

POSSESSION ON PERSON

Table with columns: ITEM, QTY, LOCATION, WEIGHT. Lists items like Chain shirt, Quarterstaff, Dagger, etc.

ATTUNED MAGICAL ITEMS table with columns: QTY, LOCATION, WEIGHT.

POSSESSION NOT ON PERSON

Table with columns: ITEM, QTY, LOCATION, WEIGHT. Includes a TOTAL WEIGHT CARRIED row.

CHARACTER NOTES section with fields for HONOR, SANITY, GEMSTONES, ART OBJECTS.

PERSONALITY TRAITS

Form for PERSONALITY TRAITS including IDEAL, BOND, and FLAW sections.

RACE: Human
• +1 to all ability scores
• Size: Medium
• Speed: 30ft
• Languages: Common, one additional language
BACKGROUND: Urchin
• Feature: City Secrets
You know the secret patterns and flow to cities and can find passages through the urban sprawl that others would miss.
CLASS 1: Rogue
• Armor: Light armor
• Weapons: Simple weapons, hand crossbows, long swords, rapiers, short swords
CLASS 2: Cleric
• Armor: Light & medium armor, shields
• Weapons: none
• Tools: none
• Saves: Wisdom, Charisma
• Skills: none
• Spellcasting
Spell slots: finishing a long rest restores any expended spell slots.
Cast a cleric spell as a ritual if that spell has the ritual tag and the spell is prepared
Spellcasting focus: holy symbol
• Divine Domain (Trickery)
• Divine Domain Feature (Blessing of the Trickster)
Use your action to touch a willing creature to give it advantage on Dexterity (Stealth) checks for 1 hour or until you use this feature again
• Domain Spells
1st (charm person, disguise self)
• Channel Divinity: 1 use between a short or long rest
- Turn Undead
As an action, you present your holy symbol and speak a prayer censuring the undead. Each undead that can see or hear you within 30ft 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.
- Invoke Duplicity (Divine Domain Feature)
As an action, create a perfect illusion of yourself that lasts for 1 minute, or until you lose concentration. The illusion appears in an unoccupied space that you can see within 30ft. As a bonus action, you can move the illusion up to 30ft to a space you can see, but must remain within 120ft. For the duration, you can cast spells as though you were in the illusion's space, but you must use your own senses. When both you and your illusion are within 5ft of a creature that can see the illusion, you have advantage on attack rolls against that creature
ADDITIONAL DETAILS
WORK IN PROCESS - Hughe Lane is named for the street that he was found in as a baby. After a time at an orphanage, he grew up on the streets of Braddock as an urchin.
One day he was running through the steets with some young Hobnails and got into a brawl with a press gang. At the end of the fight, Hughe was left for dead in an alley.
When he woke and crawled out of the alley, concussed with broken bones and shivering with cold (most of his clothes and his shoes were stolen while he was unconscious), nobody would help him as he passed in and out of consciousness in the street.
Eventually he was found by a Monument Keeper Martin who somehow brought him to his small Monument to Ajana. There he nursed Hughe back to health. During his recovery Hughe became very loyal to the Keeper and spent years assisting him in maintaining the monument (this gave him skill ini carpentry), learning to become a cleric and helping the folks of the Monument neighborhood.
Martin had some unusual ideas about the nature of Ajana and Hughe came to understand that Martin had once been some type of gangster or thieves guild master who had also had a change of heart, gotten out of the life and started serving the community around this Monument, but Marin would never speak of his past life. Over the years with Martin's teaching, Hughe became a cleric. After a few more years, Martin passed away and Hughe took over his role as Monument keeper, helping the neighborhood around the Monument as Martin had.
Since then, Hughe spends a few days a week maintaining the monument and the rest of the time either seeking pleasure at the Black Cabaret, carousing with other shady characters and finding ways to pick up extra coins for himself and to support the Monument. Those coins typically come from more upper middle class (folks who wont starve if they lose some gold and not so rich as to have protection or clout in other areas that could make life difficult).



