

# Children of the Mighty

Unique Races of Ghelspad

by Bill Bodden



Bonus  
Character  
Included!



SLARECIAN  
-VAULT-



# CHILDREN OF THE MIGHTY: UNIQUE RACES OF GHELSPAD

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This selection of pre-generated characters represents some of the most interesting and unique character races from the Scarred Lands. Some of these characters are titan-spawn: in former times they were cannon fodder for the titans' armies. Nowadays, most of these seek to fit in with the other inhabitants of Ghelspad. The Manticora served in the armies of the gods, and the rest have backgrounds more mysterious. Further details on most of these characters' races can be found in the Scarred Lands Player's Guide; information on the Piterin can only be found (so far) in *The Wise & the Wicked: A Gallery of Ghelspad's Most (In)famous NPCs*.

These characters from the Scarred Lands are meant as a sampler, a taste of just some of the unique elements in the Scarred Lands setting. The name and gender of the characters is purposely left up to the player; customizing a character is one of the joys of role-playing games, after all! With each description but one I've offered a selection of female and male names to choose from, plus a few details about the race to give players a decent feel for the race's more general goals and motivations.

I intentionally did not include any feats for these characters. Some campaigns don't use feats, and my reasoning was that it's easier to add than to take away. Feats are also so many and so varied—not to mention the tons of feats from the D&D DM's Guild Community Content site that I'm not fully aware of—that choosing feats should be left up to the player as further customization.

Speaking of customization, please feel free to make any changes you see fit to these characters. The idea was to present the unique races of the continent of Ghelspad from the Scarred Lands setting; players should not feel bound to keep them exactly as I've presented them. As you look over the characters, ideas may come to mind about what you'd prefer to do with the character's spells, equipment, and even attributes; I encourage you to make any such changes to make the character fit your concept.

I hope you enjoy using these characters in your campaign, and if you do, please check out my other offerings — and tons of other quality material from other writers — in the Scarred Lands Community Content site, the Slarecian Vault: [https://www.drivethrurpg.com/browse/pub/4261/Onyx-Path-Publishing/subcategory/8329\\_29809/Slarecian-Vault](https://www.drivethrurpg.com/browse/pub/4261/Onyx-Path-Publishing/subcategory/8329_29809/Slarecian-Vault) If you enjoy any of my books, I hope you'll take a moment to leave a brief review there as well.

It's also worth noting that the Scarred Lands-specific character sheets I used in this character pack were designed by Travis Legge; if you like using them you can purchase them, in all their editable, form-fillable glory, at this link: [https://www.drivethrurpg.com/product/258844/Slarecian-Vault-Character-Sheet?cPath=8329\\_29809](https://www.drivethrurpg.com/product/258844/Slarecian-Vault-Character-Sheet?cPath=8329_29809) While you're at it, take a look through all the other material Travis has in the Vault; lots of good stuff there.

A few notes of thanks are also in order. First, thanks to Matt McElroy for getting me involved in community content in the first place. Second, thanks to Travis Legge for his layout and design help, and his support and encouragement. Third, thanks to Mike Chaney for making the Piterin illustration available for my use on short notice. And lastly, thanks to Onyx Path for opening the Scarred Lands setting to Community Content contributions.

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## ASAATTHI

This Asaatthi has trained since birth to wield the powerful magics of his or her forbears. Created by the titan Mormo the Hag Queen in her own image, Asaatthi were bred to be excellent warriors AND spell casters, so choosing to have this character be a wizard was obvious. With Mormo gone, many Asaatthi are attempting to co-exist peacefully with the other races, though some still view the gods and their minions with hatred and contempt, and particularly despise those Asaatthi who have made peace with the children of the treacherous gods.

Asaatthi are primarily meat-eaters, and prefer fresh over preserved meat, and they will not eat carrion unless desperate. They are perfectly capable of hunting their own

food each night, surviving comfortably on a diet of small creatures: mammals, reptiles, amphibians, birds, and even large insects and arachnids will all find a place on an Asaatthi's plate. An adventuring Asaatthi prefers a small meal each day, as a large one will make them sleepy and sluggish for several days - not something an adventurer can typically afford. Asaatthi who are seasoned veterans will likely gorge on a huge meal several days before setting out on their adventure or quest, removing the need to eat at all for up to a week into their adventure. This helps extend their traveling food rations significantly.

Snakes and cats traditionally don't get along; if both this Asaatthi and the Manticora characters are in your party, friction - or at least tension - is sure to result. However, this can provide the characters an excellent chance to do some real role-playing, and also provide the DM with some interesting possibilities. The Asaatthi will be intrigued by the Ironbred, however, and will make efforts to be friendly and welcoming to that character above all others, seeking to earn the Ironbred's trust and companionship.

Asaatthi name suggestions

Male: Chissen, Ishaan, Jimaalo, Luotthu, Niviindo, Ssuvo, Ssyulin, Torutaa, Vanashuuk

Female: Banaso, Fassath, Hosaan, Kiirtenta, Noyoam, Ssyusa, Tendaa, Yssak, Zomanja

For more information on the Asaatthi, please see pages 20-21 of the Scarred Lands Player's Guide.



Class/Level Wizard / Level 1

Background Sage (Researcher)

Character Name

Alignment LG Race Asaatthi xp

Inspiration

+2

Proficiency Bonus

Armor Class

12

Initiative

+2

Speed

30 ft.

Saving Throws

- +1 Strength
- +2 Dexterity
- +2 Constitution
- +5 Intelligence
- +3 Wisdom
- +0 Charisma

Hit Dice

1d6

Hit Points

8

Temp hp

hp Max

8

Skills

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

Death Saves

Failure

Success

Name	Atk Bonus	Damage/Type
Quarterstaff	+3	1d6 bludgeon, versatile (1d8)
Bite	+4	1d4 piercing (finesse)

Combat

Personality Traits

I'm used to helping out those who aren't as smart as I am, and patiently explain anything and everything to others.

Bond

I work to preserve a library, university, scriptorium, or monastery.

Ideal

The path to power and self-improvement is through knowledge.

Flaws

I speak without really thinking through my words, invariably insulting others.

Strength  
+1  
13

Dexterity  
+2  
15

Constitution  
+2  
14

Intelligence  
+3  
17

Wisdom  
+1  
12

Charisma  
+0  
11

11 Passive Perception (Wisdom)

Proficiencies: Daggers, dart, slings, quarterstaves, light x-bows, scimitar, falchion, war fan,

Darkvision - 30 ft., swim as fast as walk (no penalties)

Advantage vs. poison, charmed saves, resistance vs. poison dam.,

Arcane recovery (PHB pp.115),

Languages: Asaatth, Ledean, Titan Speech, 1 more

Features, Traits and Other Proficiencies

cp Quarterstaff, spell book,

sp arcane focus, explorer's pack, common clothes,

ep ink, quill, parchment (10), small knife x2,

gp 10

pp

Gear and Coins







Class/Level Wizard / Level 5

Background Sage (Researcher)

Character Name

Alignment LG Race Asaatthi xp

Inspiration

+3

Proficiency Bonus

Armor Class  
12

Initiative  
+2

Speed  
30 ft.

