

# DIAMOND

Planetouched Cleric 4

Oracle

AGE 35 HEIGHT 5 feet 11 inches

WEIGHT 180 pounds SIZE Medium

CULTURE Cosmopolitan

Armor Class 16

Armor of Conviction

STR 8 (-1)

SAVE

-1

DEX 14 (+2)

SAVE

+2

CON 9 (-1)

SAVE

-1

INT 13 (+1)

SAVE

+1

WIS 18 (+4)

SAVE

+4

CHA 15 (+2)

SAVE

+2



## PROFICIENCIES & LANGUAGES

**Proficiency Bonus** +2; **Maneuver DC** 12

**Saving Throws** Wisdom, Charisma

**Skills** Culture (*etiquette* +1d4), Deception (+1d4; *concealing emotions* +1d6), History, Insight, Performance (*acting* +1d4, *speaking* +1d4), Persuasion (*bribery* +1d4), Sleight of Hand

**Passive Perception** 14; **Passive Insight** 14

**Armor** None

**Weapons** Simple weapons

**Tools** Disguise kit, forgery kit, herbalism kit

**Damage Resistances** Fire

**Senses** Darkvision 60 ft.

**Languages** Abyssal, Common, Draconic

## ARCHETYPE: ORACLE

Oracles are prophets and soothsayers who peer into the future.v

Hit Points

21

Hit Dice

4 (1d8)

Speed

30 ft.

## STARTING EQUIPMENT

Bag of 1,000 ball bearings, clothes (common), clothes (costume), dagger (4), disguise kit, forgery kit, hempen rope (50 feet), holy symbol, lantern (bullseye), light crossbow, manacles, quiver with 20 bolts, wand of magic detection, bread, dried meat, and cheese from her tavern (7 Supply).

## BACKGROUND: CHARLATAN

**Connection** Brother Berto, a high priest of Diamond's goddess (the Trickster) who tells her where her next mark may be found.

**Connection** Grayise Belnot, an elven noble Diamond has long been conning by claiming her oracle abilities connect her to his ancestors. She beseeches him "on their behalf" (in Elvish) to give away large portions of his riches to the needy.

**Memento** A dozen brightly colored potions. These are actually incredibly strong cocktails.

**Many Identities.** Diamond has a bundle of forged papers of all kinds—property deeds, ID papers, love letters, letters of recommendation—all only needing a few flourishes to meet a current need. She can add a forged, modified copy of any new document or letter to her bundle. It takes a day's work and a forgery kit to recreate a lost bundle.

## DESTINY: REVENGE

Diamond gains inspiration when she outwits a foe without the use of Deception or Persuasion checks. Diamond fulfills her destiny of Revenge and gains her fulfillment feature when she achieves vengeance.

### Source of Inspiration

*Served Cold.* Diamond draws inspiration from the wails of those who have wronged her. She gains inspiration whenever she outwits a foe without the use of Deception or Persuasion checks.

### Inspiration Feature

**R** *Cloak and Dagger.* Whenever Diamond or an ally she can see fails a Sleight of Hand or Stealth check, she can use her reaction to spend her inspiration and undo any consequences of that failed check.

### Fulfillment Feature

**B** *Retaliatory Reputation.* While she is not incapacitated, Diamond can use a bonus action to direct a threatening stare at any hostile creature within 20 feet of her. The creature must make a DC 12 Wisdom saving throw. On a failure, the creature is frightened until the end of its next turn. A creature that succeeds on its saving throw is immune to Diamond's Retaliatory Reputation for the next 24 hours.

## CURRENT HIT POINTS

Hit Dice		Maximum Hit Points	
Total _____			

## INITIATIVE

Ability or Skill Check

## RESISTANCES & IMMUNITIES

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## TREASURE


## TEMPORARY HIT POINTS

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## SUPPLY

Max Carried 8

## DEATH SAVES

Successes     
Failures

### Fatigue

### Strife

C.P.

S.P.

E.P.

G.P.

P.P.


