

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

AC

INITIATIVE

SPEED

Hit Point Maximum

Temporary Hit Points

HIT DICE

DEATH SAVED

NAME

ATK BONUS

DAMAGE/TYPE

SPELL ATTACK BONUS

SPELL SAVE DC

SPELL SLOTS

FAVORITE SPELLS

NAME

RANGE

CASTING TIME

SAVE

Level

SPELLS KNOWN

BINDING CELL

LEVEL 1

As an action, choose a point within 30 feet that you can see, creating a 5-foot-radius, 10-foot-high cylinder centered at that point. An enemy can't pass through the cell's barrier without first succeeding on a Charisma saving throw (DC = 8 + your proficiency bonus + your Intelligence modifier). Its speed drops to 0 until end of turn on a failure, and it makes the saving throw with disadvantage if it can cast at least one spell.

The cell lasts 1 minute, but ends early if you create a new cell, use a bonus action to dismiss it, or become unconscious or die.

You can create a number of cells based on your justiciar level, shown in the Justiciar table, and you regain all expended cells when you finish a long rest.

At level 11th, your cell becomes a 10-foot-radius, 20-foot-high cylinder.

JUDICIAR

JUDICIARY DIVISIONS

JUDICIAL EDUCATION

LEVEL 1

During a short rest, you can attune to a settlement you're in like a magic item. While attuned to a settlement, you know the laws of the society without making an ability check.

At 17th level, you can attune to one settlement without counting it toward your limit of attuned magic items.

FIGHTING STYLE

LEVEL 2

JUDICIARY DIVISION FEATURE

LEVEL 3

JUDICIARY DIVISION FEATURE

LEVEL 5

APPLIED STUDY

LEVEL 6

As a bonus action, you can further study a creature within 60 feet of you that you can see, learning your choice of the following without making an ability check:

- One type of damage the creature is vulnerable to, if any.
- One type of damage the creature is resistant or immune to, if any.
- One condition the creature is immune to, if any.
- If the creature is resistant or immune to bludgeoning, piercing, and/or slashing damage from nonmagical weapons.
- If the creature is in its true form.
- The creature's Challenge Rating.

JUDICIARY DIVISION FEATURE

LEVEL 7

PROHIBITIVE CELL

LEVEL 10

When a creature hostile to you attempts to teleport out of your cell, attempts to open a portal to a location or plane outside your cell, or otherwise attempts to escape the cell by magical means, the creature must make a Charisma saving throw as though it's attempting to pass through the cell's barrier. On a failed save, its attempt fails and has no effect.

PUNITIVE CELL

LEVEL 11

Whenever a hostile creature begins its turn inside your cell, it takes 1d10 force damage.

JUDICIAL ARCANUM

LEVEL 13

Gained Level Used Spell

13th 4th

17th 5th

JUDICIARY DIVISION FEATURE

LEVEL 14

ARCANE SAFEGUARD

LEVEL 15

You have resistance to damage from spells, and advantage on saving throws against spells.

JUDICIARY DIVISION FEATURE

LEVEL 18

JUDGE'S CELL

LEVEL 20

When you create a cell, choose one creature you can see. Until you create a new cell, that creature automatically fails all Charisma saving throws it makes to attempt to pass through your cell's barrier.

RACIAL TRAITS

PROFICIENCIES

LANGUAGES

TOOLS & OTHER PROFICIENCIES

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