

TOOLS, LANGUAGES, AND SENSES Barbarian: blitz cannon, magnus, REC

gun, volcanic Languages: Common, Dwarven, Orcish, Skathári



## INVENTORY

Explorer's Pack: A backpack, a bedroll, a mess kit, a tinderbox, 10 torches, 10 days of rations, and a waterskin. The pack also has 50 feet of hempen rope strapped to the side of it.

A dagger

A small strongbox

A memento from your homeland

A set of common clothes

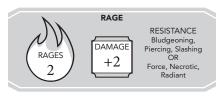
A pouch containing 5 gp

A wrenchinator

A skathári warclub

Four javelins

Properties: Thrown (range 30/120)



1d8 piercina

Skathári warclub

## RACIAL TRAITS: SKATHÁRI

Adaptive Metabolism. Your body can quickly adapt to a range of extreme environments. You take no damage from the extreme temperatures of space and other harsh environments (see Dark Matter Appendix E), and you can hold your breath for a number of minutes equal to 10 times your Constitution modifier (minimum of 10 minutes). Additionally, you have advantage on ability checks and saving throws against inhaled poisons and gases.

**Gliding Wings.** You have a pair of membranous wings that you can use to glide clumsily through the air. While falling, you can move up to 10 feet horizontally for every 5 feet you fall, up to your movement speed. Additionally, you have resistance to bludgeoning, piercing, and slashing damage taken as a result of falling.

determining your carrying capacity and the weight you can push, drag, or lift.

Hooked Claws. Your digits end in short, hooked claws, which grant you a climbing speed of 20 feet. Additionally, you can choose for your unarmed strikes to deal slashing damage instead of bludgeoning damage.

Regenerative. If any part of your body is amputated, but its amputation doesn't kill you, you can fully regrow that part of your body in 24 hours.

## RAGE

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 twice, you must finish a long rest before you can rage again.



## **UNARMORED DEFENSE**

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.

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## RECKLESS ATTACK

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.

#### DANGER SENSE

2 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.

#### PATH OF THE WRECKER: DISMANTLE

While you're raging, you ignore the damage threshold of nonmagical objects. Additionally, you double the rage bonus damage you deal to constructs and living constructs.

#### **LEVEL UP**

Hit Points. Your maximum hit points increase to 45, and your hit dice increase to 4d12.

### ABILITY SCORE INCREASE

Your Strength score increases to 18, and its modifier increases to +4.

Saving Throws. Your Strength saving throw increases to +6.

**Skills.** Your Athletics bonus increases to +6. **Attacks.** Your melee attack bonus increases to +6. Your wrenchinator attack bonus increases to +6 and its damage increases to 1d12 + 4. Your javelin attack bonus increases to +6 and its damage increases to 1d6 + 4.

# LEVEL UP

**Proficiency Bonus.** Your proficiency bonus increases to +3

Hit Points. Your maximum hit points increase to 55, and your hit dice increase to 5d12.

**Skills.** The following skills improve: Athletics +7, Deception +2, Intimidation +2, and Survival +4.

Saving Throws. The following saving throws improve: Strength +7, Constitution +6.

**Attacks.** Your melee attack bonus increases to +7 and your ranged attack bonus increases to +5. Your wrenchinator attack bonus increases to +7 and your javelin attack bonus increases to +7.

## EXTRA ATTACK

You can attack twice, instead of once, whenever you take the Attack action on your turn.

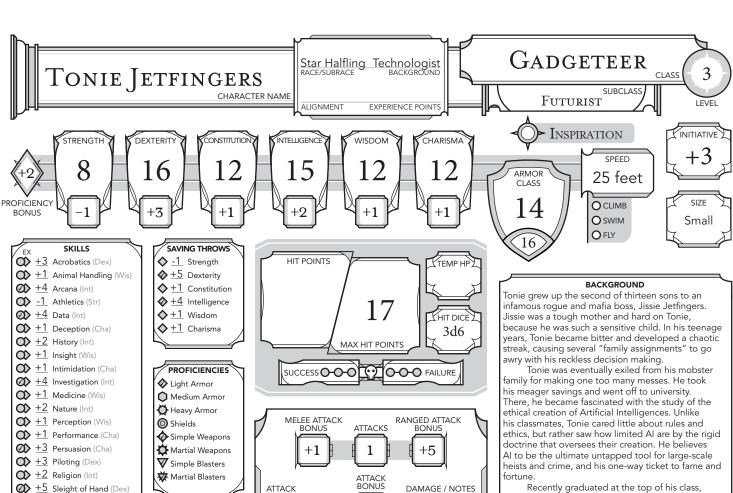
## FAST MOVEMENT

Your speed increases by 10 feet while you aren't wearing heavy armor.



