

Barbarian 3 - Courageous Heart

Folk Hero

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Stout Halfling

RACE

ALIGNMENT

FACTION

CHARACTER NAME

**STRENGTH**  
15  
+2

**DEXTERITY**  
15  
+2

**CONSTITUTION**  
15  
+2

**INTELLIGENCE**  
10  
-

**WISDOM**  
10  
-

**CHARISMA**  
10  
-

INSPIRATION

+2 PROFICIENCY BONUS

**SAVING THROWS**

- +4 Strength
- +2 Dexterity
- +4 Constitution
- Intelligence
- Wisdom
- Charisma

**SKILLS**

- +2 Acrobatics (Dex)
- +2 Animal Handling (Wis)
- Arcana (Int)
- +4 Athletics (Str)
- Deception (Cha)
- History (Int)
- Insight (Wis)
- +2 Intimidation (Cha)
- Investigation (Int)
- Medicine (Wis)
- Nature (Int)
- Perception (Wis)
- Performance (Cha)
- Persuasion (Cha)
- Religion (Int)
- +2 Sleight of Hand (Dex)
- +2 Stealth (Dex)
- +2 Survival (Wis)

14 ARMOR CLASS    +2 INITIATIVE    25' SPEED

Hit Point Maximum 32

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 3

d12 (7) HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

NAME	ATK BONUS	DAMAGE/TYPE
greataxe*	+4	1d12 + 2
handaxe*	+4	1d6 + 2
Improvise*	+4	1d4 + 2
Shovel	+4	1d6 + 2
Fist/ Kick	+4	1d4 + 2
Javelin	+4	1d6 + 2

\*greataxe heavy, 2-hand  
\*handaxe throw (range 20/60)  
\*javelin throw (ranged 30/120)

ATTACKS & SPELLCASTING

10 PASSIVE WISDOM (PERCEPTION)

Armor:  
Improvised, Light / medium armor, shield

Weapons:  
simple / martial weapons, shields

Tools:  
tinker tools, vehicles (land)

Languages:  
Common, Halfling

OTHER PROFICIENCIES & LANGUAGES

CP 10 greataxe, handaxe (2), javelins (4)

SP

EP backpack, bedroll, mess kit, tinderbox, (10) torches, (10) days rations, 50' rope

GP

PP tinker tools, shovel, iron pot, common clothes, pouch

EQUIPMENT

**LUCKY**  
When you roll a 1 ON A d20 for an attack roll, ability check, or saving throw, you can REROLL the die and must use the new roll.

**BRAVE**  
Advantage on saving throws against being frightened.

**HALFLING NIMBLENESS**  
Can move through the space of any creature that is of a size larger than yours.

**STOUT RESILIENCE**  
Advantage on saving throws against poison, resistance against poison damage.

**RAGE 3 / long rest**  
Enter a rage as a BONUS ACTION if not wearing heavy armor

- Advantage on Strength checks and saving throws.
- Melee weapon attack using Strength +2 damage
- Resistance bludgeoning, piercing, and slashing.

Lasts for 1 minute or if you are knocked unconscious or if your turn ends and you haven't attacked a hostile creature since your last turn or taken damage since then. End as a BONUS ACTION.

**UNARMORED DEFENSE.**  
While not wearing any armor, your Armor Class equals 10 + your Dex mod + Con mod.

**RECKLESS ATTACK.**  
Your first attack on your turn, can decide to attack recklessly. ADVANTAGE on melee weapon Strength attacks during this turn, attacks against you have ADVANTAGE

**DANGER SENSE**  
ADVANTAGE Dexterity saving throws against effects that you can see (traps and spells), only if not blinded, deafened, or incapacitated.