SPELLCASTING

Rogue 1 / Cleric 2
CLASS

2
LEVEL

WIS
ABILITY

+3
ABILITY MODIFIER

SPELL SLOTS

1st	2nd	3rd	4th	5th	6th	7th	8th	9th
3	-	-	-	-	-	-	-	-
3								

Trickery
SUBCLASS

7
PREPARED/KNOWN

13
SPELL SAVE DC

SPELLS USED

SPELL LIST

■ PREPARED □ NOT PREPARED R RITUAL CON CONCENTRATION H HIGHER LEVEL d DOMAIN o OATH c CIRCLE m MASTERY s SIGNATURE

CANTRIPS	CAST	RANGE	DURATION	COMPONENT	TYPE	DETAILS	REF
Guidance	1 act	touch	1 min	VS	divin	1 willing creature, once +1d4 to 1 ability check of its choice (roll d4 before or after check)	PH 248
Thaumaturgy	1 act	30 ft	up to 1 min	V	trans	minor wonder, voice booms, flames flicker, ground tremors, ominous sounds etc. (see spell)	PH 282
Mending	1 min	touch	instant	VSM	trans	repair single break/tear in 1 object (5ft cube), repairs magical item/construct but can't restore magic	PH 259

LEVEL 1	CAST	RANGE	DURATION	COMPONENT	TYPE	DETAILS	REF
■ Charm Person H d	1 act	30 ft	1 hr	VS	ench	charm a humanoid, wis save (adv if you or companions are attacking it) H +1 humanoid	PH 221
■ Disguise Self d	1 act	self	1 hr	VS	illus	alter appearance (1ft short/tall, thin/fat), Investigation check vs spell DC to discern	PH 233
□ Bane H	1 act	30 ft	1 min CON	VSM	ench	3 creatures, cha save, -1d4 attack and saves H +1 creature	PH 216
□ Bless H	1 act	30 ft	1 min CON	VSM	ench	bless up to 3 creatures, +1d4 attack rolls and saving throws H +1 creature	PH 219
■ Command H	1 act	60 ft	1 rnd	V	ench	1 creature (not undead), wis save or follow one-word command (drop, flee etc.) H +1 creature	PH 223
□ Create or Destroy Water H	1 act	30 ft	instant	VSM	trans	create / destroy 10 gallons of water or create rain / destroy fog in 30ft cube H +10 gallons or +5ft	PH 229
■ Cure Wounds H	1 act	touch	instant	VS	evoc	1 creature is healed 1d8+spell ability modifier H +1d8	PH 230
□ Detect Evil and Good	1 act	self	10 min CON	VS	divin	30ft rad, aberration, celestial, elemental, fey, fiend, undead, magically desecrated or consecrated	PH 231
□ Detect Magic	1 act R	self	10 min CON	VS	divin	30ft rad, sense presence of magic, action to see aura of object or creature and learn school of magic	PH 231
□ Detect Poison and Disease	1 act R	self	10 min CON	VSM	divin	30ft rad, sense presence and location of poisons, poisonous creatures and diseases	PH 231
■ Guiding Bolt H	1 act	120 ft	1 rnd	VS	evoc	ranged, 4d6 radiant, next attack against target has adv H +1d6	PH 248
□ Healing Word H	1 bon	60 ft	instant	V	evoc	1 creature (not undead/construct), heals 1d4+spell ability modifier HP H +1d4 HP	PH 250
□ Inflict Wounds H	1 act	touch	instant	VS	necro	melee, 3d10 necrotic H +1d10	PH 253
■ Protection from Evil and Good	1 act	touch	10 min CON	VSM	abjur	1 willing creature, immune charm/fear/possession and (cel,fey,und,ele,und) disadv to attack you	PH 270
■ Purify Food and Drink	1 act R	10 ft	instant	VS	trans	5ft rad of food and drink purified and rendered free of poison and disease	PH 270
□ Sanctuary	1 bon	30 ft	1 min	VSM	abjur	1 creature warded, wis save to attack it (not area effect), on fail choose new target or lose attack	PH 272
□ Shield of Faith	1 bon	60 ft	10 min CON	VSM	abjur	1 creature, gains +2 AC for spells duration	PH 275