Hit Dice  
5d6

Hit Points  
35  
HP Max 35 Temp hp

- Saving Throws
- +1 Strength
  - +2 Dexterity
  - +3 Constitution
  - +5 Intelligence
  - +3 Wisdom
  - +0 Charisma

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

Death Saves

Failure	Success
Name	Atk Bonus / Damage/Type
Quarterstaff	+3 / 1d6bludgeon (versatile, 1d8)
bite	+4 / 1d4 piercing, finesse

Combat

Personality

Traits

I'm used to helping out those who aren't as smart as I am, and patiently explain anything and everything to others.

Bond

I work to preserve a library, university, scriptorium, or monastery.

Ideal

The path to power and self-improvement is through knowledge.

Flaws

I speak without really thinking through my words, invariably insulting others.

Strength  
+1  
13

Dexterity  
+2  
15

Constitution  
+3  
16

Intelligence  
+3  
17

Wisdom  
+1  
12

Charisma  
+0  
11

11 Passive Perception (Wisdom)

Proficiencies: Daggers, dart, slings, quarterstaves, light x-bows, scimitar, falchion, war fan,

Darkvision - 30 ft., swim as fast as walk (no penalties)

Advantage vs. poison, charmed saves, resistance vs. poison dam.,

Arcane recovery (PHB pp.115),

Arcane Tradition: School of Evocation

Languages: Asaatth, Ledean, Titan Speech, Elvish

Features, Traits and Other Proficiencies

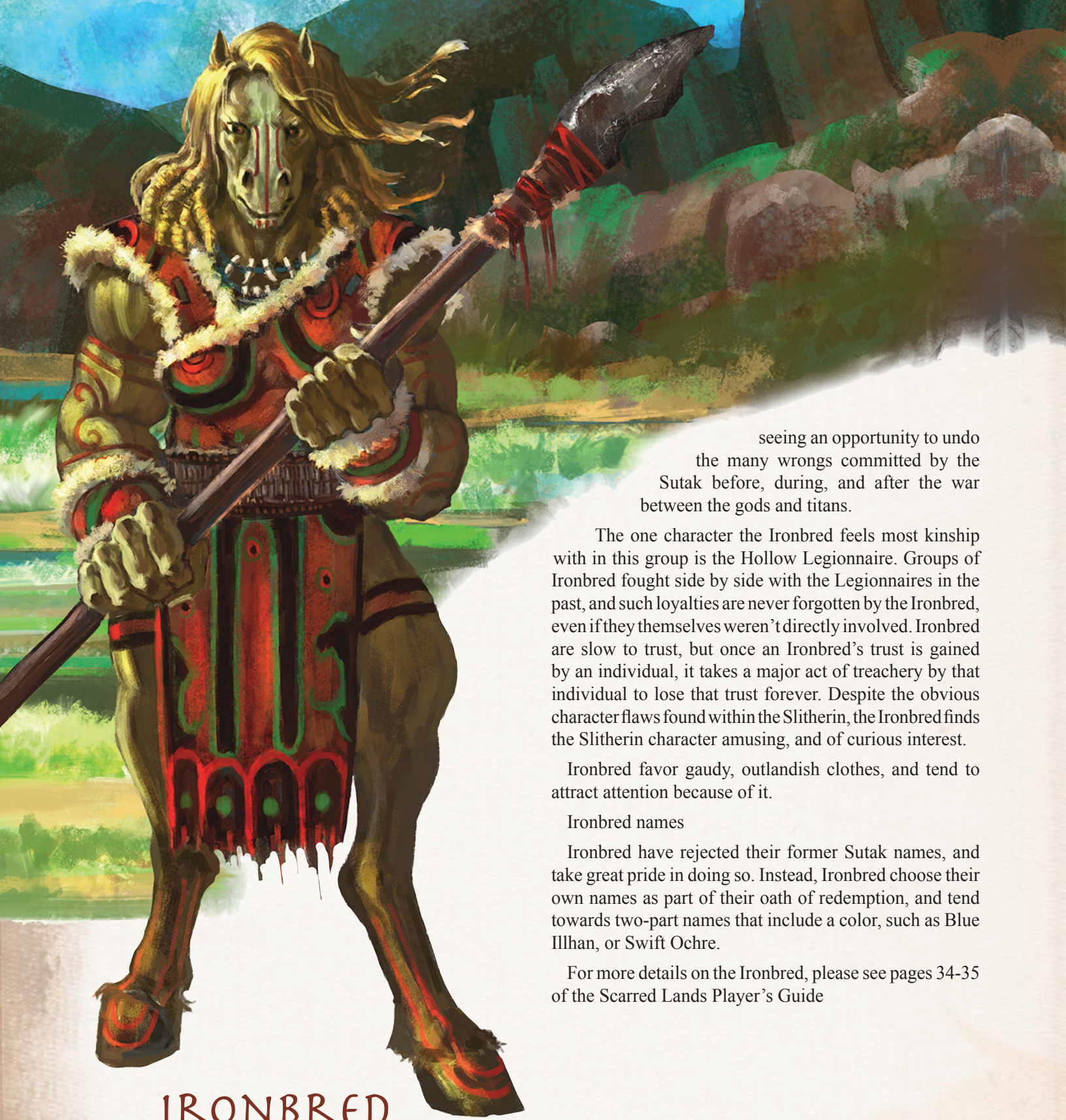
- cp Quarterstaff, spell book,
- sp arcane focus, explorer's pack, common clothes,
- ep ink, quill, parchment (10), small knife x2,
- cp
- pp

Gear and Coins









## IRONBRED

A paladin seemed like a solid choice for the Ironbred character. Having rejected titan-worship whole heartedly and sworn to purge the land of their brethren still under the sway of the titans, it would be only natural for some paladins to appear among them. This character became a paladin shortly after converting to the worship of Corean,

seeing an opportunity to undo the many wrongs committed by the Sutak before, during, and after the war between the gods and titans.

The one character the Ironbred feels most kinship with in this group is the Hollow Legionnaire. Groups of Ironbred fought side by side with the Legionnaires in the past, and such loyalties are never forgotten by the Ironbred, even if they themselves weren't directly involved. Ironbred are slow to trust, but once an Ironbred's trust is gained by an individual, it takes a major act of treachery by that individual to lose that trust forever. Despite the obvious character flaws found within the Slitherin, the Ironbred finds the Slitherin character amusing, and of curious interest.

Ironbred favor gaudy, outlandish clothes, and tend to attract attention because of it.

### Ironbred names

Ironbred have rejected their former Sutak names, and take great pride in doing so. Instead, Ironbred choose their own names as part of their oath of redemption, and tend towards two-part names that include a color, such as Blue Illhan, or Swift Ochre.