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TOOLS, LANGUAGES, AND SENSES

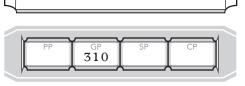
Tools: Alchemist's supplies, circuitry kit, mechanist's tools, ship maintenance tools, smith's tools, tinker's tools

Languages: Common, Halfling

★3 Stealth (Dex)

★ ±1 Survival (Wis)

★4 Technology (Int)



## INVENTORY

Engineer's Pack: A backpack, a comm set, a crowbar, a datapad, a flashlight, a hammer, an igniter, a life suit, dozens of assorted nuts and bolts, an omnitool, 10 rolls of vent tape, and a wristwatch.

A set of tinker's tools

A broken piece of a mysterious machine

A large pipe wrench (counts as a mace) A set of common clothes

A repeater

An antimatter dagger

A concussion rifle

A circuitry kit

Leather armor



+5

+5

+5

+1

Conccussion Rifle

Antimatter Dagger

Pipe Wrench

Repeater

Passive (Wisdom)

11

3d8 radiant

3d6 radiant

1d4 + 3 necrotic

1d6 - 1 bludgeoning

# RACIAL TRAITS: STAR HALFLING

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. You have advantage on saving throws against being frightened.

Halfling Nimbleness. You can move through the space of any creature that is of a size larger than

Naturally Shrewd. You have advantage on any skill check you make involving money, business affairs, legal proceedings, or similar dealings.

Tonie plans to make a name for himself in the verse. Secretly, he hopes to one day return to his homeworld and take over the Jetfingers' family business.

# AI COMPANION

1 You are assisted by an Al companion, an intricate data construct which lives on your datapad and possesses near human-like levels of intelligence. Your companion can solve any arithmetic or strictly logical problem you pose to it. Your AI knows all languages and can perfectly recall everything it has seen and heard within the last 30 days.

Additionally, whenever you make an Intelligence (Technology) or Intelligence (Investigation) check, you can treat the result as 10, if it would be lower

# GADGET **BLINK BUTTON** When you activate this device as an action, you teleport up to 15 feet to an unoccupied location of

your choice that you can see.

## OVERCHARGE

Once on each of your turns when you hit a target with an attack from a blaster, you can deal an additional die of damage to that target. This ability improves when you reach 5th level, allowing you to deal two additional dice of damage.



# PROTOTYPE: UTILITY MATRIX AT WILL:

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3

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Cloaking Device. As an action, you can activate your cloaking device to temporarily warp the light around you and hide yourself from view. You become invisible until the beginning of your next turn, or until you make an attack, cast a spell, or use a gadget. Once you use this gadget, you can't use it again on the following round.

Flashbang. As a bonus action, you throw a concussive bomb at your feet, disorienting and distracting nearby foes. Each creature within 5 feet of you can't take reactions until the start of its next turn. Once you use this gadget, you can't use it again on the following round.

Forcefield Projector. As a bonus action, you can activate your forcefield projector, temporarily sheltering yourself behind a powerful electromagnetic field. Until the beginning of your next turn, your Armor Class increases by your Intelligence modifier. Once you use this gadget, you can't use it again on the following round.

**Grappling Hook.** As a reaction when you fall, or as a bonus action on your turn, you can project a grappling hook at a target location you can see within your movement speed. If the target location can hold your weight, you are pulled there, expending movement normally. This movement doesn't provoke opportunity attacks. Once you use this gadget, you can't use it again on the following round.

#### GADGET

## **MAGNET BOOTS**

These weighty boots grant you the ability to move up, down, and across vertical surfaces and upside down along ceilings, while leaving your hands free. You also gain a climbing speed equal to your walking speed.

# FUTURIST: ADVANCED SUBROUTINES

Your AI can run any of the following subroutines, and you can command it to switch between subroutines as a bonus action.

**Genetic Algorithm.** When you take damage from a hostile creature, subtract 1 from the damage dealt. Each additional time you take damage while this subroutine is running, the amount you subtract from the damage dealt increases by 1, up to a maximum of your Intelligence modifier. This amount resets to 1 after 1 minute or when you switch subroutines.

**Heatmap.** When you have advantage on a weapon attack, you can add your proficiency bonus to the damage.

Neural Network. When you use the Attack action to attack a hostile creature and miss, you gain a cumulative +1 bonus to subsequent attack rolls you make while this subroutine is running, up to a maximum of your Intelligence modifier. You don't increase this bonus if you attempt to attack a creature that you can't see or a creature that can't be hit. This amount resets to 0 after 1 minute or when you switch subroutines.

