

# BLAINE SIMPLE'S ANIME INTO 5E

**THE PARTY ROLE PACK!**



## CONTENTS:

**GUARDIAN (ARCHETYPE)**  
**FAITHFUL (ARCHETYPE)**  
**CRAFTY (ARCHETYPE)**

# ABOUT THIS PACK:

*The AID Series* consists of monthly materials released by Blaine Simple for 5E and beyond! You're free to share this pack privately with friends and family, but please refrain from uploading the materials publicly online.

## **BALANCE PATCHES AND HOTFIXES**

This pack will stay updated for 3 months after its initial release! Patrons can join our [public discord server](#) and check out the **#anime-pack-updates** channel for frequent balance changes and format edits. Feel free to download the newest updated packs as soon as you see an announcement there!

Also, if you're a patron and haven't received your special Patreon tag on discord, please make a request in the **#claim-your-tags** channel.

## **CHARACTER ARCHETYPES**

Archetypes are optional features that can be added to an existing character at any point in the game. Once an archetype is added to a character, it cannot be removed, and the character cannot gain any other Archetype.

## **OVA PATRONS!**

Aaron Saddler  
Amadeus TD  
Andrew Graybill  
Andrew Bracht  
anu  
Armarillo-kun  
Barnzinator  
Cooper Henderson  
Crimson Eclipse  
Cynthia Slime  
Darkstar02  
Doctor Rogue  
dragoncamper  
DragonJoker  
Drakow Hellcloud  
Dranzer  
DreadKnight  
Dylan  
Echo  
Gerish51  
Gmanteko59  
Hanzo Dakun  
harrison miller  
Identity Crisis  
JadeWarlock  
kithawk  
Kyle\_Sunrider

Litholemule  
Mark 'Specter' Shadow  
Matthew Wrightington  
Neil Wagner  
Nicolas Smith  
Pockieh  
Professor Greenbeans  
Pyro Prima  
Ran 707  
Richard  
Robert Pursey  
Shadow1317  
Shadowflair  
Simon Bengtsson  
Sonictate  
Star  
Straw  
Syalis  
Synchro Sola  
TheFudgesickle  
Thestralpony  
ZaxiD\_Lune  
Zero1503

## **TESTERS FOR THIS PACK!**

Kunhah  
waffler.exe  
McNuxxy  
Dazer  
DarkErebus13  
Kitsu the King  
PrinceDraconis12  
CamunonZ  
TheBlackFOX

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## CHARACTER ARCHETYPE

# GUARDIAN

Guardians are stalwart defenders, always at the front lines to shield their allies from harm. They tirelessly hone their reactions and tolerances to keep others out of danger. Guardians selfishly put others before themselves and derive pain from their companions' struggles. A Guardian's desire for self sacrifice is almost demanded as they become distraught if allies fall in battle before them.

## ABILITY SCORES

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

## (ABILITY) FRONT-LINE RESOLVE

You feel the most prepared when you're what stands between opposition. After making an opportunity attack while in initiative order, you gain 1d4 temporary hit points. You can benefit from this feature no more than once per round.

## (FORCED ABILITY) UNGUARDED FEAR

The sight of fallen allies startles you. If an ally player character you can see is reduced to 0 hit points while in initiative order, you gain the poisoned condition until the end of your next turn. This feature can trigger up to once per initiative order.

## OPTIONAL PERSONALITY TRAITS

It's my duty to protect those who can't protect themselves.

I'm always the first to jump into action.