For more details on the Ironbred, please see pages 34-35 of the Scarred Lands Player's Guide



Class/Level Paladin / Level 1

Background Folk Hero - I stood alone against a terrible monster.

Character Name \_\_\_\_\_

Alignment LG Race Ironbred xp \_\_\_\_\_

**Strength**  
+2  
15

**Dexterity**  
+1  
12

**Constitution**  
+2  
14

**Intelligence**  
-1  
9

**Wisdom**  
+1  
13

**Charisma**  
+1  
13

**Inspiration**  
+2  
Proficiency Bonus

**Saving Throws**  
+2 Strength  
+1 Dexterity  
+2 Constitution  
-1 Intelligence  
+3 Wisdom  
+3 Charisma

**Skills**

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

**Armor Class**  
18(s)/16

**Initiative**  
+1

**Speed**  
30 ft.

**Hit Dice**  
1d10

**Hit Points**  
12  
hp Max 13  
Temp hp

**Personality Traits**  
Thinking is for other people. I prefer action.

**Bond**  
My tools are symbols of my past life. I carry them so that I will never forget my roots.

**Ideal**  
Nothing and no one can steer me away from my higher calling.

**Flaws**  
I have a weakness for the vices of the city, especially hard drink.

**Death Saves**

Name	Ack Bonus	Damage/Type	Failure	Success
Warhammer	+2	1d8 Bludgeoning/1d10 Versatile		
hand axe	+2	1d6 slashing (can throw)		

11 Passive Perception (Wisdom)

All armor, all martial or simple weapons, all shields, Leatherworker's tools, land vehicles,

Languages: Sutak, Ledean,

Features, Traits and Other Proficiencies

- cp Warhammer, shield, hand axe,
- sp chain mail, explorer's pack,
- ep leatherworker's tools, iron pot,
- shovel, set of common clothes,
- cp 10 holy symbol,
- pp

Gear and Coins







Class/Level Paladin/Level 5

Background Folk Hero - I stood alone against a terrible monster.

Character Name \_\_\_\_\_

Alignment LG Race Ironbred xp \_\_\_\_\_

**Strength**  
+2  
15

**Dexterity**  
+1  
12

**Constitution**  
+2  
14

**Intelligence**  
+0  
10

**Wisdom**  
+2  
14

**Charisma**  
+1  
13

Inspiration  
+2 Proficiency Bonus

**Saving Throws**  
+2 Strength  
+1 Dexterity  
+2 Constitution  
+0 Intelligence  
+4 Wisdom  
+3 Charisma

**Skills**  
— Acrobatics (Dex)  
+4 Animal Handling (Wis)  
— Arcana (Int)  
+4 Athletics (Str)  
— Deception (Cha)  
— History (Int)  
+4 Insight (Wis)  
+4 Intimidation (Cha)  
— Investigation (Int)  
— Medicine (Wis)  
— Nature (Int)  
— Perception (Wis)  
— Performance (Cha)  
— Persuasion (Cha)  
— Religion (Int)  
— Sleight of Hand (Dex)  
— Stealth (Dex)  
+4 Survival (Wis)

**Armor Class**  
18(s)/16

**Initiative**  
+1

**Speed**  
30 ft.

**Hit Dice**  
4d10

**Hit Points**  
35  
hp Max 36

**Personality Traits**  
Thinking is for other people. I prefer action.

**Bond**  
My tools are symbols of my past life. I carry them so that I will never forget my roots.

**Ideal**  
Nothing and no one can steer me away from my higher calling.

**Flaws**  
I have a weakness for the vices of the city, especially hard drink.

**Death Saves**

	Failure	Success
Name	Atk Bonus	Damage/Type
Warhammer	+2	1d8 Bludgeoning/1d10 Versatile
Hand axe	+2	1d6 slashing (can throw)

11 Passive Perception (Wisdom)

All armor, all martial or simple weapons, all shields,  
Leatherworker's tools, land vehicles,  
Follows Corean (SLPG, pp. 15, 52, 113)  
Fighting Style: Protection (PHB, pp. 84), Extra Attack (PHB, pp. 85),  
Order of Mithril (SLPG, pp. 67), Oath of Devotion (PHB, pp. 86),  
Divine Health (Immune to disease), Divine Smite (PHB, pp. 85),

Languages: Sutak, Ledean,

Features, Traits and Other Proficiencies

- cp Warhammer, shield, hand axe,
- sp chain mail, explorer's pack,
- ep leatherworker's tools, iron pot,
- shovel, set of common clothes,
- cp 10 holy symbol,
- pp

Gear and Coins









## MANTICORA

I chose bard for this character's profession because Manticora have a strong oral history tradition, and a love of storytelling, jokes, and songs. If the DM uses the optional

Renown rules (from the D&D 5E DMG, pp. 22-23) this character will automatically gain 10 points of Renown when dealing with any other Manticora by virtue of being a member of a highly respected profession within Manticora culture.

Cats and snakes traditionally don't get along well; if both this Manticora and the Asaatthi characters are in your party, friction - or at least tension - is sure to result. However, this can provide the characters an excellent chance to do some real role-playing, and also provide the DM with some interesting possibilities for character interaction/conflict/rivalry. The fact that the Asaatthi has renounced Mormo will go a long way - but not completely - toward easing the Manticora's mind over the matter.

The Manticora also finds the Piterin curious, having never encountered the race before, and will spend time carefully listening to the Piterin's stories of home and family. Because there is more to the Hollow Legionnaire than meets the eye, the Manticora will also be interested in teasing a few stories out of that character, hoping to uncover some interesting memories of the character's past life.

### Manticora name suggestions

Male: Akul, Choo, Gural, Klah, Otahk, Sifan, Tocho, Vongo, Yasi.

Female: Boona, Elu, Isi, Kashka, Maruna, Pezi, Shona, Woki, Zola.

For more details on the Manticora, please see pages 36-37 of the Scarred Lands Player's Guide



Class/Level Bard / Level 1

Background Entertainer (instrumentalist/singer/storyteller)

Character Name

Alignment CN Race Manticora XP

Inspiration

Strength  
+1  
12

+2

Proficiency Bonus

Armor Class  
16

Initiative  
+4

Speed  
30/40 ft.

Personality Traits

I know a story relevant to almost every situation.

Dexterity  
+2  
15

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

Hit Dice  
1d8

Hit Points  
9  
hp Max 9

Bond

I would do anything for the other members of my old troupe.

Constitution  
+1  
12

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

Intelligence  
-1  
9

Death Saves

Name	Atk Bonus	Damage/Type
Shortbow	+6	1d6, piercing
claw gauntlets	+6	1d6, slashing(finesse)
Bite	+6	1d4 piercing(finesse)
Claw	+6	1d4 slashing(finesse)

Ideal

The world is in need of new ideas and bold action.

