



BLAINE'S ANIME INTO 5E

SEASON 2

CHARACTER ARCHETYPE

WILDCARD

Wildcards use any technique imaginable, no matter how ruthless or underhanded, to drag themselves towards their goals. This desperate nature makes them tough to gauge or reason with, but can sometimes make a wildcard easy to read if their methods of madness are shortsighted.

ABILITY SCORES

Your Strength score increases by 1. If you possess a different ability score with a 12 or higher, reduce its score by 1.

(ABILITY) RAMBUNCTIOUS FERVOR

You can give yourself advantage on all d20 rolls until the end of your next turn. Additionally, attacks against you are made at disadvantage during this time. Once you use this ability, you must have activated your Predictable ability and have finished a long rest before you can use it again.

(FORCED ABILITY) PREDICTABLE

After rolling initiative, you can choose to become vulnerable to the next source of damage you would non-willingly be dealt by a hostile GM controlled enemy.

OPTIONAL PERSONALITY TRAITS

Someone I'm trying to protect could just as easily become my cannon fodder.

My unrelenting determination surpasses any sane amount of logic or reason.

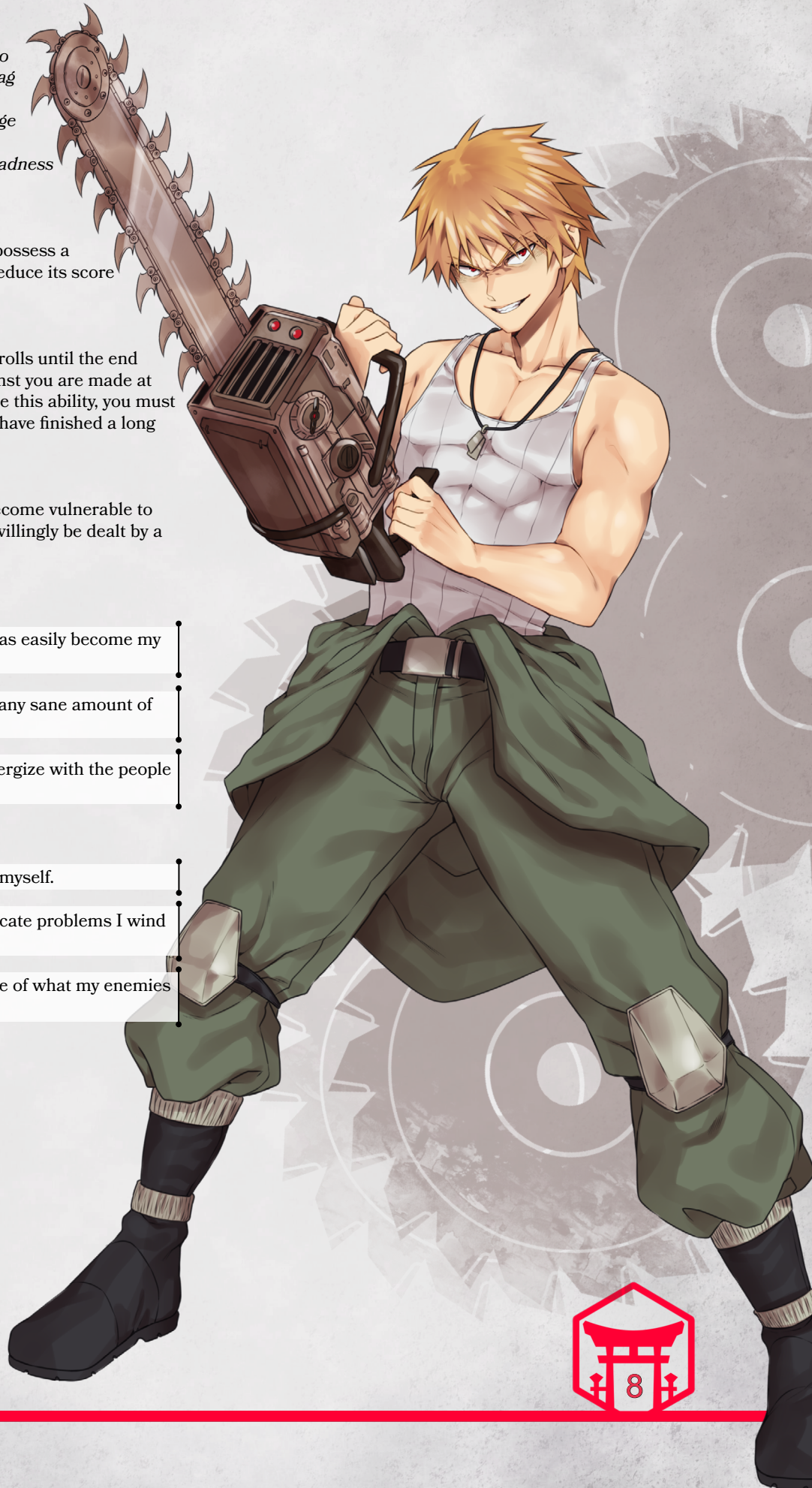
My personality constantly changes to synergize with the people around me.

