



Roland Stanfield

Level 10 Deva Mayor

ABILITIES

STR	8 (-1)
DEX	12 (+1)
CON	11 (+0)
INT	16 (+3)
WIS	19 (+4)
CHA	14 (+2)



Studded leather armor



Saving Throws.

CON +4, DEX +5, INT +7, WIS +8



Proficient Skills.

Deception	+10
History	+7
Medicine	+7
Perception	+12
Persuasion	+10
Religion	+7
Stealth	+9



Combat.

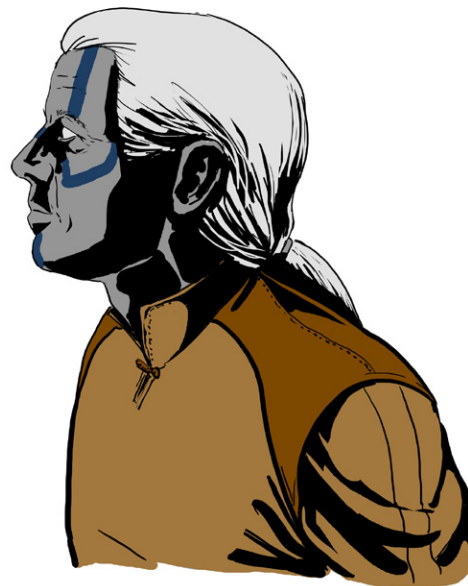
Your past lives give you some unusual combat options. See Manifest Incarnations at right and the incarnation statistics on the next page.

Melee.

Shortsword +5 (1d6+1)

Ranged.

Dagger +5 (1d4+1)



Rogue Tricks. In this life you find yourself sneaky and clever.

Once per turn you deal +5d6 sneak attack damage when you hit an enemy and have advantage on the attack roll, or if one of your allies is within 5 feet of the enemy.

You can use a bonus action to Dash, Disengage, or Hide.

When an attacker you can see hits you, you can spend your reaction to halve the damage.

You take half damage against effects that grant a Dexterity save, or no damage if you succeed the save.

Deva Traits. Your status as a deva offers you the following benefits.

You have resistance to necrotic and radiant energy, and you cannot be blinded by bright light.

Once per day you can recall knowledge from a past life. Roll 1d4 and add it to one ability check, skill check, or saving throw of your choice, after you roll but before you know the result. If you do this for a skill you are not proficient with, you gain proficiency for the next minute.

If you die, eight hours later your body dissolves and you reincarnate, fully grown but with jumbled memories, somewhere within three miles. (You hope you never reincarnate while at sea.)

Manifest Incarnations. As a bonus action you can call forth a shimmering manifestation of one of your past lives. He appears besides you, can roam up to 250 ft. from you, and lasts as long as you remain conscious. You share senses intuitively. Each of you can move independently, but you have only one action, and can use it either for yourself or for one of your incarnations.

Each incarnation has 20 HP and uses your stats, but do not have Rogue Tricks. The incarnations have additional abilities listed on the next page.

If an incarnation is reduced to 0 HP, it vanishes, and you lose 20 HP. You can have multiple incarnations manifested at the same time, but no more than one of each type. You can dismiss an incarnation as a bonus action. If you manifest it again, it starts at 20 HP.



Background.

Four centuries ago you saw a goddess die. It changed you, and years later when you eventually perished you reincarnated, reappearing fully-grown in the wilderness with only vague memories. You are no longer a man, but a deva, bearing a sliver of the goddess's power.

Over the course of a hundred years and several incarnations you found your way to Risur, and became mayor of the coastal town of Flint. Upon your next death, the people of Flint found you and asked you to return.

You had trouble at first, but then a wise man helped you unlock memories of your previous incarnations. With each life you were a slightly different man, but now your former selves could advise you. Thereafter Flint quickly prospered.

Then forty years ago a witch known as the Red Contessa established a coven atop a looming peak in the city's center. The mountain was once called the Hunchback, but the locals have renamed it Cauldron Hill. At first the coven moved subtly, and the threat they posed was not worth the risk of fighting them. But a few years ago Risur went to war, and while the nation was

distracted the witches began to terrorize your people and curse the families who looked to you for protection and guidance. You tried to drive them out. They killed you.

Your next incarnation opposed them as well, and a couple years later the Contessa killed you again, which only increased her infamy and made it seem impossible to confront her. Your next incarnation called on the king to save your city, but he took too long, so you led a desperate mission yourself. You wish you couldn't remember this latest death, how horrifying it was to watch men who trusted you burn alive.

Last night you were visited again by the same wise man who helped you centuries ago, though he wore a new face. He congratulated your leadership, and asked two favors before leaving: "Tell no one else of my visit, please." And, "When the tiefling arrives, accept her aid, and keep her alive. She has the power to make Flint the mightiest city in the world."

Your current incarnation feels ... *sneakier* than usual. But what hasn't changed is your commitment to the improvement of Flint and the protection of its people.

SUGGESTED STARTING INTERACTIONS.

Tell King Lorcan and his retinue about your city's suffering at the witches' hands, and of your own deaths. The king intends to strike at dawn. Insist on joining this mission.

CHARACTER GOAL.

The people of Flint must be safe from the torment of the witches. Accept the aid of the tiefling, whoever she happens to be, and make sure she survives, even if you die. You'll reincarnate anyway. Tell no one about the mysterious wise man.

Warrior Incarnation.

Centuries ago you fought in a holy war.

- AC 20 (plate armor, shield)
- STR 19 (+4)
- **Combat.** This incarnation makes two attacks with a single action, and has the following attacks:

Melee longsword +8 (1d8+4)

Ranged holy light +5 (2d6 fire damage, range 60 ft., at-will)

Loremaster Incarnation.

Since then you have devoted yourself to learning.

- AC 11
- **Spellcasting.** The number of uses for each spell refreshes each day; getting a "new" loremaster incarnation doesn't help.

Cantrips – *mage hand, message, prestidigitation*

1st (4/day) – *detect magic, magic missile, silent image*

2nd (3/day) – *hold person, invisibility, mirror image, spider climb*

Politician Incarnation.

You've found your greatest success in leading and governance.

- **Unassuming.** Attacks against you have disadvantage if the attacker can see any of its other enemies.
- **Inspirational Presence.** As a bonus action twice per short rest, you can grant an ally who can hear you rhetorical inspiration. That ally can spend the rhetorical inspiration to get +1d10 to any d20 roll.
- **Poisoned Weapon.** Applying poison is a bonus action. A target struck takes 24 poison damage. A Constitution save (DC 15) reduces the damage by half. The poison can only coat this incarnation's weapons.