Wisdom  
+1  
12

Flaws

I have trouble keeping my true feelings hidden. My sharp tongue lands me in trouble.

Charisma  
+4  
17

11 Passive Perception (Wisdom)

Proficiencies: Disguise kit, 4 musical instruments, simple weapons, hand x-bows,

longswords/shortswords/rapiers, light armor,

Drums, lute, flute, harp,

If empty-handed, can move on all fours at 40 ft.,

Darkvision (60 ft.), Bardic Inspiration: +1d6, 4x/day,

Languages: Leonid, Ledean,

Features, Traits and Other Proficiencies

cp Shortbow+20 arrows, pair of claw gauntlets,

sp studded leather armor, dagger, entertainer's pack,

Drums, lute, flute, harp,

gp 15

pp

Gear and Coins



Spellcasting Class Bard

Spellcasting Ability Charisma

Character Name \_\_\_\_\_

**+5**

Attack Bonus

**13**

Spell Save DC

### Cantrips

Message \_\_\_\_\_

Vicious Mockery \_\_\_\_\_

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### 1st Level

Comprehend Languages \_\_\_\_\_

Cure Wounds \_\_\_\_\_

Heroism \_\_\_\_\_

Thunderwave \_\_\_\_\_

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### 2nd Level

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### 3rd Level

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### 8th Level

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### 4th Level

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### 9th Level

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### 5th Level

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### True Rituals

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### 6th Level

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### Invocations

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Barbarian

Rage \_\_\_\_\_

Bard

Bardic Inspiration \_\_\_\_\_

Cleric

Channel Divinity \_\_\_\_\_

Druid

Wild Shape \_\_\_\_\_

Fighter

Action Surge \_\_\_\_\_

Indomitable \_\_\_\_\_

Superiority Dice \_\_\_\_\_

Monk

Ki Points \_\_\_\_\_

Paladin

Lay on Hands \_\_\_\_\_

Channel Divinity \_\_\_\_\_

Sorcerer

Sorcery Points \_\_\_\_\_

Limited Use

\_\_\_\_\_

\_\_\_\_\_

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### Misc. Notes

Spell Slots: 2-1st \_\_\_\_\_

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Class/Level Bard / Level 5

Character Name \_\_\_\_\_

Background \_\_\_\_\_

Alignment CN Race Manticora xp \_\_\_\_\_

**Strength**  
+1  
12

**Dexterity**  
+3  
16

**Constitution**  
+1  
12

**Intelligence**  
+0  
10

**Wisdom**  
+1  
12

**Charisma**  
+3  
17

Inspiration  
+3 Proficiency Bonus

**Saving Throws**  
+1 Strength  
+5 Dexterity  
+1 Constitution  
-1 Wisdom  
+6 Charisma

**Skills**

- +7 Acrobatics (Dex)
- Animal Handling (Wis)
- +2 Arcana (Int)
- Athletics (Str)
- +5 Deception (Cha)
- +2 History (Int)
- Insight (Wis)
- Intimidation (Cha)
- Investigation (Int)
- Medicine (Wis)
- Nature (Int)
- +3 Perception (Wis)
- +7 Performance (Cha)
- +5 Persuasion (Cha)
- Religion (Int)
- +5 Sleight of Hand (Dex)
- Stealth (Dex)
- Survival (Wis)

**Armor Class**  
16

**Initiative**  
+6

**Speed**  
30/40 ft.

**Hit Dice**  
5d8

**Hit Points**  
32  
HP Max 32

**Personality Traits**  
I know a story relevant to almost every situation.

**Bond**  
I would do anything for the other members of my old troupe.

**Ideal**  
The world is in need of new ideas and bold action.

**Flaws**  
I have trouble keeping my true feelings hidden. My sharp tongue lands me in trouble.

Name	Attack Bonus	Damage/Type	Death Saves	
			Failure	Success
shortbow	+6	1d6, piercing		
claw gauntlets	+6	1d6, slashing(finesse)		
dagger	1/6	1d4 piercing(finesse), thrown		
Bite	+6	1d4 piercing(finesse)		
Claw	+6	1d4 slashing(finesse)		

11 Passive Perception (Wisdom)

Proficiencies: Disguise kit, 4 musical instruments, simple weapons, hand x-bows,

longswords/shortswords/rapiers, light armor, Drums, lute, flute, harp,

Dark vision (60 ft.), If empty-handed, can move on all fours at 40 ft., Expertise (Acrobatics, Performance),

Bardic Inspiration: +1d8, 3x/day, Jack of All Trades: Add 1/2 proficiency bonus to all non-proficient ability checks,

Song of rest (1d6), Font of Inspiration (regain Bardic Inspiration after short or long rest)

Bardic College: College of Choristers (SLPG pp.49), Mindvault (advantage vs. arcana,nature,religion/history/lore checks, also can use bardic insp. pp.50)

Languages: Leonid, Ledean,Ahnae(old High Elvish),

Features, Traits and Other Proficiencies

CP Shortbow+ 20 arrows, pair of claw gauntlets,

SP studded leather armor, dagger, entertainer's pack,

EP costume, Drums, lute, flute, harp,

dragon's talon on leather necklace(gift from admirer!)

CP 15

PP

Gear and Coins



Spellcasting Class Bard

Spellcasting Ability Charisma

Character Name \_\_\_\_\_

**+6** Attack Bonus    **14** Spell Save DC

### Cantrips

- Message
- Vicious Mockery
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_

### 1st Level

- Comprehend Languages
- Cure Wounds
- Thunderwave
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_

### 2nd Level

- Invisibility
- Knock
- Shatter
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_

### 3rd Level

- Dispel Magic
- Glyph of Warding
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_

### 4th Level

- \_\_\_\_\_
- \_\_\_\_\_
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### 5th Level

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- \_\_\_\_\_
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### 6th Level

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### 8th Level

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### 9th Level

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- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_

### True Rituals

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- \_\_\_\_\_
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- \_\_\_\_\_
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### Invocations

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- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_

**Barbarian**

Rage \_\_\_\_\_

**Bard**

Bardic Inspiration \_\_\_\_\_

**Cleric**

Channel Divinity \_\_\_\_\_

**Druid**

Wild Shape \_\_\_\_\_

**Fighter**

Action Surge \_\_\_\_\_

Indomitable \_\_\_\_\_

Superiority Dice \_\_\_\_\_

**Monk**

Ki Points \_\_\_\_\_

**Paladin**

Lay on Hands \_\_\_\_\_

Channel Divinity \_\_\_\_\_

**Sorcerer**

Sorcery Points \_\_\_\_\_

**Limited Use**

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

### Misc. Notes

Spell Slots: 4-1st, 3-2nd, 2-3rd

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

Faith: Worships Denev



# PITERIN

This Piterin has trained to be a druid since a young age, and is destined to be the protector of his or her roost. First, however, this Piterin must seek out a place of spiritual significance to the roost and meditate on this place and its importance.