**PATH OF THE COURAGEOUS HEART**  
Matter at Hand.  
Prof improvised weapons, unarmed attack

**Favor the Bold.**  
When raging, saving throw, attack unarmed or improvised weapon, +1d4 to attack

FEATURES & TRAITS

Barbarian 3 - Red Reaver Soldier (Infantry)

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Dragonborn - Black

RACE

ALIGNMENT

FACTION

CHARACTER NAME

**STRENGTH**  
15  
+2

**DEXTERITY**  
14  
+2

**CONSTITUTION**  
10  
-

**INTELLIGENCE**  
10  
-

**WISDOM**  
15  
+2

**CHARISMA**  
11  
-

**INSPIRATION**

+2 **PROFICIENCY BONUS**

**SAVING THROWS**

- +4 Strength
- +2 Dexterity
- +2 Constitution
- Intelligence
- +2 Wisdom
- Charisma

**SKILLS**

- +2 Acrobatics (Dex)
- +2 Animal Handling (Wis)
- Arcana (Int)
- +4 Athletics (Str)
- Deception (Cha)
- History (Int)
- +2 Insight (Wis)
- +2 Intimidation (Cha)
- Investigation (Int)
- +2 Medicine (Wis)
- Nature (Int)
- +4 Perception (Wis)
- Performance (Cha)
- Persuasion (Cha)
- Religion (Int)
- +2 Sleight of Hand (Dex)
- +2 Stealth (Dex)
- +4 Survival (Wis)

**12** ARMOR CLASS

**+2** INITIATIVE

**30'** SPEED

Hit Point Maximum 26

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 3

**d12 (7)** HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

**NAME**      **ATK BONUS**      **DAMAGE/TYPE**

greataxe*	+4	1d12 + 2
lgt xbow*	+4	1d8 + 2
javelin*	+4	1d6 + 2

\*greataxe heavy, 2-handed  
\*crossbow ammunition, throw (range 80/320), loading, 2 hands  
\*javelin throw (ranges 30/120)

**ATTACKS & SPELLCASTING**

14 **PASSIVE WISDOM (PERCEPTION)**

Common, Draconic

Armor  
light/medium armor, shield

Weapons  
simple/martial

Tools  
Dice set, vehicle (land)

**OTHER PROFICIENCIES & LANGUAGES**

**9** CP greataxe, light crossbow, bolts (20), javelins (4)

SP rank insignia, trophy from fallen enemy, set of bone dice, common clothes, pouch

EP

CP backpack, bedroll, mess kit, tinder box, torches (10), rations (10), waterskin, 50' rope

PP

**EQUIPMENT**

**DRACONIC ANCESTRY**  
Black

**BREATH WEAPON**  
Acid. 5X30 line. DEX save (DC 10). Once per short or long rest.

**DAMAGE RESISTANCE**  
Acid

**RAGE 3 / long rest**  
Enter a rage as a **BONUS ACTION** if not wearing heavy armor

- Advantage on Strength checks and saving throws.
- Melee weapon attack using Strength +2 damage
- Resistance bludgeoning, piercing, and slashing.

Lasts for 1 minute or if you are knocked unconscious or if your turn ends and you haven't attacked a hostile creature since your last turn or taken damage since then. End as a **BONUS ACTION**.

**UNARMORED DEFENSE.**  
While not wearing any armor, your Armor Class equals 10 + your Dex mod + Con mod.

**RECKLESS ATTACK.**  
Your first attack on your turn, can decide to attack recklessly. **ADVANTAGE** on melee weapon Strength attacks during this turn, attacks against you have **ADVANTAGE**

**DANGER SENSE**  
**ADVANTAGE** Dexterity saving throws against effects that you can see (traps and spells), only if not blinded, deafened, or incapacitated.

**FEATURES & TRAITS**



AGE	HEIGHT	WEIGHT
EYES	SKIN	HAIR

CHARACTER NAME

CHARACTER APPEARANCE

### PATH OF THE RED REAVER

Devourer  
**BONUS ACTION:** While RAGING and below half hit points. Enter DEVOURING RAGE, spend hit dice, weapon is now MAGICAL, if you hit regain hit points equal to: 1 PLUS the number of hit dice spent. If a crit DOUBLE it. If you don't hit you take that amount of damage but stay in the rage. When you reach max HP the Devourer Rage ends.

NAME

---

SYMBOL

ALLIES & ORGANIZATIONS

#### Military Rank

You have a military rank from your career as a soldier. Soldiers loyal to your former military organization still recognize your authority and influence, and they defer to you if they are of a lower rank. You can invoke your rank to exert influence over other soldiers and requisition simple equipment or horses for temporary use. You can also usually gain access to friendly military encampments and fortresses where your rank is recognized.

