

CHARACTER NAME

RACE BACKGROUND  
ALIGNMENT EXPERIENCE POINTS

# JUSTICIAR

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 DEATH SAVES  
 Used Total SUCCESSES FAILURES  
 d10

NAME	ATK BONUS	DAMAGE/TYPE

SPELL ATTACK BONUS SPELL SAVE DC SPELL SLOTS  
 Used Total  
 Level

FAVORITE SPELLS

NAME	RANGE	CASTING TIME	SAVE

LEVEL SPELLS KNOWN


**BINDING CELL** LEVEL 1  
 As an action, choose a point within 30 feet that you can see, creating a 5-foot-radius, 10-foot-high cylinder centered at that point. An enemy can't pass through the cell's barrier without first succeeding on a Charisma saving throw (DC = 8 + your proficiency bonus + your Intelligence modifier). Its speed drops to 0 until end of turn on a failure, and it makes the saving throw with disadvantage if it can cast at least one spell.  
 The cell lasts 1 minute, but ends early if you create a new cell, use a bonus action to dismiss it, or become unconscious or die.  
 You can create a number of cells based on your justiciar level, shown in the Justiciar table, and you regain all expended cells when you finish a long rest.  
 At level 11th, your cell becomes a 10-foot-radius, 20-foot-high cylinder.

JUDICIARY DIVISIONS

**JUDICIAL EDUCATION** LEVEL 1  
 During a short rest, you can attune to a settlement you're in like a magic item. While attuned to a settlement, you know the laws of the society without making an ability check.  
 At 17th level, you can attune to one settlement without counting it toward your limit of attuned magic items.

**FIGHTING STYLE** LEVEL 2

**JUDICIARY DIVISION FEATURE** LEVEL 3

**JUDICIARY DIVISION FEATURE** LEVEL 5

**APPLIED STUDY** LEVEL 6  
 As a bonus action, you can further study a creature within 60 feet of you that you can see, learning your choice of the following without making an ability check:

- One type of damage the creature is vulnerable to, if any.
- One type of damage the creature is resistant or immune to, if any.
- One condition the creature is immune to, if any.
- If the creature is resistant or immune to bludgeoning, piercing, and/or slashing damage from nonmagical weapons.
- If the creature is in its true form.
- The creature's Challenge Rating.

**JUDICIARY DIVISION FEATURE** LEVEL 7

**PROHIBITIVE CELL** LEVEL 10  
 When a creature hostile to you attempts to teleport out of your cell, attempts to open a portal to a location or plane outside your cell, or otherwise attempts to escape the cell by magical means, the creature must make a Charisma saving throw as though it's attempting to pass through the cell's barrier. On a failed save, its attempt fails and has no effect.

**PUNITIVE CELL** LEVEL 11  
 Whenever a hostile creature begins its turn inside your cell, it takes 1d10 force damage.

**JUDICIAL ARCANUM** LEVEL 13  
 Gained Level Used Spell  
 13th 4th ○  
 17th 5th ○

**JUDICIARY DIVISION FEATURE** LEVEL 14

**ARCANE SAFEGUARD** LEVEL 15  
 You have resistance to damage from spells, and advantage on saving throws against spells.

**JUDICIARY DIVISION FEATURE** LEVEL 18

**JUDGE'S CELL** LEVEL 20  
 When you create a cell, choose one creature you can see. Until you create a new cell, that creature automatically fails all Charisma saving throws it makes to attempt to pass through your cell's barrier.



AGE	HEIGHT	WEIGHT	DISTINGUISHING MARKS
EYES	SKIN	HAIR	SCARS

CHARACTER NAME

CHARACTER APPEARANCE

PERSONALITY TRAITS

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IDEALS

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BONDS

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FLAWS

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"/>