

CHARACTER NAME

RACE BACKGROUND

ALIGNMENT EXPERIENCE POINTS

**ODIC**

HEART RUNE

PROFICIENCY

PASSIVE PERCEPTION

INSPIRATION

PASSIVE INSIGHT

**STRENGTH**

◆ — SAVING THROWS

○ — ATHLETICS

**DEXTERITY**

◆ — SAVING THROWS

○ — ACROBATICS

○ — SLEIGHT OF HAND

○ — STEALTH

**CONSTITUTION**

◆ — SAVING THROWS

**INTELLIGENCE**

◆ — SAVING THROWS

○ — ARCANA

○ — HISTORY

○ — INVESTIGATION

○ — NATURE

○ — RELIGION

**WISDOM**

◆ — SAVING THROWS

○ — ANIMAL HANDLING

○ — INSIGHT

○ — MEDICINE

○ — PERCEPTION

○ — SURVIVAL

**CHARISMA**

◆ — SAVING THROWS

○ — DECEPTION

○ — INTIMIDATION

○ — PERFORMANCE

○ — PERSUASION

RACIAL TRAITS

PROFICIENCIES

LIGHT ARMOR ○

MEDIUM ARMOR □

HEAVY ARMOR ☆

SIMPLE WEAPONS ○

MARTIAL WEAPONS ☆

SHIELDS ○

LANGUAGES

TOOLS & OTHER PROFICIENCIES

AC INITIATIVE SPEED

Hit Point Maximum

Temporary Hit Points

HIT DICE

Used Total

d12

DEATH SAVES

SUCCESES ○○○○

FAILURES ○○○○

NAME	ATK BONUS	DAMAGE/TYPE

SPELL ATTACK BONUS

SPELL SAVE DC

MAXIMUM SPELL LEVEL

Level 1st-2nd 1st

Level 3rd-4th 2nd

Level 5th-6th 3rd

Level 7th-8th 4th

Level 9th-20th 5th

FAVOURITE SPELLS

NAME	RANGE	CASTING TIME	SAVE

CANTRIPS & SPELLS KNOWN

Level	Cantrip	Spell
1	○	○
2	○	○
3	○	○
4	○	○
5	○	○
6	○	○
7	○	○
8	○	○
9	○	○
10	○	○
11	○	○
12	○	○
13	○	○
14	○	○
15	○	○
16	○	○
17	○	○
18	○	○
19	○	○
20	○	○

HEART RUNE FEATURE

LEVEL 1

ODYLLIC VIGOR

LEVEL 2

When your current hit points are decreased as a result of casting an odic spell of 1st-level or higher, you can choose to gain temporary hit points equal to half the amount your current hit points were decreased.

Additionally, you gain proficiency in death saving throws.

OND GUIDANCE

LEVEL 2

When you finish a short rest, you can aid yourself or a willing ally in its attempts to heal itself by concentrating life force on the damaged areas. When you do, that creature rolls each of its expended hit dice twice and can use either total.

Once you use this feature on a creature, including yourself, that creature must finish a long rest before it can benefit from this feature again.

VITAL RECOVERY

LEVEL 3

Once per day when you finish a short rest, you can restore your hit point maximum by an amount equal to half your normal hit point maximum, but not to an amount greater than your normal hit point maximum. When you do, you don't regain hit points unless you expend hit dice, as normal.

Beginning when you reach 5th level in this class, you restore your hit point maximum to its normal value when you use this feature.

HEART RUNE FEATURE

LEVEL 6

IMPROVED OND GUIDANCE

LEVEL 10

When you use your Ond Guidance on a creature who has lost a digit, limb, or other body part (such as an ear) within the last 24 hours, that creature regrows one such missing body part of your choice. Additionally, you regain all of your expended hit dice when you finish a long rest.

VIGOR SURGE

LEVEL 11

Gained	Level	Used	Spell
11th	6th	○	
13th	7th	○	
15th	8th	○	
17th	9th	○	

d20 Effect

1 You gain two levels of exhaustion. Your hit point maximum is then reduced by an amount equal to your character level. Your current hit points remain the same, unless they must decrease to abide by your hit point maximum.

2 You gain one level of exhaustion. Your hit point maximum is then reduced by an amount equal to your character level. Your current hit points remain the same, unless they must decrease to abide by your hit point maximum.

3-4 Your hit point maximum is reduced by an amount equal to your character level. Your current hit points remain the same, unless they must decrease to abide by your hit point maximum.

5-16 —

17-18 You can choose to gain temporary hit points equal to your odic level.

19 You gain temporary hit points equal to the level of your surge spell times half your odic level.

20 If the surge spell is of 6th- or 7th-level, you regain the ability to cast this surge spell when you finish your next short rest. Otherwise, you gain temporary hit points equal to the level of your surge spell times half your odic level.

HEART RUNE FEATURE

LEVEL 14

HEART RUNE FEATURE

LEVEL 18

UNDYING SPARK

LEVEL 20

If you die of a cause other than old age, you return to life in 1d4 days as though you had taken a long rest. During those days, your heart rune gathers ambient life energy from its surroundings to restore you. When you return to life this way, you regrow any lost limbs or other body parts. To return to life this way, your heart rune tattoo must remain intact for the duration.

Additionally, you no longer suffer the frailty of old age, and you can't be aged magically, though you can still die of old age.



CHARACTER NAME

AGE	HEIGHT	WEIGHT	DISTINGUISHING MARKS
EYES	SKIN	HAIR	SCARS

CHARACTER APPEARANCE

PERSONALITY TRAITS

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IDEALS

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BONDS

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FLAWS

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BACKGROUND

ALLIES

ENEMIES

ADDITIONAL FEATURES & TRAITS

EQUIPMENT

HEAD	_____	Attuned	<input type="radio"/>
AMULET	_____		<input type="radio"/>
CLOAK	_____		<input type="radio"/>
ARMOR	_____		<input type="radio"/>
HANDS/ARMS	_____		<input type="radio"/>
RING	_____		<input type="radio"/>
RING	_____		<input type="radio"/>
BELT	_____		<input type="radio"/>
BOOTS	_____		<input type="radio"/>

CP    SP    EP    GP    PP

BACKPACK/STORAGE

MAGIC ITEMS

Name	_____	Attuned	<input type="radio"/>
Name	_____	Attuned	<input type="radio"/>
Name	_____	Attuned	<input type="radio"/>
Name	_____	Attuned	<input type="radio"/>
Name	_____	Attuned	<input type="radio"/>