Being not well known, even among fans of the Scarred Lands, I choose druid as the class for the Piterin because of their closeness to nature, and their air of mystery. Also, Piterin wouldn't work well as a front-line fighter, which limits viable choices a little.

Piterin combat tactics typically involve a diving attack, then banking and flying out of range once the assault — be it physical attack or offensive spell — is delivered. Piterin fare much better in the open air than in caves or dungeons, at least as far as combat is concerned. Piterin use their lower limbs as hands, and modify their equipment to take advantage of this feature.

Piterin habits are not necessarily nocturnal; being primarily fruit-eaters, most Piterin are active during the day. Because of their senses — very good dark vision, plus their acute sense of smell and their remarkable hearing, in particular — Piterin function nearly as well in darkness as in daylight.

Piterin typically weigh between 70 and 90 pounds. Because of their lightweight skeletons, Piterin can carry much less weight than most humanoids. This means a Piterin can only carry equipment, weapons, and treasure equal to its own body weight, plus or minus an additional 10 pounds for every point of Strength

bonus or penalty the character has. (See the Dungeons & Dragons Players Handbook, page 176, for more details on encumbrance.) Any more weight than this, and the Piterin can no longer fly until it drops enough weight to fall below the limit. Piterin can walk, though walking is awkward and much slower for them, and their carrying capacity remains the same whether walking or flying. The exception to this is their “hands”; they need their legs to walk, and cannot hold anything in their “hands” while doing so.

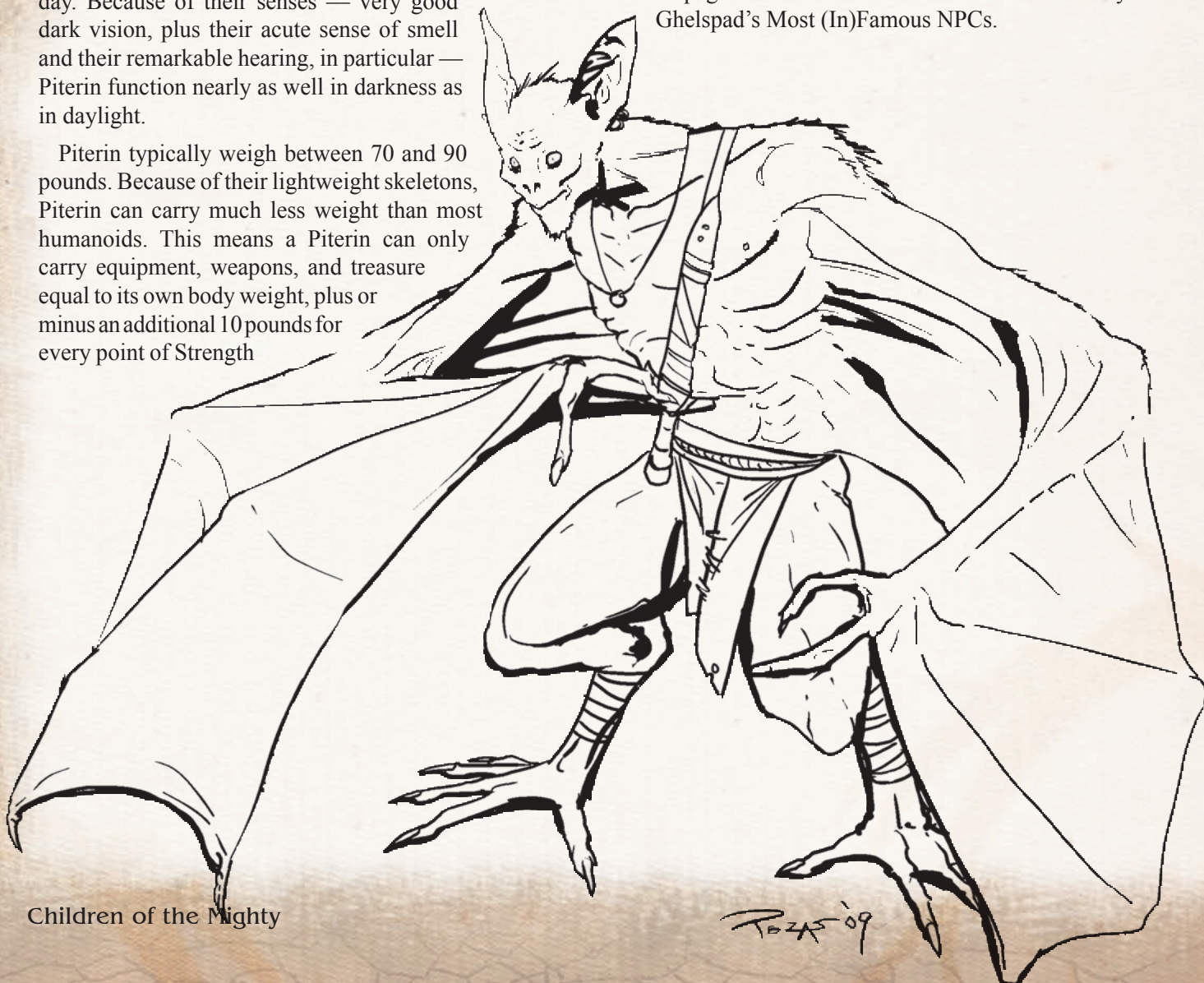
Of all the companions possible, the Piterin and the Slitherin are most likely to form a friendly bond. Both share the same human-rodent ancestry, and both are used to being viewed with suspicion (at best) among humanoids. The Piterin will find the Manticora to be an excellent entertainer and storyteller - both being qualities that Piterin admire.

## Piterin name suggestions

Male: Alin, Danat, Fain, Gulin, Iuncu, Mittica, Patek, Sekender, Vionor

Female: Cisminy, Ekрати, Irmihil, Inshii, Mihili, Miko, Oonar, Simbri, Vadilisi

For more details on the Piterin, please see pages 136-138 and page 142 of *The Wise & the Wicked: A Gallery of Ghelspad's Most (In)Famous NPCs*.





