

CHARACTER NAME

RACE

BACKGROUND

ALIGNMENT

EXPERIENCE POINTS

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

LANGUAGES

TOOLS & OTHER PROFICIENCIES

AC

INITIATIVE

SPEED

Hit Point Maximum

Temporary Hit Points

HIT DICE

DEATH SAVED

Used

Total

d12

SUCCESS

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

NAME

RANGE

CASTING TIME

SAVE

Level

CANTRIPS & SPELLS KNOWN

HEART RUNE FEATURE

ODYLIC VIGOR

HEART RUNE

OND GUIDANCE

VITAL RECOVERY

HEART RUNE FEATURE

IMPROVED OND GUIDANCE

VIGOR SURGE

HEART RUNE FEATURE

HEART RUNE FEATURE

UNDYING SPARK

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.

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.

LEVEL 6

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.

LEVEL 11

Gained	Level	Used	Spell
11th	6th	<input type="radio"/>	
13th	7th	<input type="radio"/>	
15th	8th	<input type="radio"/>	
17th	9th	<input type="radio"/>	

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.

LEVEL 14

LEVEL 18

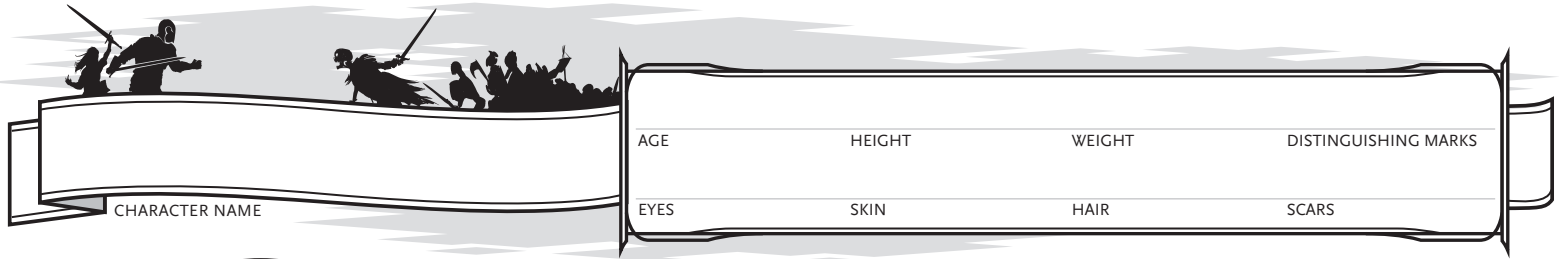
LEVEL 20

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.

LEVEL 1

LEVEL 2

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AGE	HEIGHT	WEIGHT	DISTINGUISHING MARKS
EYES	SKIN	HAIR	SCARS

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"/>

Attuned