



## DnD QUEST CHARACTER TRAITS & ABILITIES



The following are the pre-determined traits and skills of the 8 DnD characters chosen for this camporee. Each quest participant should be familiar with this information and carry these sheets all day Saturday. Each Dungeon Masters will also have them for reference. Understand that as each Questing Party goes through the day, each member will be affected by the challenges they go through, so no two characters will have the same traits as they travel. Just one more thing to be prepared for. Roll well and gain strength!

**Wizard:** A Scholar of the arcane who conducts energies and bend reality to their will. As a Master of the Wizardly Arts, they are responsible for identifying, solving, and guiding others through problems that many would consider beyond the natural.

**HP:** 12 (Hit Dice 2D6)

**Armor Class:** 10.

**Primary Ability.** *Arcane Savant:* You may cast one spell from this list per rest.

*True Sight:* Draw forth arcane power into your mind, and open your third eye. allows the caster to see past secrets, obstacles, or puzzles.

(When used during a challenge, you may reroll the final Fate dice once per rest.)

*Fireball:* Summon a roaring firestorm around a target you choose. The target must make a 12+ save. If they fail, they take 10D6 damage, or half as much on a save.

(When used during a challenge, you may reroll the final Fate dice once per rest.)

*Counterspell:* This spell overrides the effects of another spell, rendering a targeted effect nullified. (Used only in reaction to another effect. cannot be used normally.)

(When used during a challenge, you may reroll the final Fate dice once per rest.)

**Secondary Ability.** *Overchannel:* Open your mind to the flow of unstoppable arcane energy. Whenever you cast a spell that deals damage, you can choose to deal maximum damage instead. You may use this feature once per rest.

(When used before a challenge, you may reroll the first Fate dice once per rest.)

**Basic Spell Attack:** *Firebolt:* launches a mote of blazing fire at a target you choose. Roll an attack roll against the target's Armor Class. If you make the attack roll, the target takes 1D10 fire damage.

**Fighter:** A master of the martial arts who weilds a full plethora of weapons and armor to bear, along with a deep knowledge of exotic weaponry. As Masters of the Martial Arts, you are responsible for spear-heading the party's defenses, and beating back enemies who would kill lesser men.

**HP:** 24 (Hit Dice 4D6)

**Armor Class:** 14.

**Primary Ability.** *Action Surge:* Once per rest, you may double the allotted actions during a turn.

(When used during a challenge, you may reroll the final Fate dice once per rest.)

**Secondary Ability.** *Indomitable:* When making a save, you may use this feature to reroll the save once per rest.

(When used before a challenge, you may reroll the Fate dice once per rest.)

**Basic Attack.** *Oberhaw:* Draw your longsword above your head, and cleave your foe with two deadly strokes. Roll two attack rolls against your target's armor class. If you hit, roll 1D8 slashing damage for each attack hit.

**Cleric:** A priestly champion who wields heavenly powers to be a beacon to those in need, and a warning to evil unknown. As a Vessel of Godly Power, you draw upon thousands of years of medical knowledge to heal those who cannot heal themselves, and call down radiant light to turn and destroy unholy abominations.

**HP:** 18 (Hit Dice 3D6)

**Armor Class:** 14.

**Primary Ability.** *Divine Miracles:* You may cast one spell from this list per rest.

*Power Word Heal:* Whisper the true name of life, and completely heal the target's HP.

(When used during a challenge, you may reroll the final Fate dice once per rest.)

*Shield of Faith:* Draw upon the the faith in your heart, and project a shield that protects the target. Raise the targets Armor Class by 2. Lasts one encounter.

(When used during a challenge, you may reroll the final Fate dice once per rest.)

*Sunbeam:* Draw upon heavenly powers, and bring a radiant beam down from on high onto a target. The target must make a 10+ save. On a fail, they take 6D8 radiant damage, or half as much on a success.

(When used during a challenge, you may reroll the final Fate dice once per rest.)

**Secondary Ability.** *Radiance of the Dawn:* Channel the divinity of your heavenly power, and pour it out around you. You may do one of two effects, once per rest:

*Flare:* choose a target. They must make a 10+ save or take 2D10 radiant damage.

*Shine:* choose a target. They regain 1D6 HP.

(When used before a challenge, you may reroll the Fate dice once per rest.)

**Base Spell Attack.** *Spiritual Weapon:* summon a radiant weapon and attack an enemy. Roll an attack roll against the target's Armor Class. If you hit, roll 1D10 radiant damage.

**Ranger:** A Master Frontiersman, hunting with precision, and living off the land. As a Master of the Hunt, you seek out the beasts and monsters of the world, trapping them with clever intuition, and helping others survive the harsh, untamed

world.

**HP:** 18 (Hit Dice 3D6)

**Armor Class:** 12.

**Primary Ability.** *Primeval Awareness.* You calm your mind, and draw upon every sense you have. you may use this feature once per rest:

*Hunt:* choose a target. You may roll your next attack against that target with advantage.

[when using advantage, roll the attack dice twice, and choose the higher number.]

(When used during a challenge, you may reroll the final Fate dice once per rest.)

**Secondary Ability.** *Vanish.* Still yourself to your very soul, and vanish into the wilds. The next attack made against you is done so at disadvantage.

[When rolling with disadvantage, roll the attack dice twice, and take the lower number.]

(When used before a challenge, you may reroll the Fate dice once per rest.)

**Base Attack.** *Full Draw.* Draw back your longbow, still your breathing, and pierce your enemy. Roll two attacks against your target's Armor Class. If you hit, roll 1D8 piercing damage for each successful attack.