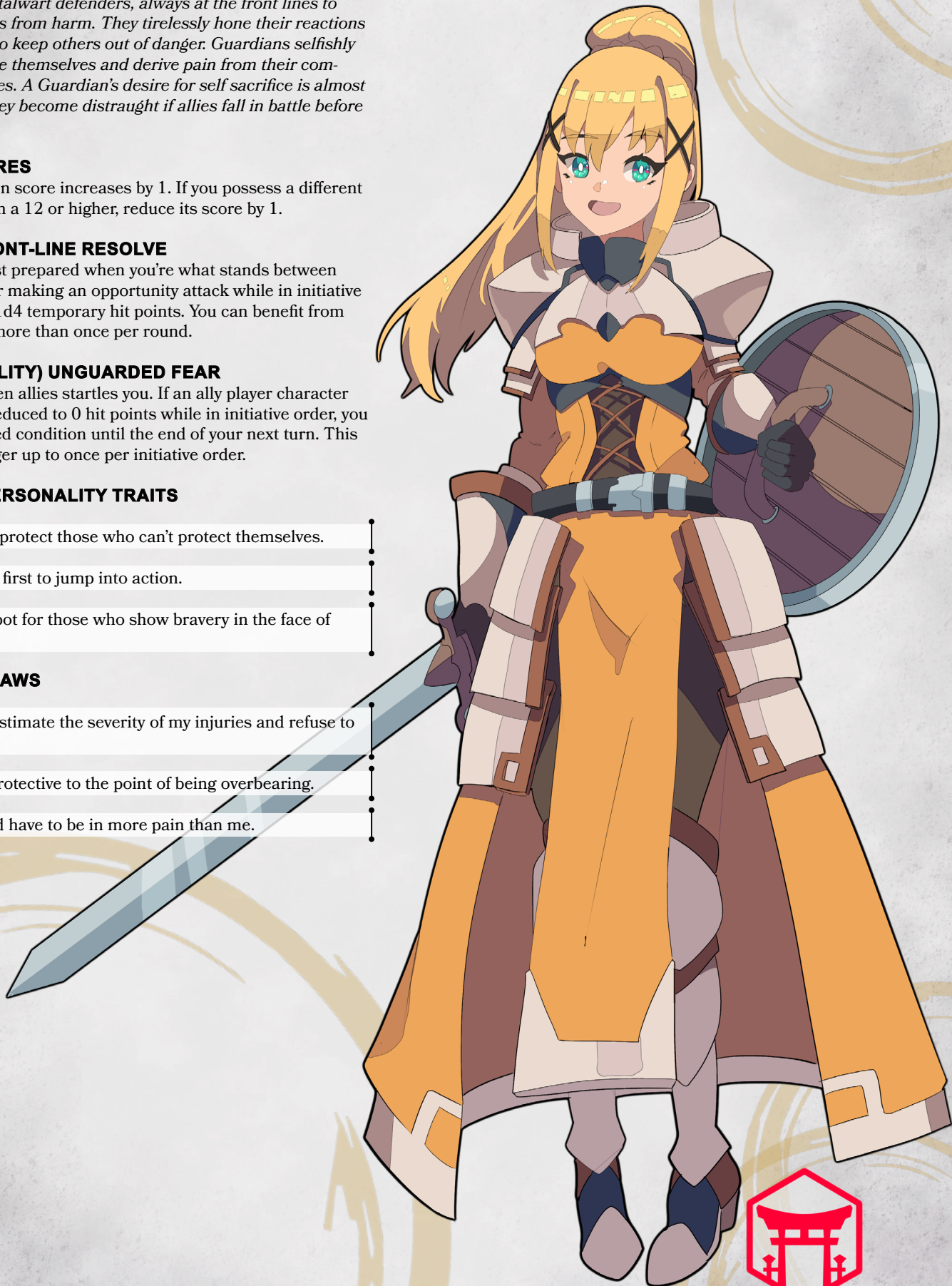
I have a soft spot for those who show bravery in the face of adversity.

## OPTIONAL FLAWS

I often underestimate the severity of my injuries and refuse to seek help.

I can be overprotective to the point of being overbearing.

Nobody should have to be in more pain than me.



## CHARACTER ARCHETYPE

# FAITHFUL

*Faithful are characters who hedge their prayers on cosmic retribution. They choose to believe that regardless of how poor a situation becomes, fate will dictate that the transgressors be punished. To many, a faithful character's optimistic assumptions for the future may seem insane due to current affairs. Even so, faithful help to steel resolve and pray for better days.*

## ABILITY SCORES

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

## (ABILITY) AVENGE ALLY

You inspire others to avenge who've fallen before them. When an allied creature you can see within 30 feet of you drops to 0 hit points, you can use your reaction to give a different allied creature you can see in the same range advantage on their next d20 roll, lasting until the end of their next turn. Once you use this feature, you can't do so again until you roll initiative, or finish a short or long rest.

## (FORCED ABILITY) UNDESERVING AID

Knowing that people elsewhere are hurting makes you reluctant to accept the support they could have had. You refuse to, and can't benefit from regaining hit points more than once per round.

## OPTIONAL PERSONALITY TRAITS

I try to be a shining example of character to flaunt a sense of superiority against my transgressors.