# COMBAT

## ATTACKS

Attack	Action	To Hit	Range	Target	Damage
Dagger	<span style="border: 1px solid black; padding: 2px;">A</span>	+4	reach 5 ft	one target	1d4+2 slashing
Light Crossbow	<span style="border: 1px solid black; padding: 2px;">A</span>	+4	range 80/320 ft	one target	1d8+2 piercing

## SPELLCASTING

CASTER LEVEL 4
SPELLCASTING ABILITY Wisdom
SPELL SAVE DC 14
SPELL ATTACKS +6

### CANTRIPS

**A Guidance (V, S, Concentration).** One creature that Diamond can touch gains an expertise die to one ability check of its choice, ending the spell. The expertise die can be rolled before or after the ability check is made.

**⌚ Mending (V, S, M).** Diamond can repair a single rip or break in an object she can touch. The break must be smaller than 1 foot in all dimensions. The spell leaves no trace that the object was damaged. Magic items and constructs may be repaired in this way, but their magic is not restored.

**A Produce Flame (V, S).** Diamond creates a flame in her hand which sheds bright light in a 10-foot radius and dim light for an additional 10 feet. The spell ends after 10 minutes, or when she dismisses it, casts it again, or attacks with the flame.

As part of casting the spell or as an action on a following turn, she can fling the flame at a creature within 30 feet, making a ranged spell attack that deals 1d8 fire damage.

**A Sacred Flame (V, S).** One creature Diamond can see within 60 feet makes a DC 14 Dexterity saving throw, taking 1d8 radiant damage on a failure. This spell ignores cover.

**A Thaumaturgy (V).** Diamond draws on divine power to create one of the following effects for up to one minute:

- Her voice booms up to three times louder than normal
- She causes flames to flicker, brighten, dim, or change color
- She sends harmless tremors throughout the ground.
- She creates an instantaneous sound, like ethereal chimes, sinister laughter, or a dragon's roar at a point of your choosing within range.
- She instantaneously causes an unlocked door or window to fly open or slam shut.
- She alters the appearance of her eyes.

## CHANNEL DIVINITY

**Channel Divinity (1/Rest).** Diamond can channel divine energy for one of the following effects.

**All-Seeing Oracle:** Diamond briefly looks through the eyes of another creature. While doing so, she is blind to her own surroundings and sees through the eyes of a creature she names. As long as the creature is alive and on the same plane of existence, she recalls a still image of its surroundings exactly as it saw them in a single moment. If the creature is dead, blinded, unconscious, or protected from divination magic this feature has no effect.

**A Turn Undead:** As an action, Diamond presents the holy symbol of her greater entity and speaks a divine word, rebuking the undead. Each undead creature within 30 feet that can see or hear her makes a DC 14 Wisdom saving throw or it is turned for 1 minute or until it takes damage from any source. A turned creature must use its turns trying to move as far away from Diamond as possible. It cannot willingly move to a space within 30 feet of her. It also cannot take reactions. On its action, it can use only the Dash action or try to escape any effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

## SPECIAL COMBAT FEATURES

**Immortal Blessing (1/Long Rest)** When Diamond would ordinarily be reduced to 0 hit points, she is instead reduced to 1 hit point.

**Armor of Conviction.** While Diamond is not wearing any armor or wielding a shield, her AC equals 16 (10 + her Dexterity modifier + her Wisdom modifier). In addition to the spells she normally prepares, she always has *shield of faith* prepared.

### 1ST-LEVEL (4 SLOTS)

**A Bless (V, S, M, Concentration).** Diamond blesses up to three creatures within 30 feet making them more durable and competent for one minute. Until the spell ends, the targets add 1d4 to attack rolls and saving throws.

**A Command (V).** One living creature within 60 feet that Diamond can see and that can hear and understand her makes a DC 14 Wisdom saving throw. On a failure, on its next turn the target follows a one-word command of Diamond's choosing (examples: approach, bow, come, drop, grovel, flee, halt, here, knee, run).