LEVEL 2	CAST	RANGE	DURATION	COMPONENT	TYPE	DETAILS	REF
□ Mirror Image	1 act	self	1 min	VS	illus	3 illusory duplicates, AC 11, if hit roll d20 to hit duplicate instead (destroyed) on 6+ (3), 8+ (2), 11+ (1)	PH 260
□ Pass without Trace	1 act	self	1 hr CON	VSM	abjur	anyone within 30ft, +10 Stealth checks, leaves no traces, can't be tracked except by magical means	PH 264
□ Aid H	1 act	30 ft	8 hr	VSM	abjur	3 creatures, current HP and HP max increased by 5 for duration H +5 HP	PH 211
□ Augury	1 min R	self	instant	VSM GP 25	divin	results of course of action planned within next 30min, result is woe, weal, woe and weal or nothing	PH 215
□ Blindness/Deafness H	1 act	30 ft	1 min	V	necro	1 creature, con save or blinded or deafened, save end of every turn H +1 creature	PH 219
□ Calm Emotions	1 act	60 ft	1 min CON	VS	ench	20ft rad sphere, all humanoids cha save, choose suppress charm/fear effect or change hostility	PH 221
□ Continual Flame	1 act	touch	dispelled	VSM GPC 50	evoc	create a flame with the brightness of a torch, creates no heat and requires no oxygen	PH 227
□ Enhance Ability H	1 act	touch	1 hr CON	VSM	trans	1 creature, 1 ability: adv on ability checks (str, con, dex additional benefits, see spell) H +1 creature	PH 237
□ Find Traps	1 act	120 ft	instant	VS	divin	sense presence (not location) of any trap within range and line of sight, know general nature of trap	PH 241
□ Gentle Repose	1 act R	touch	10 days	VSM	necro	1 corpse protected from decay and becoming undead, extends time (days under spell) to raise dead	PH 245
□ Hold Person H	1 act	60 ft	1 min CON	VSM	ench	1 humanoid, wis save or paralyzed, save end of every turn H +1 humanoid within 30ft of target	PH 251
□ Lesser Restoration	1 act	touch	instant	VS	abjur	1 creature, remove 1 disease or end 1 condition (blinded, deafened, paralyzed, poisoned)	PH 255
□ Locate Object	1 act	self	10 min CON	VSM	divin	sense direction to location and movement of familiar object (describe or name) within 1000ft	PH 256
□ Prayer of Healing H	10 min	30 ft	instant	V	evoc	6 creatures (not undead/constructs), regain 2d8+spell ability modifier HP H +1d8	PH 267
□ Protection from Poison	1 act	touch	1 hr	VS	abjur	1 creature, neutralize 1 poison, gains poison resist and adv to save against poison for duration	PH 270
□ Silence	1 act R	120 ft	10 min CON	VS	illus	20ft rad sphere no sound, while in area deafened, immune to thunder dmg, spells no V component	PH 275
□ Spiritual Weapon H	1 bon	60 ft	1 min	VS	evoc	melee, 1d8+spell ability modifier force, bon to move 20ft and/or attack H +1d8, 6th +2d8, 8th +3d8	PH 278
□ Warding Bond	1 act	touch	1 hr	VSM GP 100	abjur	1 willing creature, +1 AC, +1 saves, resist all dmg, when it takes dmg you do as well, ends if >60ft away	PH 287
□ Zone of Truth	1 act	60 ft	10 min	VS	ench	15ft rad sphere, on cast/enter/start turn cha save or unable to speak a deliberate lie (see spell)	PH 289