## GADGET

# FLUX CANNON

This gadget, which looks like a blaster ending in a series of lenses, modulates the temperature of matter. When you activate it as an action, you can chill or warm a 5-foot cube of nonliving matter within 30 feet that isn't being worn or carried to a temperature you choose. You can heat or freeze most matter to extreme temperatures, resulting in different effects, depending on the material: heating water to its extreme causes it to boil, and chilling it causes it to freeze instantly; heating wood instantly causes it to combust, and freezing causes it to become more brittle; heating metal causes it to glow red-hot and become malleable, and chilling it causes it to become brittle and shrink slightly. At its extreme setting, this device can normally cause a change in its target's state of matter, especially if used on a target for multiple rounds, but the GM decides the exact effects on different materials.

#### LEVEL UP

**Hit Points.** Your maximum hit points increase to 22, and your hit dice increase to 4d6.

## ABILITY SCORE INCREASE

Your Intelligence score increases to 17, and its modifier increases to +3.

**Saving Throws.** Your Intelligence saving throw increases to +5.

**Skills.** The following skills improve: Your Arcana to +5, Data to +5, History to +3, Investigation to +5, Nature to +3, Religion to +3, Technology to +5. **Gadget Save DC.** Your Gadget save DC increases to 13.

#### **LEVEL UP**

**Proficiency Bonus.** Your proficiency bonus increases to +3.

**Hit Points.** Your maximum hit points increase to 27, and your hit dice increase to 5d6.

**Saving Throws.** The following saving throws improve: Intelligence +6, Dexterity +6.

**Skills.** The following skills improve: Arcana +6, Data +6, Investigation +6, Persuasion +4, Sleight of Hand +6, Technology +6.

**Gadget Save DC.** Your Gadget save DC increases to 14

**Attacks.** Your melee attack bonus increases to +2 and your ranged attack bonus increases to +6. Your concussion rifle, repeater, and antimatter dagger attack bonuses increase to +6. Your pipe wrench attack bonus increases to +2.

**Overcharge.** You deal two additional dice of damage, instead of one, when you deal damage with a blaster.

# GADGET T

# TESLA MINES

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You gain a set of three electrical proximity mines. As an action, you can activate and throw a mine onto a surface within 40 feet, to which it firmly attaches. If a creature other than yourself enters the 5-foot cube area originating at the top of the mine, it must make a Dexterity saving throw. On a failed save, a creature takes 2d8 lightning damage and can't move or take reactions until the end of its next turn. On a successful save, a creature takes half this amount of damage and can move and take reactions as normal.

You can disarm and recover a mine within 5 feet of you as an action. After 1 hour, a deployed mine burns out. You rebuild deployed and burned out mines during a long rest.

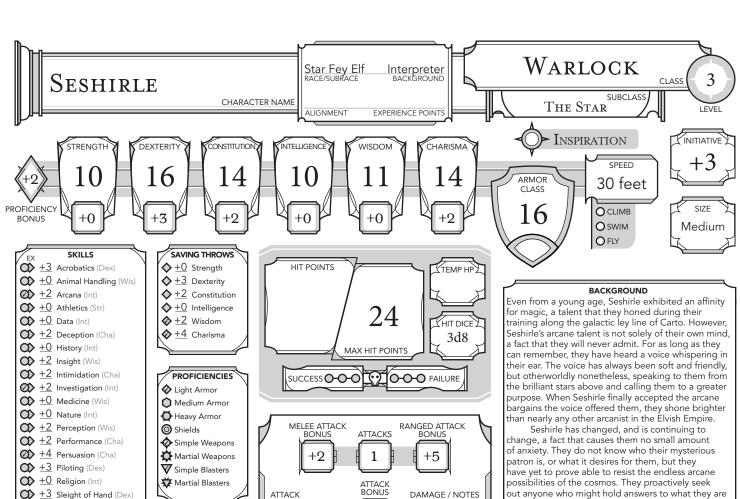
## GADGET

## VERSION 1812 MULTI-CROCKET LAUNCHER

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As an action, this device unfolds into a comically large multi-barrel rocket launcher, which proceeds to fire wildly in every direction while playing a grand overture. Each creature other than yourself within 30 feet of you must make a Dexterity saving throw. On a failed save, a creature takes 6d6 fire damage on a failed save, or half as much on a successful one.

Once you use this gadget, you can't use it again until you finish a long rest.