**A Comprehend Languages (V, S, M).** Diamond gains a +10 bonus on Insight checks made to understand the meaning of any spoken language she can hear or written language she can touch for one hour. This spell doesn't uncover secret messages or decode cyphers, and it does not assist in uncovering lies.

**A Cure Wounds (V, S).** Diamond touches a willing living creature, restoring 1d8+4 hit points to it.

**A Guiding Bolt (V, S).** Ranged Spell Attack: +5 to hit, range 120 ft., one target. Hit: 14 (4d6) radiant damage, and the next attack roll made against the target before the end of Diamond's next turn has advantage.

**⌚ Identify (V, S, M).** Diamond learns the magical properties of one object she can touch, along with how to use them. Alternatively, she learns of any spells that are currently affecting a targeted creature.

**B Shield of Faith (V, S, M, Concentration).** One creature within 60 feet is enveloped in a barrier of divine energy that increases its AC by +2 for 10 minutes.

### 2ND-LEVEL (2 SLOTS)

**⌚ Augury (V, S, M).** With the aid of a divining tool Diamond receives an omen from another plane about a specific course of action within the next 30 minutes. The omen takes a form decided by the Narrator, and reveals whether the outcome will be fortunate, calamity, or ambivalent. This omen does not account for possible circumstances that could change the outcome, such as making additional preparations.

**R Force of Will (2nd-Level; V, S).** Diamond reduces the damage she takes from an attack that hits her by 2d10+4.

**A Shattering Barrage (V, S, M).** Diamond creates three orbs of jagged broken glass and hurls them at up to 3 creatures within 120 feet, making a ranged spell attack (+6) for each orb. On a hit a creature takes 2d4 slashing damage and the shards of broken glass remain suspended in midair, filling the area it occupies (or 5 feet of the space it occupies if the creature is Large-sized or larger) with shards of suspended broken glass. Whenever a creature enters an area of broken glass for the first time or starts its turn there, it makes a DC 14 Dexterity saving throw or takes 2d4 slashing damage. The shards of broken glass dissolve into harmless wisps of sand and blow away after 1 minute.

## EXPLORATION

**Urban Denizen.** Diamond can make an Investigation check to learn the location of (or at the Narrator's discretion, a helpful clue to the trail of) a person by discreetly asking around. The DC of the check is 15 if the individual is not hiding, and 20 if they are trying to conceal their location.

**Sign of Faith: Soothing Words (1/Long Rest).** Diamond reduces one ally's strife by one level.

**Unfickle Fate (1/Long Rest).** Diamond touches a willing creature and grants it a premonition which it remembers for 1 hour or until it uses the premonition to reroll one ability check, attack roll, or saving throw.

## SOCIAL

**Discreetly Armed.** Diamond gains an expertise die on checks made to persuade others to let her remain armed or to conceal weapons or items about her person.

**A Fashion Sense.** After she spends at least 1 minute observing a creature within 60 feet, Diamond can use an action to make either an Insight or History check against a DC equal to the creature's passive Deception check score. On a success, she learns the following:

- Whether the creature has a lower Charisma score than her.
- The creature's culture and national origin (if any).
- The creature's social standing in the local majority culture.

**Principle of Devotion: Secrecy.** In exchange for forgoing the pleasure of true connection and friendship, Diamond gains an expertise die on Deception checks (included above).

**Sacred Call: Clerical Charisma.** Whenever Diamond uses Performance to deliver a sermon or to sing holy songs in a town or city, even on a failed check other than a natural 1, she still attracts a crowd of at least 13 people.

**Sacred Office: Engaging Proclaimer.** Diamond gains an expertise die on Performance checks to gather and hold the attention of 2 or more people.

## SPECIAL ITEMS

**A Wand of Magic Detection.** While holding this wand, Diamond can use an action to expend 1 charge to cast *detect magic*. This wand has 7 charges and regains 1d6+1 expended charges each dawn. When the last charge is expended, roll a d20. On a 1, the wand violently shakes and sparks with magic then disappears.

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