

CRUZZK, DESTROYER OF MACHINES AND EATER OF DATAPADS

CHARACTER NAME

Skathári

RACE/SUBRACE

Exile

BACKGROUND

BARBARIAN

CLASS

3

LEVEL

PATH OF THE WRECKER

SUBCLASS

ALIGNMENT

EXPERIENCE POINTS

+2

PROFICIENCY BONUS

STRENGTH

16

+3

DEXTERITY

14

+2

CONSTITUTION

16

+3

INTELLIGENCE

8

-1

WISDOM

12

+1

CHARISMA

8

-1

INSPIRATION

ARMOR CLASS

15

SPEED

30 feet

CLIMB

SWIM

FLY

INITIATIVE

+2

SIZE

Medium

EX

SKILLS

+2

Acrobatics (Dex)

+1

Animal Handling (Wis)

-1

Arcana (Int)

+5

Athletics (Str)

-1

Data (Int)

+1

Deception (Cha)

-1

History (Int)

+1

Insight (Wis)

+1

Intimidation (Cha)

-1

Investigation (Int)

+1

Medicine (Wis)

-1

Nature (Int)

+1

Perception (Wis)

-1

Performance (Cha)

-1

Persuasion (Cha)

+2

Piloting (Dex)

-1

Religion (Int)

+2

Sleight of Hand (Dex)

+2

Stealth (Dex)

+3

Survival (Wis)

-1

Technology (Int)

SAVING THROWS

+5

Strength

+2

Dexterity

+5

Constitution

-1

Intelligence

+1

Wisdom

-1

Charisma

PROFICIENCIES

Light Armor

Medium Armor

Heavy Armor

Shields

Simple Weapons

Martial Weapons

Simple Blasters

Martial Blasters

11

Passive (Wisdom)

Perception

HIT POINTS

35

MAX HIT POINTS

TEMP HP

HIT DICE

3d12

SUCCESS

FAILURE

MELEE ATTACK BONUS

+5

ATTACKS

2

RANGED ATTACK BONUS

+4

ATTACK	ATTACK BONUS	DAMAGE / NOTES
Wrenchinator	+5	1d12 +3 bludgeoning
Javelin	+5	1d6 + 3 piercing

TOOLS, LANGUAGES, AND SENSES

Barbarian:

blitz cannon, magnus, REC gun, volcanic

Languages:

Common, Dwarven, Orcish, Skathári

PP

GP

150

SP

CP

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

Four javelins

Properties: Thrown (range 30/120)

RAGE

RAGES

2

DAMAGE

+2

RESISTANCE

Bludgeoning, Piercing, Slashing OR Force, Necrotic, Radiant

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.

BACKGROUND

Cruzzk was born on the distant planet of Teronis XVII, a bizarre world at the confluence of the Material Plane and the Feywild. As such, his homeland was often victim of the whims of the fey. One day, as if out of nowhere, Teronis XVII was invaded by seemingly endless waves of wizmos. As Cruzzk was already someone who enjoyed breaking things, this incessant flow of new targets pleased him greatly. As if to fulfill his wishes, bigger and bigger constructs were sent from the Feywild to Teronis XVII, and the battle to defend the planet continued. And then, just as suddenly as they had appeared, the invading machines were gone.

Left distraught after the invading force left his world, Cruzzk embarked on a passing ship in the hopes of finding where the mechanical creatures came from. His plan is to, in his own words, "Find the biggest, the baddest of them—and see what it's made of."

RACIAL TRAITS: SKATHÁRI, CONT.

Powerful Build.

You count as one size larger when 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**1**

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.

RECKLESS ATTACK**2**

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.

DISMANTLE: PATH OF THE WRECKER**3**

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**4**

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

ABILITY SCORE INCREASE**4**

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 wrenchinator attack bonus increases to +6 and its damage increases to 1d6 + 4.

LEVEL UP**5**

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 ranged attack bonus increases to +7.