TOOLS, LANGUAGES, AND SENSES Weapons: Longsword, psionic helm, shortsword, shortbow, longbow Languages: Avia-Ra, Common, Dwarven, Elvish



## INVENTORY

Ambassador's Pack: A chest, a set of fine clothes, a comm set, a datapad, a flashlight, a holosphere, a bottle of ink, an ink pen, a life suit, a log keeper, sheets of paper, a vial of perfume, and a wristwatch.

A component pouch

★5 Stealth (Dex)

★ ±0 Survival (Wis)

+0 Technology (Int)

Repeater

Nanofiber vest

Shortsword

A phrasebook

A small recording device

Identification documents

A set of fine clothes

Two antimatter daggers



+5

+5

Repeater

Shortsword

Passive (Wisdom)

12

2d6 radiant

1d6 +3 piercing

## **RACIAL TRAITS: STAR FEY ELF**

Darkvision. 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.

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. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

out anyone who might hold answers to what they are experiencing, but they are slow to trust others with their eerie secret.

## RACIAL TRAITS: STAR FEY ELF, CONT.

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

Fey Arcana. You know the mage hand cantrip. You can cast the magic missile spell once and regain the ability to do so when you finish a long rest.

## THE STAR: NOVA

1 You can use your bonus action to enter a Nova. When you enter a Nova, and each subsequent turn you begin while your Nova is active, you take special radiant damage called Nova damage. This damage begins at 1d6 when you enter your Nova, and increases to 2d6 the following turn, 3d6 the turn after, and so on. This damage can't be reduced or avoided. You don't make Constitution saving throws to maintain your concentration as a result of taking this damage. Your Nova ends if you drop to 0 hit points or if you use your bonus action to end it. While your Nova is active, you can add additional d6s of damage, up to a maximum of twice the Nova damage you have taken on your turn, when you damage a creature with an attack on your turn. You can choose to add all the damage dice to the roll of a single attack, or divide up the damage among multiple attacks.

## PACT MAGIC

You have two warlock spell slots of 2nd level, which you can use to cast spells. You regain both of these spell slots when you finish a short or long rest. You can use an arcane focus as a spellcasting focus for your warlock spells.



#### INVOCATION: AGONIZING BLAST When you cast eldritch blast, add your Charisma Сна modifier to the damage it deals on a hit (included in the attack). SPELLCASTING ABILITY INVOCATION: ARMOR OF SHADOWS You can cast mage armor on yourself at will, CANTRIPS without expending a spell slot or material components. Cheat Eldritch Blast PACT OF THE BLADE 3 You can use your action to create a pact weapon Light in your empty hand. You can choose the form that this melee weapon takes each time you create Mage Hand it. You are proficient with it while you wield it. This weapon counts as magical for the purpose of overcoming resistance and immunity to nonmagical Produce Flame attacks and damage. Your pact weapon disappears if it is more than 5 feet away from you for 1 minute or more. It also disappears if you use this feature again, if you dismiss the weapon (no action required), or if you die. CON **Burning Hands** 0 **LEVEL UP** Hit Points. Your maximum hit points increase to Charm Person 0 31, and your hit dice increase to 4d8. Cantrips. You learn the cryptogram cantrip. 0 Hardlight Blaster Spells. You learn the 2nd level spell repulsor ring. 0 Mage Armor (at will) ABILITY SCORE IMPROVEMENT 4 Magic Missile (Innate: 1/long) 0 Your Charisma score increases to 16, and its modifier increases to +3. Saving Throws. Your Charisma saving throw increases to +5. CON Skills. The following skills improve: Deception +3, Hold Person 0 Intimidation, +3, Performance +3, Persuasion +5 **Spell Save DC.** Your spell save DC increases to 13. 0 Spell Attack Bonus. Your spell attack modifier

SPELL SLOTS

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Eldritch Blast. Your attack bonus increases to +5.

LEVEL UP
Proficiency Bonus. Your proficiency bonus increases to +3.

**Hit Points.** Your maximum hit points increase to 38, and your hit dice increase to 5d8.

**Saving Throws.** The following saving throws improve: Wisdom +3, Charisma +6.

**Skills.** The following skills improve: Arcana +3, Insight +3, Investigation +3, Persuasion +6, Stealth +6.

**Save DC.** Your spell save DC increases to 14. **Spell Attack Modifier.** Your spell attack modifier increases to +6.

**Spells.** You learn the 3rd level spell *fireball*.

Pact Magic. Your two warlock spell slots become 3rd level slots.