My situation can't possibly be worse than that of others.

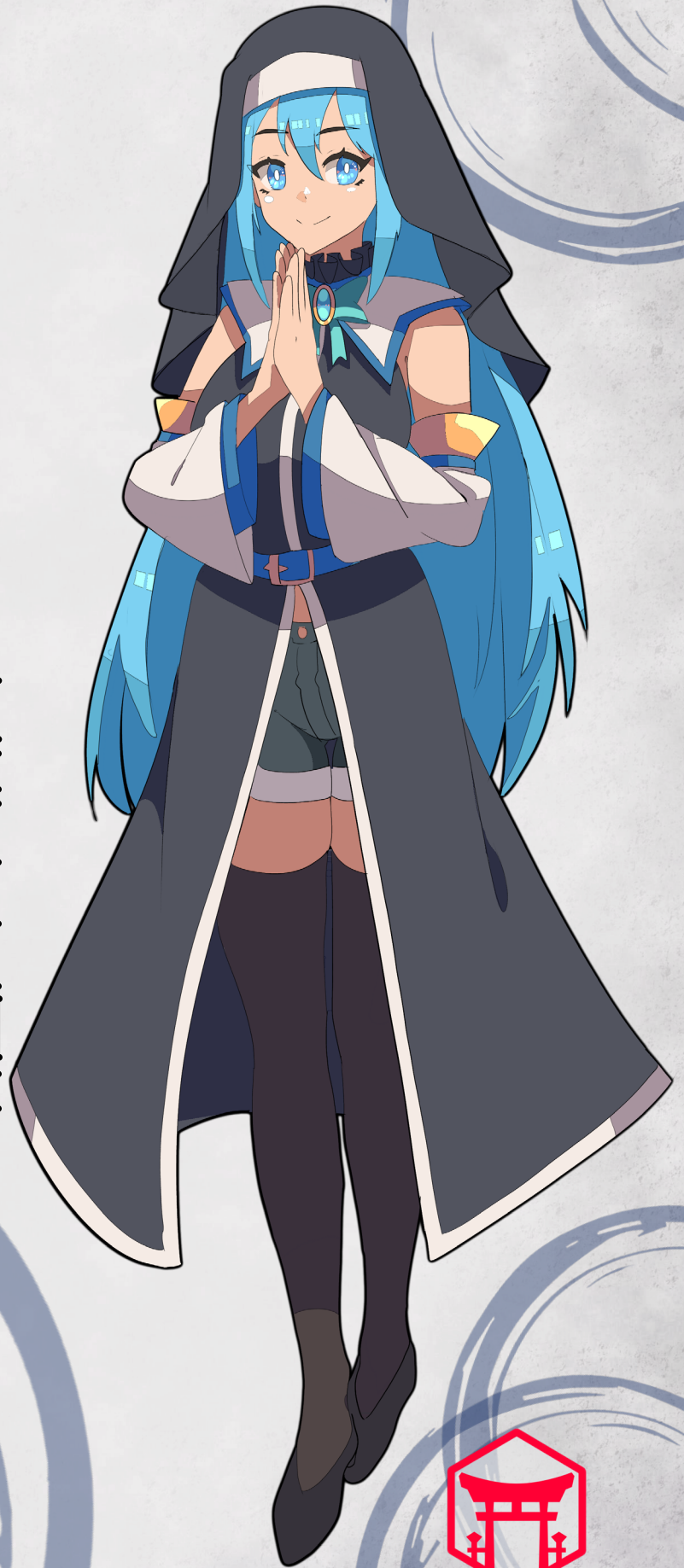
You'll find me helping communities and spreading beliefs to mark my character as being on the correct side of history.

## OPTIONAL FLAWS

Even if I barely have the means to, I'll pitch in to help anyone in need.

The mere thought of my enemies makes me unreasonably emotional.

I actively avoid luxuries to stay relatable with the less fortunate.



## CHARACTER ARCHETYPE

# CRAFTY

*Crafty characters deal with challenges by combining a slew of basic skills. They prefer using knowledge in creative ways to accomplish tasks far greater than any one skill could carry. Crafty characters, however, loathe relying on a single trump card to get jobs done. To them, there's an optimal solution that'll take a combination of all their trainings to solve.*

## ABILITY SCORES

Three different ability scores below 10 that you possess increase by 1. Your highest ability score is then reduced by 1 (if a tie, choose).