EXTRA ATTACK**5**

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

FAST MOVEMENT**5**

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

TONIE JETFINGERS

CHARACTER NAME

Star Halfling Technologist
RACE/SUBRACE BACKGROUND

ALIGNMENT EXPERIENCE POINTS

GADGETEER

CLASS 3
LEVEL

SUBCLASS
FUTURIST

PROFICIENCY BONUS +2

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
8	16	12	15	12	12
-1	+3	+1	+2	+1	+1

INSPIRATION

ARMOR CLASS 14

SPEED 25 feet

CLIMB
SWIM
FLY

INITIATIVE +3

SIZE Small

EX SKILLS

- +3 Acrobatics (Dex)
- +1 Animal Handling (Wis)
- +4 Arcana (Int)
- 1 Athletics (Str)
- +4 Data (Int)
- +1 Deception (Cha)
- +2 History (Int)
- +1 Insight (Wis)
- +1 Intimidation (Cha)
- +4 Investigation (Int)
- +1 Medicine (Wis)
- +2 Nature (Int)
- +1 Perception (Wis)
- +1 Performance (Cha)
- +3 Persuasion (Cha)
- +3 Piloting (Dex)
- +2 Religion (Int)
- +5 Sleight of Hand (Dex)
- +3 Stealth (Dex)
- +1 Survival (Wis)
- +4 Technology (Int)

SAVING THROWS

- 1 Strength
- +5 Dexterity
- +1 Constitution
- +4 Intelligence
- +1 Wisdom
- +1 Charisma

PROFICIENCIES

- Light Armor
- Medium Armor
- Heavy Armor
- Shields
- Simple Weapons
- Martial Weapons
- Simple Blasters
- Martial Blasters

11 Passive (Wisdom) Perception

HIT POINTS

17

MAX HIT POINTS

TEMP HP

HIT DICE 3d6

SUCCESS FAILURE

MELEE ATTACK BONUS	ATTACKS	RANGED ATTACK BONUS
+1	1	+5

ATTACK	ATTACK BONUS	DAMAGE / NOTES
Concussion Rifle	+5	3d8 radiant
Repeater	+5	3d6 radiant
Antimatter Dagger	+5	1d4 + 3 necrotic

BACKGROUND

Tonie grew up the second of thirteen sons to an infamous rogue and mafia boss, Jissie Jetfingers. Jissie was a tough mother and hard on Tonie, because he was such a sensitive child. In his teenage years, Tonie became bitter and developed a chaotic streak, causing several "family assignments" to go awry with his reckless decision making.

Tonie was eventually exiled from his mobster family for making one too many messes. He took his meager savings and went off to university. There, he became fascinated with the study of the ethical creation of Artificial Intelligences. Unlike his classmates, Tonie cared little about rules and ethics, but rather saw how limited AI are by the rigid doctrine that oversees their creation. He believes AI to be the ultimate untapped tool for large-scale heists and crime, and his one-way ticket to fame and fortune.

Recently graduated at the top of his class, 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

You are assisted by an AI 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.

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

PP GP SP CP

300

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

GADGET

SAVE DC 12

1

OVERCHARGE

BONUS BLASTER DAMAGE DICE

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 yours.

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

GADGET BLINK BUTTON

1

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

2

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:

2

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

2

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

3

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

3

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

4

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

ABILITY SCORE INCREASE

4

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.

Save DC. Your Gadget save DC increases to 13.

LEVEL UP

5

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.

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.

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

GADGET

TESLA MINES

5

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-ROCKET LAUNCHER

5

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.