**Cantrips.** The damage of your *produce flame* cantrip increases to 2d8.

**Eldritch Blast.** You make two attacks with your *eldritch blast* cantrip. Your attack bonus increases to +6.

Attacks. Your melee attack bonus increases to +3 and your ranged attack bonus increases to +6. Your repeater and shortsword attack bonuses increase to

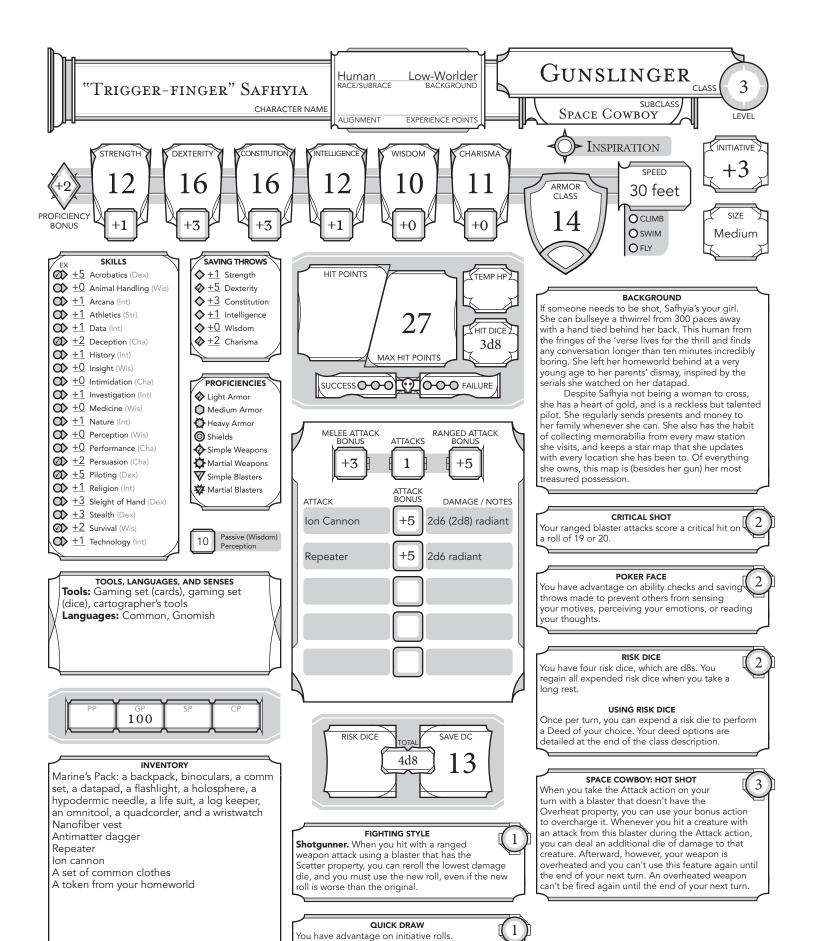
**Innate Spellcasting.** You can cast the *misty step* spell once and regain the ability to do so when you finish a long rest.

## INVOCATION: THIRSTING BLADE

You can attack with your pact weapon twice, instead of once, whenever you take the Attack action on your turn.



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Additionally, you can draw or stow up to two weapons when you roll initiative and whenever you

take an action on your turn.



#### **LEVEL UP**

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**Hit Points.** Your maximum hit points increase to 35. Your hit dice increase to 4d8.

## ABILITY SCORE IMPROVEMENT

Your Dexterity score increases to 18, and its modifier increases to +4.

**Saving Throws.** Your Dexterity saving throw increases to +6.

Skills. The following skills improve: Acrobatics +6, Piloting +6, Sleight of Hand +4, Stealth +4.

Armor Class. Your Armor Class increases to 15.

Initiative. Your initiative bonus increases to +3.

Attacks. Your ranged attack bonus increases to +6.

Your repeater attack bonus and your ion cannon

#### **LEVEL UP**

**Proficiency Bonus.** Your proficiency bonus increases to +3.

attack bonus also increase to +6.

**Hit Points.** Your maximum hit points increase to 43, and your hit dice increase to 5d8.

Saving Throws. The following saving throws improve: Dexterity +7, Charisma +3.

Skills. The following skills improve: Acrobatics +7,

Deception +3, Persuasion +3, Piloting +7, Survival +3.

**Attacks.** Your ranged attack bonus increases to +7. Your repeater attack bonus and your ion cannon attack bonus also increase to +7.

## EXTRA ATTACK

You can attack twice, instead of once, whenever you take the Attack action on your turn.

## **DEEDS**

These deeds are listed in alphabetical order.