OPTIONAL FLAWS

I make a conscious effort to never repeat myself.

I half-hazardly improvise solutions to delicate problems I wind up faced with.

I go out of my way to do the exact opposite of what my enemies expect from me.



SPECIES

FOLKLORE ONI

Oni are a bloodthirsty species of demon recognized by their exceptional strength, intricate tattoos, and unique wit. Each have their characteristics warped based on public perception of their species by neighboring folk.

ONI TRAITS

Suggested Scores	Size	Speed
Str +2; Con +1;	Medium	30ft

Age. So long as the concept of oni continues to exist within the minds of creatures, oni can continue to exist. Many consider oni to be supernaturally immortal, thus promoting their endless nature. As most stories never explain the creation of oni, many simply appear near locations befitting their stories.

Alignment. Oni that dwell near creatures with advanced literary skill often have their lore reshape to showcase the demons as complex individuals of reason and morals. More primitive settlements have more to fear, and attempts at them explaining the unknown arise horrific oni painted in evil lights. Oni ingrain common conceptions into their alignment.

Appearance. Through time, a few prominent features have existed through every iteration of oni. All are accustomed to wielding massive weapons and baring intricate tattoos. These characteristics are forced upon the oni upon their creation.

Weighted Weapons. You gain proficiency with every heavy weapon that can deal bludgeoning damage. You also start with one of these weapons in your possession during character creation. Additionally, enemies up to one size larger than you that you damage with a critical hit from bludgeoning weapons are pushed 5 feet back from you.

Species & Languages. Your creature type is fiend (demon). You can speak common and abyssal.

Origin Tattoos. The tattoos that cover an oni's body retell stories that influenced their creation. Select traits to gain from each story theme below during character creation:

Violence. Stories of conflict between oni and humanity. Choose a feat that provides you any type of bonus for martial combat. You gain the chosen feat.

Betrayal. Stories of oni betraying others or being betrayed themselves. Choose a skill from intelligence, charisma, or wisdom that you aren't already proficient in. You gain proficiency in the skill.

Generosity. Stories of oni offering gifts or aid. You can let other creatures expend your hit dice during short rests to regain their own hit points. They add your Constitution modifier to the results of these hit dice rolls instead of their own.



TRANSFORMATION

EXPLOSION

The accumulation of expressive emotions have manifested into unstable psychic powers.

EXPLOSION METER

While in initiative order, you accumulate points in the following ways:

- **3 point.** Taking an instance of damage from an enemy.
- **5 points.** Become unwillingly affected by a condition, or gaining a level of exhaustion.
- **10 points.** Another player character ally you perceive dies.

On your turn while you possess **100 points** or more, you can choose to have your accumulated points reset to 0 (no action required) and gain the following transformation benefits for 1 minute or until you fall unconscious:

EMOTION MANIFEST

Choose an option below that best resembles your character's current emotional state. The chosen feature occurs for the remainder of your transformation:

Anger. Whenever a hostile creature within 15 feet of you takes damage, they take additional psychic damage equal to your proficiency bonus.

Despair. Every hostile creature within 15 feet of you is telekinetically weighed down upon, having their movement speed reduced by half and losing the ability to nonmagically fly.

Disgust. Every hostile creature within 15 feet of you is pushed 10 feet away from you at the end of your turns.

Love. Creatures of your choice within 15 feet of you gain temporary hit points equal to your proficiency bonus at the end of your turns.

TELEKINETIC FLIGHT

You possess a fly speed equal to 10 feet * your PB.

UNSTABLE MIND

You have advantage on wisdom, charisma, and intelligence saving throws. Additionally, any charm or frightened conditions affecting you instantly end.

TELEKINETIC MASTERY

As an action you can cast the telekinesis spell once on each of your turns. Intelligence, charisma, or wisdom is the spellcasting ability modifier for the spell, requiring no spell slots or components and with a duration lasting until the end of your transformation.

