

# Revel H. Lightheart

Level 6 Sofling Fighter



Revel arrived at the temple of Fuffahn's orphanage at a tender age, his memories of a more ordinary name fading with the tragic loss of his parents and village to a devastating illness. Raised by the servants of the Joy Lord, he diligently undertook numerous chores to earn his keep, finding solace in the festive atmosphere of the Temple of the God of Festivals.

Renamed Revel in accordance with the Joyful One's teachings, his love for celebrations and sweets earned him the moniker. His infectious happiness and playful nature are represented by the letter "H" in his name, which he changes with each inquiry, embracing words like hijinks, and hopefulness. Though an early stomachache and subsequent hangovers taught him the value of moderation, he remains a spirited party-goer, always mindful of avoiding incapacitation. The priests, ever watchful, made sure to awaken the overindulgent with brutal reminders the next morning. Revel not only contributed through his chores and festival duties but also received education alongside the temple novices. As time passed, his duties and devotion grew, and while he briefly contemplated joining the priesthood, he felt an inner spark urging him to protect his community and the temple rather than solely serve them.

Thus, he became a Warder within the Celebrants of Fuffahn, learning the arts of war and the history of conflict to safeguard all he cherished. In addition to his martial training, he acquired special abilities for the defense and protection of others. Numerous cycles of years have elapsed since then, and Revel can be found serving and safeguarding various faithful communities, both near and far, alongside embarking on sensitive missions or tending to matters at the home temple. Endearing and popular among most, he is always ready to offer assistance or share a joke.

## **SECRET:**

Revel recently came into possession of some information that paints the sickness in his village as no natural happenstance. The documents he has received from an anonymous source lead a path to an outlaw alchemist known for trialing her noxious experiments on unsuspecting folks.

## **PERSONALITY TRAIT:**

Whenever I come to a new place, I collect local rumors and spread gossip.

## **IDEAL:**

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

## **BOND:**

I'll never be able to repay the temple that raised me when I had nobody else.

## **FLAW:**

I once satirized a noble who still wants my head. It was a mistake that I will likely repeat.



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Character Name  
**Revel H. Lightheart**

Class & Level  
Level 6 Warder Fighter

Race / Background  
Sofling / Temple Orphan

Alignment  
Neutral Good

Languages  
Common, Halfling

#### Attacks & Spellcasting

Name	ATK	Damage
2x Shortsword +1	+9	1d6+6 Piercing
Light Crossbow	+8	1d8+5 Piercing

#### Equipment

**Weapons:** 2x Shortsword +1 (*Finesse, light*), Light Crossbow (*Ammunition (range 80/320), loading, two-handed*), 20 Crossbow Bolts  
**Armor:** Breastplate  
**Gear:** Circlet of Warding (*See Special Abilities*), Stuffed Bear, Costume, Belt pouch Containing 15gp, Drum, Backpack, Crowbar, Hammer, Piton x10, Torch x10, Rations x10, Tinderbox, Waterskin, 50' Hempen Rope

Proficiency Bonus <b>+3</b>	Inspiration	Passive Perception <b>17</b>
<b>+2</b> <b>14</b> Strength	✦ +5 ○ +2	<b>Saving Throws</b> <b>Athletics</b>
<b>+5</b> <b>20</b> Dexterity	✦ +5 ● +8 ○ +5 ○ +5	<b>Saving Throws</b> <b>Acrobatics</b> <b>Sleight of Hand</b> <b>Stealth</b>
<b>+2</b> <b>15</b> Constitution	✦ +5	<b>Saving Throws</b>
<b>+1</b> <b>13</b> Intelligence	✦ +1 ○ +1 ○ +1 ○ +1 ○ +1 ● +4	<b>Saving Throws</b> <b>Arcana</b> <b>History</b> <b>Investigation</b> <b>Nature</b> <b>Religion</b>
<b>+1</b> <b>12</b> Wisdom	✦ +1 ○ +1 ● +4 ○ +1 ● +7 ○ +1	<b>Saving Throws</b> <b>Animal Handling</b> <b>Insight</b> <b>Medicine</b> <b>Perception*</b> <b>Survival</b>
<b>+3</b> <b>16</b> Charisma	✦ +3 ○ +3 ○ +3 ● +6 ○ +3	<b>Saving Throws</b> <b>Deception</b> <b>Intimidation</b> <b>Performance</b> <b>Persuasion</b>