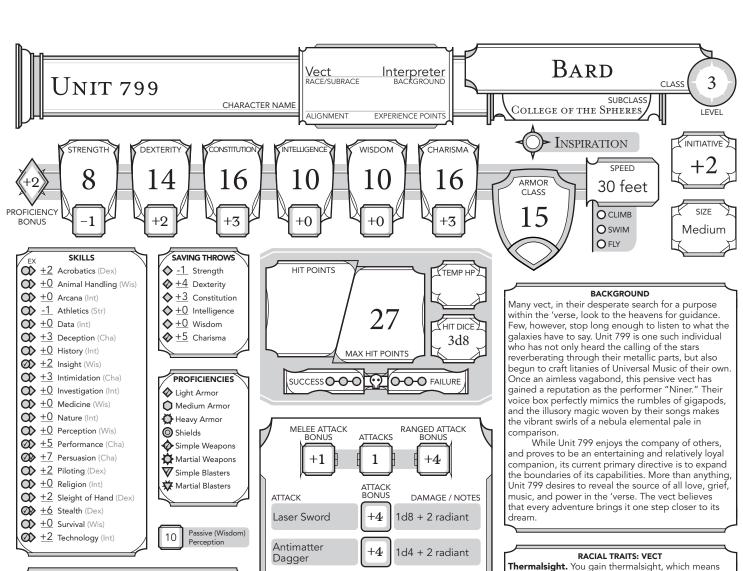
Bite the Bullet. As a bonus action on your turn, you can expend one risk die to gain temporary hit points equal the number rolled on the die + your Constitution modifier.

Covering Fire. When you hit a creature with a ranged weapon attack, you can expend one risk die as a bonus action to cow the creature. Roll the risk die and subtract it from the next attack roll the creature makes before the start of your next turn.

**Dodge Roll.** You can expend one risk die as a bonus action to move up to 15 feet and reload any blaster you are holding. This movement does not provoke Opportunity Attacks, ignores difficult terrain, and can move you through hostile creature's spaces, as long as you do not end your movement there.

**Limb Shot.** When you hit a creature with a ranged weapon attack, you can expend one risk die as a bonus action and aim for one of its limbs, forcing it to drop one item of your choice that it's holding. The target must make a Constitution saving throw. On a failed save, it drops the object you choose. The object lands at its feet.

Skin of Your Teeth. When an attacker you can see makes an attack roll against you, you can expend a risk die as a reaction to dodge out of harm's way at the last second. You add the risk die to your AC against this attack, potentially causing it to miss. Steady Aim. On your turn, you can use a bonus action and expend one risk die to double the normal and maximum range for the next ranged weapon attack you make.



TOOLS, LANGUAGES, AND SENSES

Weapons: Hand crossbows, laser halfsword, laser sword, longswords, rapiers, shortswords

Tools: Bagpipes, drum, horn

Languages: Common, Dwarvish, Elvish

Senses: Thermalsight 30 ft.



## INVENTORY

Ambassador's Pack: A chest, a set of fine clothes, a comm set, a datapad, a flashlight, a holosphere, a bottle of ink, an ink pen, a life suit, a log keeper, sheets of paper, a vial of perfume, and a wristwatch.

A phrasebook

Identification documents

A small recording device

A set of fine clothes

A laser sword

A set of bagpipes

A nanofiber vest

An antimatter dagger A pouch containing 10 gp

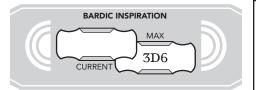
A repeater

#### **SPELLCASTING** SPELL SLOTS 1st O-O-O 2nd **O-O-O** 3rd **O-O-O** SPELL ATTACK BONUS SPELL SAVE DC CANTRIPS KNOWN SPELLS KNOWN +5 13 2 6

+4

2d6 radiant

Repeater



# 1ATTER MAGE HAND PRESS

you can see living creatures through darkness and heavily obscured conditions, such as fog, out to a range of 30 feet. You can also determine if a creature is living or dead though its body heat. However, you can't discern color, nor use this sense to see through illusions, invisibility, or magical darkness. This sense is blocked by one-inch of any solid barrier.

Construct Anatomy. Even though you were constructed, you are a living creature. You are immune to nonmagical diseases. You don't need to eat, drink, or breathe, but you can ingest food and drink if you wish. You have advantage on saving throws you make against exhaustion. Instead of sleeping, you enter an inactive state for 4 hours each day. You don't dream in this state; you are fully aware of your surroundings and notice approaching enemies and other events as normal. You can still be placed into a torpor by sleep-inducing magic. Inflexible Mind. Your mechanical mind is inherently

logical and not easily swayed. You have advantage on saving throws against being charmed.

