- +5 Saving Throw
- +3 Animal Handling
- +5 Insight
- +3 Medicine
- +5 Perception
- +3 Survival

CLASS FEATURES

SPELLCASTING

DIVINE ORDER (PROTECTOR) (already added)

CHANNEL DIVINITY

Use twice; regain one use on a Short Rest and all uses on a Long Rest.

CHANNEL DIVINITY: DIVINE SPARK

You point your Holy Symbol at another creature you can see within 30 ft. of you and focus divine energy at it. You either:

- Restore 1d8+3 HP to the creature.
- Force the creature to make a DC 13 Constitution saving throw. On a failed save, the creature takes 1d8+3 Necrotic or Radiant damage (your choice), or half as much on a successful save.

CHANNEL DIVINITY: SEAR UNDEAD

Whenever you use Turn Undead, any Undead that fails its saving throw takes 3d8 Radiant damage. This damage doesn't end the turn effect.

CHANNEL DIVINITY: TURN UNDEAD

You present your Holy Symbol and censure Undead creatures. Each Undead of your choice within 30 ft. of you must make a DC 13 Wisdom saving throw. If the creature fails its save, it has the Frightened and Incapacitated conditions for 1 minute, and for that duration, it tries to move as far from you as it can on its turns. This effect ends early if the creature takes damage, if you have the Incapacitated condition, or if you die.

CHANNEL DIVINITY: PATH TO THE GRAVE

As a Bonus Action, you present your Holy Symbol and expend a use of Channel Divinity to curse one creature you can see within 30 feet of yourself until the start of your next turn. While cursed, the creature has Disadvantage on attack rolls and saving throws.

When you or an ally you can see hits the cursed target with an attack roll, you can end the curse early (no action required) to make the attack deal extra Necrotic or Radiant damage (your choice) equal to your Cleric level.

CIRCLE OF MORTALITY

You can manipulate the balance between life and death, granting you the following benefits.

Pull of Death. Once per turn, when you deal damage to a creature that's missing any Hit Points by casting a spell or by hitting with an attack roll, that creature takes an extra 1d4 Necrotic damage.

Return to Life. You can cast *Spare the Dying* as a Bonus Action. Additionally, when you would normally roll one or more dice to restore Hit Points to a creature at 0 Hit Points with a spell or Channel Divinity, don't roll those dice for the healing; instead, use the highest number possible for each die. For example, instead of restoring 2d4 Hit Points to a creature at 0 Hit Points with a spell, you restore 8.

CONSTITUTION

+2 15

MODIFIER SCORE

- +2 Saving Throw

CHARISMA

+1 12

MODIFIER SCORE

- +3 Saving Throw
- +1 Deception
- +1 Intimidation
- +1 Performance
- +3 Persuasion

HEROIC
INSPIRATION

EQUIPMENT TRAINING & PROFICIENCIES

ARMOR TRAINING Light Medium Heavy Shields

WEAPONS

Simple Weapons
Martial Weapons

TOOLS

None

SPECIES TRAITS

Darkvision 120 ft.

FEY ANCESTRY

You have Advantage on saving throws you make to avoid or end the Charmed condition.

TRANCE

You don't need to sleep, and magic can't put you to sleep. You can finish a Long Rest in 4 hours if you spend those hours in a trancelike meditation, during which you retain consciousness.

(Keen Senses and Elven Lineage Spells already added. Spells marked with an * can be used once without using a spell slot until a Long Rest.)

FEATS

SURVIVOR

Hypervigilance. Whenever you roll Initiative, you can reroll the d20 if the number rolled is 9 or lower. You must use the new roll.

Steel Yourself. When you fail a saving throw to avoid or end the Charmed or Frightened condition, you can take a Reaction to add a +2 bonus to the roll, potentially causing it to succeed.

Once you take this Reaction, you can't do so again until you finish a Long Rest.