Class/Level Druid / Level 1

Background Hermit (Pilgrim in search of spiritual place)

Character Name \_\_\_\_\_

Alignment NG Race Piterin xp \_\_\_\_\_

Inspiration

+2

Proficiency Bonus

Armor Class

13

Initiative

+2

Speed

20/40

**Personality Traits**  
I connect everything that happens to me to a grand, cosmic plan.

Saving Throws

- +1 Strength
- +2 Dexterity
- +2 Constitution
- +2 Intelligence
- +4 Wisdom
- +1 Charisma

Hit Dice

1d8

Hit Points

10

Temp HP

HP Max

10

**Bond**  
Nothing is more important than the other members of my hermitage, order, or association.

Skills

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

Death Saves

Failure

Success

Name	Att Bonus	Damage/Type
Quarterstaff	+3	1d6/1d8 Bludgeon, Versatile
Scimitar	+3	1d6 slashing, finesse

**Ideal**  
My gifts are meant to be shared with all, not used for my own benefit.

**Flaws**  
I am dogmatic in my thoughts and philosophy.

Combat

Strength  
+1  
13

Dexterity  
+2  
15

Constitution  
+2  
14

Intelligence  
+0  
11

Wisdom  
+2  
15

Charisma  
+1  
12

12 Passive Perception (Wisdom)

Darkvision-60ft., walk 20 ft./fly 40 ft.,

Proficiencies: Herbalism kit, most simple weapons (PHB, pp. 65), non-metal light and medium armor, non-metal shields, Insight, Medicine, Nature, Perception, Religion,

Languages: Piterin, Ledean, Druidic, Orcish

Features, Traits and Other Proficiencies

- cp Leather armor, quarterstaff,
- sp short bow+20 arrows,
- ep druidic focus, scroll case,
- gp 5 herbalism kit, common clothes,
- pp explorer's pack, winter blanket

Gear and Coins







Class/Level Druid / Level 5

Background Hermit (Pilgrim in search of spiritual place)

Character Name \_\_\_\_\_

Alignment NG Race Piterin xp \_\_\_\_\_

Inspiration

+3

Proficiency Bonus

Armor Class

13

Initiative

+2

Speed

20/40

Saving Throws

- +1 Strength
- +2 Dexterity
- +2 Constitution
- +4 Intelligence
- +6 Wisdom
- +2 Charisma

Hit Dice

5D8

Hit Points

36

HP Max

Temp HP

HP

Skills

- Acrobatics (Dex)
- Animal Handling (Wis)
- Arcana (Int)
- Athletics (Str)
- Deception (Cha)
- History (Int)
- +6 Insight (Wis)
- Intimidation (Cha)
- Investigation (Int)
- +6 Medicine (Wis)
- +4 Nature (Int)
- +6 Perception (Wis)
- Performance (Cha)
- Persuasion (Cha)
- +4 Religion (Int)
- Sleight of Hand (Dex)
- Stealth (Dex)
- Survival (Wis)

Death Saves

Failure

Success

Name	Atk Bonus	Damage/Type
Quarterstaff	+4	1d6/1d8 Bludgeon, Versatile
Scimitar	+4	1d6 slashing, finesse

Combat

Personality Traits

I connect everything that happens to me to a grand, cosmic plan.

Bond

Nothing is more important than the other members of my hermitage, order, or association.

Ideal

My gifts are meant to be shared with all, not used for my own benefit.

Flaws

I am dogmatic in my thoughts and philosophy.

Strength  
+1  
13

Dexterity  
+2  
15

Constitution  
+2  
14

Intelligence  
+1  
12

Wisdom  
+3  
16

Charisma  
+1  
12

13 Passive Perception (Wisdom)

Darkvision-60ft., walk 20 ft./fly 40 ft.,

Proficiencies: Herbalism kit, most simple weapons, non-metal light and medium armor, non-metal shields, Insight, Medicine, Nature, Perception, Religion, Circle of the Land (PHB, pp. 68), Wild Shape (PHB pp. 66),

Languages: Piterin, Ledean, Druidic, Orcish

Features, Traits and Other Proficiencies

CP

Leather armor, quarterstaff,

SP

short bow+20 arrows,

EP

druidic focus, scroll case,

GP 5

herbalism kit, common clothes,

PP

explorer's pack, winter blanket

Gear and Coins



Spellcasting Class Druid

Spellcasting Ability Level 5

Character Name \_\_\_\_\_

**+5**

Attack Bonus

**13**

Spell Save DC

### Cantrips

- Produce Flame
- Resistance
- Shillelagh
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_

### 1st Level

- Create/Destroy Water
- Cure Wounds
- Goodberry
- Healing Word
- Thunderwave
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_

### 2nd Level

- Barkskin
- Flame Blade
- Flaming Sphere
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_

### 3rd Level

- Meld Into Stone
- Plant Growth
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_

### 4th Level

- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_

### 5th Level

- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
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### 6th Level

- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
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### 8th Level

- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
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- \_\_\_\_\_
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### 9th Level

- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
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- \_\_\_\_\_
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### True Rituals

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- \_\_\_\_\_

### Invocations

- \_\_\_\_\_
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- \_\_\_\_\_
- \_\_\_\_\_

Barbarian

Rage \_\_\_\_\_

Bard

Bardic Inspiration \_\_\_\_\_

Cleric

Channel Divinity \_\_\_\_\_

Druid

Wild Shape \_\_\_\_\_

Fighter

Action Surge \_\_\_\_\_

Indomitable \_\_\_\_\_

Superiority Dice \_\_\_\_\_

Monk

Ki Points \_\_\_\_\_

Paladin

Lay on Hands \_\_\_\_\_

Channel Divinity \_\_\_\_\_

Sorcerer

Sorcery Points \_\_\_\_\_

Limited Use

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

### Misc. Notes

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## SLITHERIN

Given their inherent skill set, a Rogue was the hands-down first choice for a Slitherin character. Slitherin can also be solid as other classes, but the group needed a Rogue for good balance.

As many do, this Slitherin found a talent for the Roguish arts developing just after childhood, and has honed those skills ever since. Seeking to explore the continent of Ghelspad and bring back both accurate information about the world outside his home, as well as heaps of glory for him/her self, this Slitherin shows typical goals of the race. This Slitherin is a follower by nature, and will take orders from any strong personality in the group, as long as those orders are sensible and minimize risk as much as possible.

Of all the potential companions in this group, the Slitherin and the Piterin are most likely to form a friendly bond. Both share the same human-rodent hybrid background, and

both are used to being viewed with suspicion (at best) among humanoids. The Slitherin is also fascinated by the Asaatthi, and will make very cautious attempts to learn more about that character, possibly trading spell knowledge if the relationship grows in a positive manner.

### Slitherin name suggestions

Male: Abap, Chirik, Dinesh, Dut, Gerdaht, Lashkim, Malakwar, Varaj, Yurdet

Female: Balaka, Choonish, Elkie, Ithrin, Noni, Noomya, Raniya, Sivun, Timprut, Wafek

For more details on the Slitherin, please see pages 40-41 of the Scarred Lands Player's Guide.



Class/Level Rogue / Level 1

Background Tunnel Dweller (SLPG pp. 106)

Character Name \_\_\_\_\_

Alignment CN Race Slitherin XP \_\_\_\_\_

Inspiration

Strength  
+2  
14

+2

Proficiency Bonus

Armor Class  
14

Initiative  
+5

Speed  
30 ft.

Personality  
Traits

I am a follower. I do as instructed, but am ready to flee if things go badly.

Dexterity  
+3  
17

Saving Throws

- +2 Strength
- +5 Dexterity
- +4 Constitution
- +4 Intelligence
- +2 Wisdom
- 1 Charisma

Hit Dice  
1d8

Hit Points  
10  
hp Max 10  
Temp hp

Bond

My clan is my strength. I take comfort knowing that, no matter how far from them I travel, I will always be welcome among them.