Composite Plating. Your Armor Class equals 13 + your Dexterity modifier.

## **SPELLCASTING**

Spell Slots. The spellcasting section shows how many spell slots you have to cast your bard 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.

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 as a spellcasting focus for your bard spells.

## BARDIC INSPIRATION

1 You can 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 DM 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 three times. You regain any expended uses when you finish a long rest.

## JACK OF ALL TRADES

2 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

2 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.

#### **COLLEGE OF THE SPHERES: UNIVERSAL MUSIC**

You have advantage on any Intelligence check relating to advanced mathematics, geometry, kinematics, acoustics, or ballistics.

## COLLEGE OF THE SPHERES: ASTRONOMY DOMINE

3 Whenever you deal damage with a bard spell, you can change the damage type to radiant damage. Additionally, you can increase the damage by expending one use of your Bardic Inspiration, adding that die to the spell's damage roll.

# **LEVEL UP**

Hit Points. Your maximum hit points increase to 35 and your hit dice increase to 4d8.

Cantrips. You learn the technomancy cantrip. Spells. You learn the 2nd-level spell suggestion. Spell Slots. You have three 2nd-level spell slots.

## ABILITY SCORE INCREASE

Your Charisma score increases to 18, and its modifier increases to +4

Saving Throws. Your Charisma saving throw increases to +6

Skills. The following skills improve: Deception +4, Intimidation +4, Performance +6, Persuasion +8. Spell Save DC. Your spell save DC increases to 14. Spell Attack Modifier. Your spell attack modifier increases to +6

Bardic Inspiration. You can use this feature four times.

#### **LEVEL UP**

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Proficiency Bonus. Your proficiency bonus increases to +3.

Hit Points. Your maximum hit points increase to 43 and your hit dice increase to 5d8.

Saving Throws. The following saving throws improve: Intelligence +6, Dexterity +6.

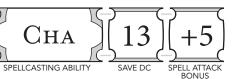
Skills. The following skills improve: Insight to +3, Performance to +7, Persuasion +10, Stealth +8, Technology +3.

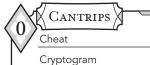
Spell Save DC. Your spell save DC increases to 15. Spell Attack Modifier. Your spell attack modifier increases to +7.

**Spells.** You learn the 3rd-level spell major image. Spell Slots. You have two 3rd-level spell slots. Attacks. Your melee attack bonus increases to +2 and your ranged attack bonus increases to +5. Bardic Inspiration. Your bardic inspiration die becomes a d8.

#### FONT OF INSPIRATION

You regain all of your expended uses of Bardic Inspiration when you finish a short or long rest.





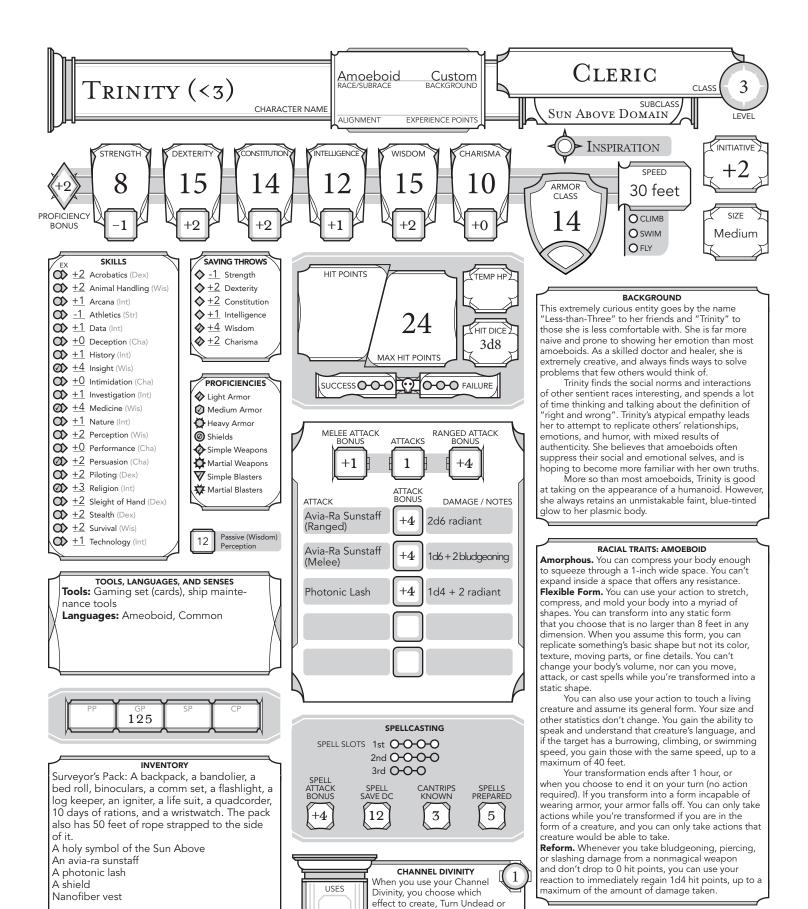
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$\wedge$		
$\langle 1 \rangle$	Charm Person	CONC.
	Cure Wounds	0
	Disguise Self	Ø
Ţ	Hardlight Blaster	0