SESHIRLE

CHARACTER NAME

Star Fey Elf

RACE/SUBRACE

Interpreter

BACKGROUND

WARLOCK

CLASS

3

LEVEL

THE STAR

SUBCLASS

+2

PROFICIENCY BONUS

STRENGTH

10

+0

DEXTERITY

16

+3

CONSTITUTION

14

+2

INTELLIGENCE

10

+0

WISDOM

11

+0

CHARISMA

14

+2

INSPIRATION

ARMOR CLASS

16

SPEED

30 feet

CLIMB

SWIM

FLY

INITIATIVE

+3

SIZE

Medium

EX

SKILLS

+3

Acrobatics (Dex)

+0

Animal Handling (Wis)

+2

Arcana (Int)

+0

Athletics (Str)

+0

Data (Int)

+2

Deception (Cha)

+0

History (Int)

+2

Insight (Wis)

+2

Intimidation (Cha)

+0

Investigation (Int)

+0

Medicine (Wis)

+0

Nature (Int)

+2

Perception (Wis)

+2

Performance (Cha)

+4

Persuasion (Cha)

+3

Piloting (Dex)

+0

Religion (Int)

+3

Sleight of Hand (Dex)

+3

Stealth (Dex)

+0

Survival (Wis)

+0

Technology (Int)

SAVING THROWS

+0

Strength

+3

Dexterity

+2

Constitution

+0

Intelligence

+2

Wisdom

+4

Charisma

PROFICIENCIES

Light Armor

Medium Armor

Heavy Armor

Shields

Simple Weapons

Martial Weapons

Simple Blasters

Martial Blasters

12

Passive (Wisdom) Perception

HIT POINTS

24

MAX HIT POINTS

TEMP HP

HIT DICE

3d8

SUCCESS

FAILURE

MELEE ATTACK BONUS

+2

ATTACKS

1

RANGED ATTACK BONUS

+5

ATTACK

Repeater

ATTACK BONUS

+5

DAMAGE / NOTES

2d6 radiant

Shortsword

+5

1d6 +3 piercing

TOOLS, LANGUAGES, AND SENSES

Languages:

Avia-Ra, Common, Dwarven, Elvish

PP

GP

100

SP

CP

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

Repeater

Nanofiber vest

Shortsword

A phrasebook

A small recording device

2 SLOTS

LEVEL

2ND

BONUS

+4

1 ATTACKS

ELDRITCH BLAST

1D10 + 3 FORCE

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.

BACKGROUND

Even from a young age, Seshirle exhibited an affinity for magic, a talent that they honed during their training along the galactic ley line of Carto. However, Seshirle's arcane talent is not solely of their own mind, a fact that they will never admit. For as long as they can remember, they have heard a voice whispering in their ear. The voice has always been soft and friendly, but otherworldly nonetheless, speaking to them from the brilliant stars above and calling them to a greater purpose. When Seshirle finally accepted the arcane bargains the voice offered them, they shone brighter than nearly any other arcanist in the Elvish Empire.

Seshirle has changed, and is continuing to change, a fact that causes them no small amount of anxiety. They do not know who their mysterious patron is, or what it desires for them, but they have yet to prove able to resist the endless arcane possibilities of the cosmos. They proactively seek 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

2

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.

INVOCATION: AGONIZING BLAST

When you cast *eldritch blast*, add your Charisma modifier to the damage it deals on a hit (included in the attack).

2

CHA

12

+4

SPELLCASTING ABILITY

SAVE DC

SPELL ATTACK BONUS

INVOCATION: ARMOR OF SHADOWS

You can cast *mage armor* on yourself at will, without expending a spell slot or material components.

2

PACT OF THE BLADE

You can use your action to create a pact weapon in your empty hand. You can choose the form that this melee weapon takes each time you create 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 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.

3

LEVEL UP

Hit Points. Your maximum hit points increase to 31, and your hit dice increase to 4d8.
Spells. You learn the cantrip *cryptogram* and the 2nd level spell *repulsor ring*.

4

ABILITY SCORE IMPROVEMENT

Your Charisma score increases to 16, and its modifier increases to +3.
Saving Throws. Your Charisma saving throw increases to +5.
Skills. The following skills improve: Deception +3, Intimidation, +3, Performance +3, Persuasion +5
Spell Save DC. Your spell save DC increases to 13.
Spell Attack Bonus. Your spell attack modifier increases to +5.
Eldritch Blast. Your attack bonus increases to +5.