**Artificer:** A Master Craftsman, drawing out the magical potential of mundane objects with every stroke of the tool. As a Master Craftsman, you use your knowledge of engineering, subvert it with arcane techniques, and decode systems with these revelations. Brew tonics of power, create unbelievable contraptions, and find the extraordinary in the ordinary.

**HP:** 12 (Hit Dice 2D6)

**Armor Class:** 12.

**Primary Ability.** *Arcane Infusion:* Take mundane objects and infuse them with extraordinary abilities. Choose one potion below. You keep this potion, and administer its effects on a target you choose. You may make one potion per rest.

*Resilient Tonic:* the drinker adds +2 to their Armor Class for one encounter.

(When used during a challenge, you may reroll the final Fate dice once per rest.)

*Philter of Power:* The drinker adds +2 to their attack rolls and save rolls for the encounter.

(When used during a challenge, you may reroll the final Fate dice once per rest.)

*Potion of Healing:* The drinker regains 2D6 HP.

(When used during a challenge, you may reroll the final Fate dice once per rest.)

**Secondary Ability.** *Flash of Genius:* your sharp mind can create solutions, even under great distress. You may reroll one attack roll or save roll per rest.

(When used before a challenge, you may reroll the Fate dice once per rest.)

**Base Spell Attack.** *Thunderclap:* Draw forth volatile energy into your hands, and rend your enemy asunder. Roll

an attack against your target. If you hit, they take 1D12 thunder damage.

**Bard:** A Musical Savant, thrumming the very chords of creation into harmony to aid your friends, and trick your enemies. As a Master Musician, there is no greater thrill than witnessing a legend in the making, or becoming one yourself. Your instrument is the key of your magic, crafting songs to twist the fabric of reality to your whims.

**HP:** 12 (Hit Dice 2D6)

**Armor Class:** 12.

**Primary Ability.** *Song of Creation:* You may cast one spell from the list per rest.

*Irresistible Dance:* You play a iconic tune, and force the listener to dance to it. The target must make a 10+ save roll. On a fail, every attack against the target is at advantage until the end of encounter. On a save, the next attack against the target is at advantage.

(When used during a challenge, you may reroll the final Fate dice once per rest.)

*Feeblemind:* You strike a dissonant chord, and eradicate the enemy's mind. choose a target. They must make a 10+ save throw or take 10D6 psychic damage.

(When used during a challenge, you may reroll the final Fate dice once per rest.)

*Fear:* You draw out the fears you your enemy in macabre song. Choose a target. They must make a 10+ save throw. If they fail, they become frightened, and have disadvantage on all attacks they make until the end of encounter. If they succeed, they have disadvantage on the next attack they make.

(When used during a challenge, you may reroll the final Fate dice once per rest.)

**Secondary Ability.** *Bardic Inspiration:* You inspire yourself and your friends to achieve beyond normal measure. You may gift 1D6 to yourself or a target of your choice. This dice may be used to increase a save roll, or attack roll. You can use this feature once per rest.

(When used before a challenge, you may reroll the Fate dice once per rest.)

**Base Spell Attack.** *Vicious Mockery:* Strike deep into the psyche of your enemy with sharp-tongued words. Make an attack roll against your targets Armor Class. If you hit, roll 1D10 psychic damage.

**Barbarian:** Wrath Incarnate. Drawing from a pool of rage so powerful it goes beyond a mere emotion, barbarians are nothing less than a nightmare against anyone foolish enough to gain their ire. As a Master of Carnage, you draw your rage into yourself, shrugging off blows that would kill other men, and commit acts of strength so grandiose that make dragons stop in awe and fear.

**HP:** 30 (Hit Dice 5D6)

**Armor Class:** 14.

**Primary Ability.** *Frenzied Rage:* Pour your rage into every fiber of muscle and become invincible. For one encounter, you take half damage.

(When used during a challenge, you may reroll the final Fate dice once per rest.)

**Secondary Ability. Brutal Strike.** When you make an attack, you can choose to gain advantage on that one attack. If it lands, it does maximum damage. This can be done once per rest.

[when using advantage, roll the attack dice twice, and choose the higher number.]

(When used before a challenge, you may reroll the Fate dice once per rest.)

**Base Attack. Zornhau.** Draw deep from your rage, and obliterate your enemy. Roll an attack against the target's Armor Class. If you hit, Deal 1D12 bludgeoning damage.

**Paladin:** A Champion for the weak, the downtrodden, the oppressed. A Paladin commits themselves to an Oath, and serves to uphold that Oath in everything they do. As a Paladin, you hold the line as the iron bastion; unbreakable, unbendable, unkillable. There is no man more armored than you, in both body and soul.

**HP:** 30 (Hit Dice 5D6)

**Armor Class:** 16.

**Primary Ability. Aura of Protection:** Your Oath manifests physically, pouring out protection for your friends. Your party gains +3 to their saving throws for one encounter. This feature can be used once per rest.

(When used during a challenge, you may reroll the final Fate dice once per rest.)

**Secondary Ability. Vigilant Rebuke:** When your Oath is subverted, strike back with everything. When you, or one of your party is attacked, you may react immediately and attack with *Nachschlag* once per rest.

(When used before a challenge, you may reroll the Fate dice once per rest.)

**Base Attack. Nachschlag:** draw your greatsword and deliver steel fury. Make two attack rolls against your target's Armor Class. If you hit, roll 1D10 slashing damage for each attack hit.