Zora
CHARACTER NAME

Charlatan
BACKGROUND

Hexblood
SPECIES

Sorcerer
CLASS

Shadow Sorcery
SUBCLASS

3
LEVEL

XP

ARMOR CLASS
10
SHIELD

HIT POINTS
CURRENT

TEMP
25
MAX

HIT DICE
SPENT
3d6
MAX

DEATH SAVES
SUCCESSSES
FAILURES



PROFICIENCY BONUS

+2

INTELLIGENCE

+1 **13**
MODIFIER SCORE

INITIATIVE

+0

SPEED

30

SIZE

Medium

PASSIVE PERCEPTION

13

STRENGTH

-1 **8**
MODIFIER SCORE

-1 Saving Throw

-1 Athletics

+1 Saving Throw

+3 Arcana

+1 History

+1 Investigation

+1 Nature

+1 Religion

WEAPONS & DAMAGE CANTRIPS

Name	Atk Bonus / DC	Damage & Type	Notes
Dagger	+2	1d4 Piercing	Range 20/60, Finesse, Light
Chill Touch	+5	1d10 Necrotic	Target can't regain Hit Points until next turn
Poison Spray	+5	1d12 Poison	Range 30

DEXTERITY

+0 **10**
MODIFIER SCORE

+0 Saving Throw

+0 Acrobatics

+2 Sleight of Hand

+0 Stealth

WISDOM

+1 **12**
MODIFIER SCORE

+1 Saving Throw

+3 Animal Handling

+1 Insight

+1 Medicine

+3 Perception

+1 Survival

CLASS FEATURES

SPELLCASTING

INNATE SORCERY
Twice per Long Rest, you can take a Bonus Action to unleash the simmering magic within you for 1 minute. During your Innate Sorcery, you gain the following benefits:

- The spell save DC of your Sorcerer spells increases by 1.
- You have Advantage on the attack rolls of Sorcerer spells you cast.

FONT OF MAGIC
3 Sorcery Points, regain after a Long Rest (See *Player's Handbook* or *D&D Beyond Basic Rules*).

METAMAGIC

Heightened Spell. When you cast a spell that forces a creature to make a saving throw, you can spend 2 Sorcery Points to give one target Disadvantage on saves against the spell.

Seeking Spell. If you make an attack roll for a spell and miss, you can spend 1 Sorcery Point to reroll the d20, and you must use the new roll. You can use Seeking Spell, even if you've already used a different Metamagic option.

SORCEROUS RESTORATION
When you finish a Short Rest, you can regain 1 Sorcery Point. Once used, you can't use this feature again until you finish a Long Rest.

POWER OF SHADOW
Eyes of the Dark. You have Darkvision with a range of 120 feet and Blindsight with a range of 10 feet. In addition, if a spell you cast creates an area of Darkness, you can see normally through that spell's Darkness.

Strength of the Grave. If you would drop to 0 Hit Points and not die outright, you can make a Charisma saving throw (DC 5 plus the damage taken). On a successful save, your Hit Points instead change to 6. After you succeed on this save, you can't use this benefit again until you finish a Long Rest.

CONSTITUTION

+3 **16**
MODIFIER SCORE

+5 Saving Throw

CHARISMA

+3 **16**
MODIFIER SCORE

+5 Saving Throw

+5 Deception

+3 Intimidation

+3 Performance

+5 Persuasion

HEROIC INSPIRATION

EQUIPMENT TRAINING & PROFICIENCIES

ARMOR TRAINING Light Medium Heavy Shields

WEAPONS

Simple Weapons

TOOLS

Disguise Kit, Forgery Kit

SPECIES TRAITS

FEY

EERIE TOKEN
As a Bonus Action, you can create a magical token by harmlessly removing a lock of hair, detaching a nail, or using some other method. While the token exists, you gain the following benefits:

Distant Message. As a Magic action, you can send a telepathic message of 25 words or fewer to a creature holding or carrying the token, as long as you are within 10 miles of it.

Remote Viewing. If you are within 10 miles of the token, you can take a Magic action to extend your senses through the token for 1 minute, until you have the Incapacitated condition, or until you end this state (no action required). During this state, you can see and hear from the token as if you were located where it is. When this state ends, the token is harmlessly destroyed.

Unless the token is destroyed early, it lasts until you finish a Long Rest. Once you create a token using this feature, you can't do so again until you finish a Long Rest.

HEX MAGIC
You always have the *Disguise Self* and *Hex* spells prepared. You can cast each spell once without a spell slot, and you regain the ability to cast it in that way when you finish a Long Rest (marked with an *) You can also cast the spell using any spell slots you have of the appropriate level. Charisma is your spellcasting ability for the spells you cast with this trait.

FEATS

Skilled (already added)