4

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.
Skills. The following skills improve: Arcana +3, Insight +3, Perception +3, Persuasion +6. Your passive Perception increases to 13.
Saving Throws. The following saving throws improve: Wisdom +3, Charisma +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 +6.
Pact Magic. Your two warlock spell slots become 3rd level slots.
Save DC. Your spell save DC increases to 14.
Spell Attack Bonus. Your spell attack modifier increases to +6.
Spells. You learn the 3rd level spell *fireball*.
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.
Innate Spellcasting. You can cast the *misty step* spell once and regain the ability to do so when you finish a long rest.

5

CANTRIPS

Cheat

Eldritch Blast

Light

Mage Hand

Produce Flame

1

SPELL SLOTS

Burning Hands

CONC.

Charm Person

Hardlight Blaster

Mage Armor (at will)

Magic Missile (Innate: 1/long)

2

Hold Person

CONC.

3

CONC.

LEVEL UP

4

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

ABILITY SCORE IMPROVEMENT

4

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.

Initiative. Your initiative bonus increases to +3.

Attacks. Your ranged attack bonus increases to +6. Your repeater attack bonus and your ion cannon attack bonus also increase to +6.

LEVEL UP

5

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: Dexterity +7, Charisma +3.

Skills. The following skills improve: Acrobatics +7, Deception +3, Perception +3, Persuasion +3, Piloting +7, Survival +3. Your passive Perception increases to 13.

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

EXTRA ATTACK

5

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.

UNIT 799

Vect

RACE/SUBRACE

BACKGROUND

BARD

CLASS

3

CHARACTER NAME

ALIGNMENT

EXPERIENCE POINTS

SUBCLASS

COLLEGE OF THE SPHERES

+2

PROFICIENCY BONUS

STRENGTH

8

-1

DEXTERITY

14

+2

CONSTITUTION

16

+3

INTELLIGENCE

10

+0

WISDOM

10

+0

CHARISMA

17

+3

INSPIRATION

ARMOR CLASS

15

SPEED

30 feet

☐ CLIMB
☐ SWIM
☐ FLY

INITIATIVE

+2

SIZE

Medium

EX

SKILLS

+2

 Acrobatics (Dex)

+0

 Animal Handling (Wis)

+0

 Arcana (Int)

-1

 Athletics (Str)

+0

 Data (Int)

+3

 Deception (Cha)

+0

 History (Int)

+2

 Insight (Wis)

+3

 Intimidation (Cha)

+0

 Investigation (Int)

+0

 Medicine (Wis)

+0

 Nature (Int)

+0

 Perception (Wis)

+5

 Performance (Cha)

+7

 Persuasion (Cha)

+2

 Piloting (Dex)

+0

 Religion (Int)

+2

 Sleight of Hand (Dex)

+6

 Stealth (Dex)

+0

 Survival (Wis)

+2

 Technology (Int)

SAVING THROWS

-1

 Strength

+4

 Dexterity

+3

 Constitution

+0

 Intelligence

+0

 Wisdom

+5

 Charisma

PROFICIENCIES

Light Armor

Medium Armor

Heavy Armor

Shields

Simple Weapons

Martial Weapons

Simple Blasters

Martial Blasters

10

Passive (Wisdom) Perception

HIT POINTS

27

MAX HIT POINTS

TEMP HP

HIT DICE

3d8

SUCCESS

FAILURE

MELEE ATTACK BONUS	ATTACKS	RANGED ATTACK BONUS
+1	1	+4
ATTACK	ATTACK BONUS	DAMAGE / NOTES
Laser Sword	+4	1d8 + 2 radiant
Antimatter Dagger	+4	1d4 + 2 radiant
Repeater	+4	2d6 radiant

TOOLS, LANGUAGES, AND SENSES

Weapons: Hand crossbows, laser halfsword, laser sword, longwords, rapiers, shortswords
Tools: Bagpipes, drum, horn
Languages: Common, Dwarvish, Elvish
Senses: Thermalsight 30 ft.