	<b>♦</b>	
$\langle 2 \rangle$	Invisibility	CONC.
	Shatter	0
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Mark of Judgement. 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

TOTAL

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## **SPELLCASTING**

1 Spell Slots. The spellcasting table shows how many spell slots you have to cast your cleric 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.

Ritual Casting. You can cast any cleric spell you know as a ritual if that spell has the ritual tag.

Spellcasting Focus. You can use a holy symbol as a spellcasting focus for your cleric spells.

## SUN ABOVE DOMAIN: UNARMORED DEFENSE

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While you are wearing no armor and not wielding a shield, your AC equals 14.

# SUN ABOVE DOMAIN: EMISSARY OF THE SUN

1 You can use your Dexterity instead of Strength for your melee weapon attacks and damage rolls. This feature only applies to weapons you are proficient with that lack the Heavy property.

## CHANNEL DIVINITY: TURN UNDEAD

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

#### SUN ABOVE DOMAIN: CHANNEL DIVINITY: MARK OF JUDGMENT

As a bonus action, you can present your holy symbol and use your Channel Divinity to brand a creature that you can see within 60 feet with an ancient mark, condemning them to receive the absolute judgment of the Sun Above. For 1 minute, the target can't take the Hide action, as it is followed by an uncanny light. Additionally, you deal an extra 1d6 radiant damage to the target whenever you hit it with a weapon attack.

## **LEVEL UP**

Hit Points. Your maximum hit points increase to 31. Your hit dice increase to 4d8.

Cantrips. You learn the eye of Anubis cantrip. **Spells.** You learn the 1st-level spell burning hands and the 2nd-level spell repulsor ring.

Spell Slots. You have three 2nd-level spell slots.

## ABILITY SCORE IMPROVEMENT

Your Dexterity and Wisdom scores each increase to 16, and their modifiers increase to +3. Saving Throws. Your Dexterity saving throw increases to +3 and your Wisdom saving throw increases to +5.

Skills. The following skills improve: Acrobatics +3, Animal Handling +3, Insight +5, Medicine +5, Piloting +3, Sleight of Hand +3, Stealth +3, Survival

Armor Class. Your Armor Class increases to 16. Initiative. Your initiative bonus increases to +3. Spell Save DC. Your spell save DC increases to 13. Spell Attack Modifier. Your spell attack modifier increases to +5.

Attacks. Your ranged attack bonus increases to +5. Your avia-ra sunstaff melee attack bonus and your photonic lash attack bonus also increase to +5

#### **LEVEL UP**

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Proficiency Bonus. Your proficiency bonus ncreases to +3.

Hit Points. Your maximum hit points increase to 38 and your hit dice increase to 5d8.

Saving Throws. The following saving throws improve: Wisdom +6, Charisma +4.

Skills. The following skills improve: Insight +6, Medicine +6, Persuasion +3, Religion +4.

Spell Save DC. Your spell save DC increases to 14. Spell Attack Modifier. Your spell attack modifier increases to +6.

**Spells.** You learn the 3rd-level spell revivify. Spell Slots. You have two 3rd-level spell slots. Eye of Anubis. You make two attacks with your eye of Anubis cantrip. Your attack bonus increases to +6. Attacks. Your melee attack bonus increases to +2 and your ranged attack bonus increases to +6. Your avia-ra sunstaff melee attack bonus and your photonic lash attack bonus also increase to +6.

## **DESTROY UNDEAD**

When an undead fails its saving throw against your Turn Undead feature, the creature is instantly destroyed if its challenge rating is 1/2 or lower.



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	Spare the Dying
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$\langle 1 \rangle$	SPELL SLOTS Bless	CONC.
	Cure Wounds	0
	Guiding Bolt	0
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$\langle 2$	SPELL SLOTS Hold Person	CONC.