LEVEL 3	CAST	RANGE	DURATION	COMPONENT	TYPE	DETAILS	REF
□ Blink	1 act	self	1 min	VS	trans	end of turn 50% chance to vanish to Ethereal Plane, start of next turn return to empty space within 10ft	PH 219
□ Dispel Magic H	1 act	120 ft	instant	VS	abjur	3rd lvl or lower spell on 1 creature or object, 4th lvl or higher spell ability check DC10+spell lvl H +1 lvl	PH 234
□ Animate Dead H	1 min	10 ft	instant	VSM	necro	animate & control 24hr, 1 zombie (corpse) or skeleton (bones), bon to command within 60ft H +2 dead	PH 212
□ Beacon of Hope	1 act	30 ft	1 min CON	VS	abjur	any number of creatures within range, adv wis and death saves, gains maximum HP from healing	PH 217
□ Bestow Curse H	1 act	touch	1 min CON	VS	necro	1 creature, choose curse (see spell), wis save H 4th 10min CON, 5th 8hr, 7th 24hr, 9th dispelled	PH 218
□ Clairvoyance	10 min	1 mile	10 min CON	VSM GP 100	divin	create an invisible sensor in a location that is familiar, action to switch between seeing or hearing	PH 222
□ Create Food and Water	1 act	30 ft	instant	VS	conjur	create 45lb of food and 30 gallons of water, sustains 15 humanoids and 5 steeds for 24hr	PH 229
□ Daylight	1 act	60 ft	1 hr	VS	evoc	60ft rad sphere bright light +60ft dim light, darkness created by a 3rd level spell or lower is dispelled	PH 230
□ Feign Death	1 act R	touch	1 hr	VSM	necro	appear dead, blind, incapacitated and resist all dmg except psychic	PH 240
□ Glyph of Warding H	1 hr	touch	triggered	VSM GPC 200	abjur	Runes: 20ft rad, 5d8 (acd, cld, fir, lgt or thd), dex save ½ or Glyph: 3rd lvl spell or lower H +1d8 or +1 lvl	PH 245
□ Magic Circle H	1 min	10 ft	1 hr	VSM GPC 100	abjur	20x10ft rad cylinder, chosen (cel,fey,und,ele,und) disadv attacks, magic (cha save) enter/leave H +1hr	PH 256
□ Mass Healing Word H	1 bon	60 ft	instant	V	evoc	6 creatures (not undead/construct), heal 1d4+spell ability modifier H +1d4	PH 258
□ Meld into Stone	1 act R	touch	8 hr	VS	trans	step into stone object/surface that can contain you, can't see but aware, use move to exit (ends spell)	PH 259
□ Protection from Energy	1 act	touch	1 hr CON	VS	abjur	1 willing creature, resist 1 dmg type (acd, cld, fir, lgt, thd) of your choice for the duration	PH 270
□ Remove Curse	1 act	touch	instant	VS	abjur	1 creature or object, removes all curses; breaks attunement on cursed magic items (remains cursed)	PH 271
□ Revivify	1 act	touch	instant	VSM GPC 300	necro	1 creature, dead (not old age) no longer than 1 minute, restored to life with 1 HP	PH 272
□ Sending	1 act	unlimited	1 rnd	VSM	evoc	mentally send 25 words (any distance) to familiar creature, it recognizes you and can reply (25 words)	PH 274
□ Speak with Dead	1 act	10 ft	10 min	VSM	necro	1 corpse (not undead) with a mouth answers 5 questions, knows only what it knew in life (see spell)	PH 277
□ Spirit Guardians H	1 act	self	10 min CON	VSM	conjur	15ft rad, undesignated creature enter/start turn ½ speed, 3d8 radiant/necrotic, wis save ½ H +1d8	PH 278
□ Tongues	1 act	touch	1 hr	VM	divin	1 creature, gains ability to understand any spoken language, when it speaks others can understand	PH 283
□ Water Walk	1 act R	30 ft	1 hr	VSM	trans	10 willing creatures, move over any liquid surface for duration, rise to surface if submerged (60ft/rnd)	PH 287