Armor Class <b>17/18</b>	Initiative <b>+8</b>	Speed <b>25 ft.</b>
MAX HP <b>52</b>		Current HP
Temporary Hit Points		
Hit Dice <b>6 (d10)</b> Total	Death Saves Success- ○ ○ ○ Failures ○ ○ ○	
Spellcasting Ability <b>-</b>	Spell Save DC <b>-</b>	Spell Attack Bonus <b>-</b>

#### Proficiencies

**Armor:** All armor  
**Weapons:** All weapons  
**Saving Throws:** Strength, Constitution  
**Tools:** Disguise Kit, Drum  
(Note: ADV vs frightened. ADV vs Spells and Magical Effects that target you.)

#### Notes

Revel gains +1 AC while he is wielding a separate melee weapon in each hand.

# Revel H. Lightheart

Level 6 Special Abilities (Page 1 of 1)

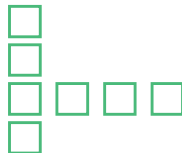


**ACTION SURGE** - 1/SHORT REST

**SECOND WIND** - 1/SHORT REST

**WARDING ACTION** - 3/LONG REST

**GUARDIAN'S EMBRACE** - 1/LONG REST



**LUCKY** - When you roll a 1 on an attack roll, ability check, or saving throw, you can reroll the die and must use the new roll.

**BRAVE** - You have advantage on saving throws against being frightened.

**HALFING NIMBLENESS** - You can move through the space of any creature that is of a size larger than yours.

**NATURALLY STEALTHY** - You can attempt to hide even when you are obscured only by a creature that is at least one size larger than you.

**TEMPLE ORPHAN** - You were raised within the Temple of Buffahn, which has connections all over the world. You are welcome at any place of worship dedicated to Buffahn or closely related gods such as Fuffahn or Davodandalus, and you and your party can receive free healing there.

**ACTION SURGE** - You can push yourself beyond your normal limits for a moment. On your turn, you can take one additional action on top of your regular action and a possible bonus action. Once you use this feature, you must finish a short or long rest before you can use it again.

**EXTRA ATTACK** - You can attack twice, instead of once, whenever you

take the Attack action on your turn.

**SECOND WIND** - You have a limited well of stamina that you can draw on to protect yourself from harm. On your turn, you can use a bonus action to regain hit points equal to 1d10 + your fighter level. Once you use this feature, you must finish a short or long rest before you can use it again.

**GUARDING AWARENESS** - Your mind is in tune with Zyanthuusic Flows, granting you an alertness few can equal. You can now add your proficiency bonus to initiative checks. You gain proficiency in Perception if you don't already have it, and your proficiency bonus is doubled for any ability check you make with it.

**PROTECTIVE WARD** - When you roll initiative you can designate 1 creature you can see within 10 feet to be warded. At the start of combat, you may swap your position in the initiative order with a single creature you are warding. Your ward on a creature lasts up to 10 minutes but ends if you are incapacitated or you die. You can use a Warding action from the list below a number of times equal to your proficiency bonus, and you recover expended Warding actions after a short or long rest.

- **SUFFER THE BLOW** - As a reaction to a warded creature within 10 feet suffering damage, roll 2d6. The damage to the warded creature is reduced by the total rolled, and you take that much damage of the same type instead.
- **INTERCEPT THE ATTACK** - As a reaction to a warded creature you can see being hit by an attack roll, you can move up to half your speed towards the warded creature. This movement does not provoke opportunity attacks. If you end your move adjacent to the warded creature, you force the attacker to reroll its attack against the warded creature at disadvantage.

**CIRCLET OF WARDING** - This beaten-metal circlet looks simple, and most would overlook it, however it has some extremely potent powers:

- Protective Aura: While wearing the Circlet of Protection, the wearer gains a +1 bonus to their AC (Armor Class), increasing their ability to avoid incoming attacks.
- Resilient Ward: The circlet enhances the wearer's resilience, providing advantage on all saving throws against spells and magical effects that target them directly. This increased resistance helps the wearer to withstand the harmful forces of magic.
- Guardian's Embrace: Once per long rest, as a reaction to being targeted by a melee attack, the circlet activates a protective barrier. The wearer gains resistance to all damage from that attack. This ability strengthens the wearer's defenses at critical moments.