Constitution  
+2  
15

Skills

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

Death Saves

Name	Death Saves	
	Failure	Success
Shortsword	+4	1d6, slashing
short bow	+5	1d6, piercing
dagger	4/5	1d4, piercing
Bite	+5	1d3, piercing(finesse)

Ideal

It is my goal to act as a bridge between Slitherin and the other races. I do what I can to earn their trust.

Intelligence  
+2  
14

Wisdom  
+2  
15

Charisma  
-1  
8

12 Passive Perception (Wisdom)

Light armor, longsword/shortsword/rapier, hand/light x-bows, shortbow, simple weapons

thieves' tools, cartographer's tools, Expertise ( Double prof bonus to Thieves' tools, Stealth)

Darkvision 60 ft., climb at same speed as walk, Sneak Attack (+1d6 damage if advantage on attack)

Hidden Entrances (SLPG, pp.106), Rodent Empathy (SLPG, pp. 41)

Advantage vs. bonds, grapple, or tight spaces; advantage vs. disease,

Languages: Slitherin, Ledean, Thieve's Cant

Features, Traits and Other Proficiencies

cp

Shortsword, shortbow+20 arrows, 2 daggers,

sp

leather armor, thieves' tools, burglar's pack,

ep

climber's kit, mining pick,

gp 5

pp

Gear and Coins







Class/Level Rogue/Level 5

Background Tunnel Dweller (SLPG pp. 106)

Character Name \_\_\_\_\_

Alignment CN Race Slitherin xp \_\_\_\_\_

Inspiration

+3

Proficiency Bonus

Armor Class

14

Initiative

+5

Speed

30 ft.

**Personality Traits**  
I am a follower. I do as instructed, but am ready to flee if things go badly.

Saving Throws

- +2 Strength
- +6 Dexterity
- +2 Constitution
- +2 Intelligence
- +3 Wisdom
- 1 Charisma

Hit Dice

5d8

Hit Points

40

Temp HP

HP Max

31

**Bond**  
My clan is my strength. I take comfort knowing that, no matter how far from them I travel, I will always be welcome among them.

Skills

- +6 Acrobatics (Dex)
- Animal Handling (Wis)
- Arcana (Int)
- +4 Athletics (Str)
- Deception (Cha)
- History (Int)
- Insight (Wis)
- Intimidation (Cha)
- Investigation (Int)
- Medicine (Wis)
- Nature (Int)
- +5 Perception (Wis)
- Performance (Cha)
- Persuasion (Cha)
- Religion (Int)
- +6 Sleight of Hand (Dex)
- +6 Stealth (Dex)
- Survival (Wis)

Death Saves

Failure

Success

Name	Att Bonus	Damage/Type
Shortsword	+4	1d6, slashing
short bow	+5	1d6, piercing
dagger	4/5	1d4, piercing
Bite	+5	1d3, piercing(finesse)

**Ideal**  
It is my goal to act as a bridge between Slitherin and the other races. I do what I can to earn their trust.

**Flaws**  
I appreciate the finer things in life, and sometimes borrow them from others without asking.

Combat

Strength +2 14

Dexterity +4 18

Constitution +2 15

Intelligence +2 14

Wisdom +3 16

Charisma -1 8

13 Passive Perception (Wisdom)

Proficiencies: Light armor, longsword/shortsword/rapier, hand/light x-bows, shortbow,

simple weapons, thieves' tools, cartographer's tools,

Darkvision 60 ft., dimb at same speed as walk, Sneak Attack (+3d6 damage if advantage on attack),

Hidden Entrances (SLPG, pp.106), Rodent Empathy (SLPG, pp. 41)

Advantage vs. bonds, grapple, or tight spaces; advantage vs. disease,

Cunning Action (can take bonus action each combat turn of Dash, Disengage, or Hide)

Roguish Archtype: Arcane Trickster, Uncanny Dodge (take half damage vs. attacker you can see)

Languages: Slitherin, Ledean, Thieve's Cant

Features, Traits and Other Proficiencies

CP Shortsword, shortbow+20 arrows, 2 daggers,

SP leather armor, thieves' tools, burglar's pack,

EP climber's kit, mining pick,

GP 5

PP

Gear and Coins









## HOLLOW LEGIONNAIRE

A fighter seemed an obvious choice for the Hollow Legionnaire by virtue of their very nature: being a spirit

bound to a suit of armor makes spell casting challenging, though still possible. I considered choosing cleric instead, but in the end decided another front-line fighter would be more useful, especially with so many other characters in the group having magical healing at their disposal.

Like all Hollow Legionnaires, this character only remembers bits and pieces of their former existence. However, the fact that this character is familiar with both the Primordial and Slarecian languages hints at a potentially more sinister previous life. This character is troubled by dark and bloodthirsty thoughts that may relate to that prior existence.

The Legionnaire's Protection fighting style will be used to good effect in guarding any spell casters in the group. This character tends to be protective of comrades in general, and will move to lend that protection to any party members in trouble during combat.

The Hollow Legionnaire finds the Ironbred most trustworthy initially, though subsequent events may see the Legionnaire finding good qualities in all adventuring companions. This character also finds the Manticora character intriguing, and will spend time trying to get to know the Piterin a little better.

Hollow Legionnaire name suggestions

Male: Alar, Brec, Edern, Heol, Nevan, Perr, Sul, Tant, Yann

Female: Anic, Doni, Erwien, Gwin, Jalena, Meli, Rivana, Seiva, Terfin

For more details on Hollow Legionnaires, please see pages 30-31 of the Scarred Lands Player's Guide



Class/Level Fighter / Level 1 (Adamantine Spire)

Background Hermit (Retreated from society after being reborn)

Character Name \_\_\_\_\_

Character Sheet

Alignment LG Race Hollow Legionnaire (Human) XP \_\_\_\_\_

**Strength**  
+3  
17

Inspiration  
+2 Proficiency Bonus

**Armor Class**  
19/17

**Initiative**  
+1

**Speed**  
30 ft.

**Dexterity**  
+1  
13

**Saving Throws**  
• +5 Strength  
• +1 Dexterity  
• +5 Constitution  
• +0 Intelligence  
• +2 Wisdom  
• +1 Charisma

**Hit Dice**  
1d10

**Hit Points**  
13  
HP Max 13

**Constitution**  
+3  
16

**Skills**  
— Acrobatics (Dex)  
— Animal Handling (Wis)  
— Arcana (Int)  
• +5 Athletics (Str)  
— Deception (Cha)  
— History (Int)  
• +4 Insight (Wis)  
— Intimidation (Cha)  
— Investigation (Int)  
• +4 Medicine (Wis)  
— Nature (Int)  
• +4 Perception (Wis)  
— Performance (Cha)  
— Persuasion (Cha)  
• +2 Religion (Int)  
— Sleight of Hand (Dex)  
— Stealth (Dex)  
— Survival (Wis)

**Intelligence**  
+0  
10

Failure		Death Saves		Success
Name	Att Bonus	Damage/Type		
longsword	+5	1d8slashing (Versatile) 1d10		
longbow	+3	1d8 piercing		
hand axe	+5	1d8slashing (throw)		
← Combat →				

**Wisdom**  
+2  
14

**Charisma**  
+1  
13

12 Passive Perception (Wisdom)

Proficiencies: all weapons, all armor, shields, herbalism kit

Advantage on all saves vs. death, disease, exhaustion, poison, and being charmed. Resistance to poison damage. Immune to magical sleep.