PP

GP

125

SP

CP

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

2nd

3rd

SPELL ATTACK BONUS

5

SPELL SAVE DC

13

CANTRIPS KNOWN

2

SPELLS KNOWN

6

BARDIC INSPIRATION

CURRENT

MAX

3D6

BACKGROUND

Many vect, in their desperate search for a purpose within the 'verse, look to the heavens for guidance. Few, however, stop long enough to listen to what the galaxies have to say. Unit 799 is one such individual who has not only heard the calling of the stars reverberating through their metallic parts, but also begun to craft litanies of Universal Music of their own. Once an aimless vagabond, this pensive Vect has gained a reputation as the performer "Niner." Their voice box perfectly mimics the rumbles of gigapods, and the illusory magic woven by their songs makes the vibrant swirls of a nebula elemental pale in comparison.

While Unit 799 enjoys the company of others, and proves to be an entertaining and relatively loyal companion, its current primary directive is to expand the boundaries of its capabilities. More than anything, Unit 799 desires to reveal the source of all love, grief, music, and power in the 'verse. The Vect believes that every adventure brings it one step closer to its dream.

RACIAL TRAITS: VECT

Thermalsight. You gain thermalsight, which means 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

3

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.

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

4

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

4

Your Charisma score increases to 19, 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

5

Proficiency Bonus. Your proficiency bonus increases to +3.

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

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

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

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

5

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

CHA

13

+5

SPELLCASTING ABILITY

SAVE DC

SPELL ATTACK
BONUS

CANTRIPS

0

Cheat

Cryptogram

1

Charm Person

CONC.

✓

Cure Wounds

○

Disguise Self

✓

Hardlight Blaster

○

2

Invisibility

CONC.

✓

Shatter

○

3

CONC.

○

TRINITY (<3)

CHARACTER NAME

Amoeboid

RACE/SUBRACE

CLERIC

CLASS

3

LEVEL

SUN ABOVE DOMAIN

SUBCLASS

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

8

-1

DEXTERITY

15

+2

CONSTITUTION

14

+2

INTELLIGENCE

12

+1

WISDOM

15

+2

CHARISMA

10

+0

INSPIRATION

ARMOR CLASS

14

SPEED

30 feet

CLIMB

SWIM

FLY

INITIATIVE

+2

SIZE

Medium

EX

SKILLS

+2

Acrobatics (Dex)

+2

Animal Handling (Wis)

+1

Arcana (Int)

-1

Athletics (Str)

+1

Data (Int)

+0

Deception (Cha)

+1

History (Int)

+4

Insight (Wis)

+0

Intimidation (Cha)

+1

Investigation (Int)

+4

Medicine (Wis)

+1

Nature (Int)

+2

Perception (Wis)

+0

Performance (Cha)

+2

Persuasion (Cha)

+2

Piloting (Dex)

+3

Religion (Int)

+2

Sleight of Hand (Dex)

+2

Stealth (Dex)

+2

Survival (Wis)

+1

Technology (Int)

SAVING THROWS

-1

Strength

+2

Dexterity

+2

Constitution

+1

Intelligence

+4

Wisdom

+2

Charisma

PROFICIENCIES

Light Armor

Medium Armor

Heavy Armor

Shields

Simple Weapons

Martial Weapons

Simple Blasters

Martial Blasters

12

Passive (Wisdom)

Perception

HIT POINTS

24

MAX HIT POINTS

TEMP HP

HIT DICE

3d8

SUCCESS

FAILURE

MELEE ATTACK BONUS

+1

ATTACKS

1

RANGED ATTACK BONUS

+4

ATTACK

Avia-Ra Sunstaff (Ranged)

