

The Searcher

Hit points (HP)

(Max HP:)

(Hit Dice:)

Attack Bonus

Damage dealt

Ability Bonus

For doing things,
hiding, seeing,
saving throws,
initiative, dex

Special abilities

Second Wind

Once every time between rests, you can use a bonus action to regain HP, 1d10 + your level.

Action Surge

You can take extra actions:

Starting at level two, you can do this once per between rests.

Starting at level 17, you can use it twice between rests (but it has to be separate turns).

Extra Attacks

At level five and higher, you can make several attacks per action:

Levels 1-4 one attack, levels 5-10 two attacks, levels 11-19 three attacks, level 20 four attacks.

Scroll Mastery

You can use any spell scrolls you find, from any other class. If they're from a higher level you'll have to make a roll.

Identity Mastery

One time only, you can change your class to any other class and rebuild it with the same XP.

Name:

Traits:

Ideal:

Bond:

Flaw:

Background feature:

Current XP:

	Level	HP	Attack bonus	Ability bonus
Bond:	1	11	+5	+3
	2	18	+5	+3
	3	25	+5	+3
	4	32	+6	+4
Flaw:	5	39	+7	+4
	6	46	+7	+4
	7	53	+7	+4
	8	60	+8	+5
	9	67	+9	+5
Background feature:	10	74	+9	+5
	11	81	+9	+5
	12	88	+9	+5
	13	95	+10	+5
	14	102	+10	+5
	15	109	+10	+5
	16	116	+10	+5
	17	123	+11	+5
	18	130	+11	+5
	19	137	+11	+5
	20	144	+11	+5

Your hit points, attack bonus and ability bonus change as you level up.

Your damage dealt is 1d8 + your ability bonus. For example, if you are level eight, write 1d8+5.

Your hit dice is a d10 per level, so if you're level eight, write 8d10.