## (ABILITY) VERSATILE TRADES

Quick tricks help you make the most out of any plan. You gain a +1 bonus to every skill you lack proficiency in.

## (FORCED ABILITY) BACK TO BASICS

You've never taken the time to master any singular talent. You suffer a -1 penalty to every skill you have proficiency in.

## OPTIONAL PERSONALITY TRAITS

I'm always trying to pick up new skills from people willing to teach a thing or two.

I try to only keep practical and versatile tools on my person.

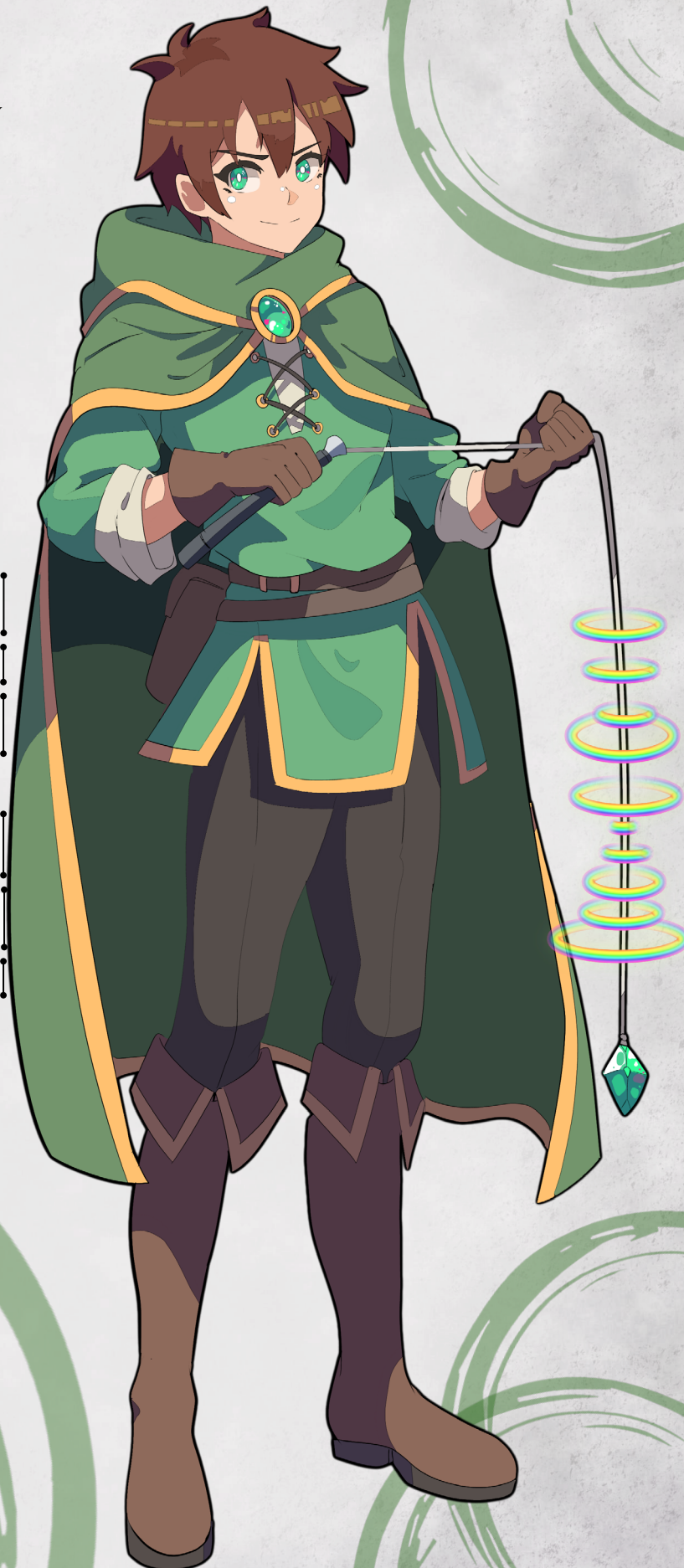
I dutifully keep tabs on the skills of my companions, always synergizing their strengths with my own witty plans.

## OPTIONAL FLAWS

I never consider that I might be able to solve a problem with a simple solution.

I can't embark on anything unless I've prepared for the most common contingencies.

I'm obsessively eager to seeing how my plans play out firsthand.



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