ATTACK BONUS

+4

DAMAGE / NOTES

2d6 radiant

Avia-Ra Sunstaff (Melee)

+4

1d6 + 2 bludgeoning

Photonic Lash

+4

1d4 + 2 radiant

TOOLS, LANGUAGES, AND SENSES

Languages:

Ameoboid, Common

PP

GP

125

SP

CP

INVENTORY

Surveyor's Pack:

A backpack, a bandolier, a bed roll, binoculars, a comm set, a flashlight, a log keeper, an igniter, a life suit, a quadcorder, 10 days of rations, and a wristwatch. The pack also has 50 feet of rope strapped to the side of it.

A holy symbol of the Sun Above

An avia-ra sunstaff

A photonic lash

SPELLCASTING

SPELL SLOTS

1st

2nd

3rd

SPELL ATTACK BONUS

+4

SPELL SAVE DC

12

CANTRIPS KNOWN

3

SPELLS PREPARED

5

CHANNEL DIVINITY

USES

TOTAL

1

When you use your Channel Divinity, you choose which effect to create, Turn Undead or 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 DC.

BACKGROUND

The extremely curious entity goes by the name "Less-than-Three" to her friends and "Trinity" to those she is less comfortable with, she is far more naive and prone to showing her emotion than most amoeboids. As a skilled doctor and healer, she is extremely creative, and always finds ways to solve problems that few others would think of.

Trinity finds the social norms and interactions of other sentient races interesting, and spends a lot of time thinking and talking about the definition of "right and wrong". Trinity's atypical empathy leads her to attempt to replicate others' relationships, emotions and humor, with mixed results of authenticity. She believes that amoeboids often suppress their social and emotional selves, and is hoping to become more familiar with her own truths.

More so than most amoeboids, Trinity is good at taking on the appearance of a humanoid. However, she always retains an unmistakable faint, blue-tinted glow to her plasmic body.

RACIAL TRAITS: AMOEBOID

Amorphous. You can compress your body enough to squeeze through a 1-inch wide space. You can't expand inside a space that offers any resistance.

Flexible Form. You can use your action to stretch, compress, and mold your body into a myriad of shapes. You can transform into any static form that you choose that is no larger than 8 feet in any dimension. When you assume this form, you can replicate something's basic shape but not its color, texture, moving parts, or fine details. You can't change your body's volume, nor can you move, attack, or cast spells while you're transformed into a static shape.

You can also use your action to touch a living creature and assume its general form. Your size and other statistics don't change. You gain the ability to speak and understand that creature's language, and if the target has a burrowing, climbing, or swimming speed, you gain those with the same speed, up to a maximum of 40 feet.

Your transformation ends after 1 hour, or when you choose to end it on your turn (no action required). If you transform into a form incapable of wearing armor, your armor falls off. You can only take actions while you're transformed if you are in the form of a creature, and you can only take actions that creature would be able to take.

Reform. Whenever you take bludgeoning, piercing, or slashing damage from a nonmagical weapon and don't drop to 0 hit points, you can use your reaction to immediately regain 1d4 hit points, up to a maximum of the amount of damage taken.

DARK MATTER

MAGE HAND PRESS

magehandpress.com

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.

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: UNARMED DEFENSE

1

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.

ABILITY SCORE IMPROVEMENT

4

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 +3.

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

5

Proficiency Bonus. Your proficiency bonus increases to +3.

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

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

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

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

5

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.

WIS

12

+4

SPELLCASTING ABILITY

SAVE DC

SPELL ATTACK
BONUS

SUN ABOVE DOMAIN:

CHANNEL DIVINITY: MARK OF JUDGMENT

2

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

4

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.

CANTRIPS

0

Eye of Ra

Light

Spare the Dying

1

SPELL SLOTS

Bless

Cure Wounds

Guiding Bolt

CONC.

✓

○

○

○

2

SPELL SLOTS

Hold Person

Lesser Restoration

CONC.

✓

○

○

3

CONC.

○