Armor bound, Construct body, Construct Mind, Legion's price, (SLPG, pp. 31). Does not need to eat, drink, or sleep (but may do so).

Can engage in light activity while resting and still gain full benefits of rest.

Second Wind,

Fighting style: Protection

Languages: Ledean, Primordial, Slarecian

Features, Traits and Other Proficiencies

**Personality Traits**  
I feel tremendous empathy for all who suffer.

**Bond**  
My isolation gave me insight into a great evil that only I can destroy.

**Ideal**  
My gifts are meant to be shared with all, not used for my own benefit.

**Flaws**  
I harbor dark, bloodthirsty thoughts that my isolation and meditation failed to quell.

**CP** Chainmail, shield, longsword, longbow+20 arrows.

**SP** 2 hand axes, dungeoneer's pack, common clothes.

**EP** herbalism kit, scroll tube, winter blanket, common clothes.

**GP 5**

**PP**

Gear and Coins



Spelleasting Class \_\_\_\_\_  
 Spelleasting Ability \_\_\_\_\_

Character Name \_\_\_\_\_

Attack Bonus \_\_\_\_\_ Spell Save DC \_\_\_\_\_

**Cantrips**

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

**1st Level**

\_\_\_\_\_

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\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

**2nd Level**

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

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**3rd Level**

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**4th Level**

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**5th Level**

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**6th Level**

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**8th Level**

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**9th Level**

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**True Rituals**

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**Barbarian**  
Rage \_\_\_\_\_

**Bard**  
Bardic Inspiration \_\_\_\_\_

**Cleric**  
Channel Divinity \_\_\_\_\_

**Druid**  
Wild Shape \_\_\_\_\_

**Fighter**  
Action Surge \_\_\_\_\_  
Indomitable \_\_\_\_\_  
Superiority Dice \_\_\_\_\_

**Monk**  
Ki Points \_\_\_\_\_

**Paladin**  
Lay on Hands \_\_\_\_\_  
Channel Divinity \_\_\_\_\_

**Sorcerer**  
Sorcery Points \_\_\_\_\_

**Limited Use**  
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**OPTIONAL**

I've included the spells page of the character sheet just in case players might wish to have this character opt for the Eldrich Knight Martial Archetype instead of the Battle Master I chose. That choice would certainly be in keeping with the character's mysterious background.



Class/Level Fighter / Level 5 (Adamantine Spire)

Background Hermit (Retreated from society after being reborn)

Character Name \_\_\_\_\_

Alignment LG Race Hollow Legionnaire (Human) xp \_\_\_\_\_

Inspiration

+3

Proficiency Bonus

Armor Class

20/18

Initiative

+2

Speed

30 ft.

Saving Throws

- +7 Strength
- +2 Dexterity
- +6 Constitution
- +0 Intelligence
- +2 Wisdom
- +1 Charisma

Hit Dice

5d10

Hit Points

49

Temp hp

hp Max

49

Skills

- Acrobatics (Dex)
- Animal Handling (Wis)
- Arcana (Int)
- +7 Athletics (Str)
- Deception (Cha)
- History (Int)
- +5 Insight (Wis)
- Intimidation (Cha)
- Investigation (Int)
- +5 Medicine (Wis)
- Nature (Int)
- +5 Perception (Wis)
- Performance (Cha)
- Persuasion (Cha)
- +3 Religion (Int)
- Sleight of Hand (Dex)
- Stealth (Dex)
- Survival (Wis)

Death Saves

Failure

Success

Name	Atk Bonus	Damage/Type
longsword	+7	1d8slashing Versatile1d10
longbow	+5	1d8 piercing
hand axe	+7	1d8slashing(throw)

Combat

Personality Traits

I feel tremendous empathy for all who suffer.

Bond

My isolation gave me insight into a great evil that only I can destroy.

Ideal

My gifts are meant to be shared with all, not used for my own benefit.

Flaws

I harbor dark, bloodthirsty thoughts that my isolation and meditation failed to quell.

Strength  
+4  
18

Dexterity  
+2  
14

Constitution  
+3  
16

Intelligence  
+0  
10

Wisdom  
+2  
14

Charisma  
+1  
13

12 Passive Perception (Wisdom)

Proficiencies: all weapons, all armor, shields, herbalism kit

Advantage on all saves vs. death, disease, exhaustion, poison, and being charmed. Resistance to poison damage. Immune to magical sleep.

Armor bound, Construct body, Construct Mind, Legion's price, (SLPG, pp. 31). Does not need to eat, drink, or sleep (but may do so).

Can engage in light activity while resting and still gain full benefits of rest.

Second Wind, Action surge, Extra Attack,

Fighting style: Protection, Martial Archtype: Battle Master

Languages: Ledean, Primordial, Slarecian

Features, Traits and Other Proficiencies

CP

Chainmail, shield, longsword, longbow+20 arrows.

SP

2 hand axes, dungeoneer's pack, common clothes,

EP

herbalism kit, scroll tube, winter blanket,

GP 5

PP

Gear and Coins



# SLARECIAN VAULT

Character Sheet

Spellcasting Class \_\_\_\_\_

Spellcasting Ability \_\_\_\_\_

Character Name \_\_\_\_\_



Attack Bonus \_\_\_\_\_

Spell Save DC \_\_\_\_\_

**Cantrips**

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**1st Level**

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**2nd Level**

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**3rd Level**

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**6th Level**

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**8th Level**

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**9th Level**

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**True Rituals**

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**Invocations**

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Barbarian  
Rage \_\_\_\_\_

Bard  
Bardic Inspiration \_\_\_\_\_

Cleric  
Channel Divinity \_\_\_\_\_

Druid  
Wild Shape \_\_\_\_\_

Fighter  
Action Surge \_\_\_\_\_  
Indomitable \_\_\_\_\_  
Superiority Dice \_\_\_\_\_

Monk  
Ki Points \_\_\_\_\_

Paladin  
Lay on Hands \_\_\_\_\_  
Channel Divinity \_\_\_\_\_

Sorcerer  
Sorcery Points \_\_\_\_\_

Limited Use

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**Misc. Notes**

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**Children of the Mighty: Unique Races of Ghelspad** written by Bill Bodden. Art by Onyx Path Publishing.

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