CHARACTER BACKSTORY

#### Sanguine Scent. (DC 10) 1 use regain on LONG rest.

As an ACTION you can take a deep breathe and immediately able to smell the number of creatures within 60'. You know type not identity.

You can focus on a creature you know and have a possession of theirs. Instead of you rolling Survival the creature makes a Wisdom saving throw. If they fail you know the direction and distance they are from you. You can follow it through terrain you wouldn't normally.

ADDITIONAL FEATURES & TRAITS

TREASURE

Barbarian 3 - Sacred Kin Folk Hero

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Mountain Dwarf

RACE

ALIGNMENT

FACTION

CHARACTER NAME

**STRENGTH**  
17  
+3

**DEXTERITY**  
13  
+1

**CONSTITUTION**  
16  
+3

**INTELLIGENCE**  
10  
-

**WISDOM**  
10  
-

**CHARISMA**  
10  
-

INSPIRATION

+2 PROFICIENCY BONUS

**SAVING THROWS**

- +5 Strength
- +1 Dexterity
- +5 Constitution
- Intelligence
- Wisdom
- Charisma

**SKILLS**

- +1 Acrobatics (Dex)
- +2 Animal Handling (Wis)
- Arcana (Int)
- +5 Athletics (Str)
- Deception (Cha)
- History (Int)
- Insight (Wis)
- Intimidation (Cha)
- Investigation (Int)
- Medicine (Wis)
- Nature (Int)
- +2 Perception (Wis)
- Performance (Cha)
- Persuasion (Cha)
- Religion (Int)
- +1 Sleight of Hand (Dex)
- +1 Stealth (Dex)
- +2 Survival (Wis)

14 ARMOR CLASS

+1 INITIATIVE

25' SPEED

Hit Point Maximum 35

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 3

d12 (7) HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

**ATTACKS & SPELLCASTING**

NAME	ATK BONUS	DAMAGE/TYPE
Greataxe*	+5	1d12 + 3
Handaxe*	+5	1d6 + 3
javelin*	+5	1d6 + 3

\*greataxe, heavy, two-handed.  
\*handaxe (range 20/60)  
\*javelin (ranged 30/120)

12 PASSIVE WISDOM (PERCEPTION)

**OTHER PROFICIENCIES & LANGUAGES**

Armor:  
Light / medium armor, shield

Weapons:  
simple / martial weapons, battleaxe, handaxe, light hammer, and warhammer.

Tools:  
Smith Tools  
Vehicle (land)

Languages:  
Common, Dwarven, Deepspeech

**EQUIPMENT**

10 CP greataxe, handaxe (2) javelins (4).

SP backpack, a bedroll, a mess kit, a tinderbox, 10 torches, 10 days of rations, a waterskin, and 50 feet of hempen rope.

EP

CP

PP smith tools, shovel, iron pot, common clothes, pouch.

**FEATURES & TRAITS**

**DARKVISION 60'**

**DWARVEN RESILLIENCE.**  
ADVANTAGE on saving throws against poison  
RESISTANCE against poison damage.

**DWARVEN COMBAT TRAINING**  
PROFICIENT battleaxe, handaxe, light hammer, and warhammer.

**TOOL PROFICIENCY.**  
PROFICIENCY with smith's tools

**STONECUNNING.**  
DOUBLE PROF BONUS on Intelligence (History) check related to the origin of stonework.

**DWARVEN ARMOR TRAINING.**  
PROFICIENCY with light and medium armor.

**RAGE 3 / long rest**  
Enter a rage as a BONUS ACTION if not wearing heavy armor  
• Advantage on Strength checks and saving throws.  
• Melee weapon attack using Strength +2 damage  
• Resistance bludgeoning, piercing, and slashing.

Lasts for 1 minute or if you are knocked unconscious or if your turn ends and you haven't attacked a hostile creature since your last turn or taken damage since then. End as a BONUS ACTION.

**UNARMORED DEFENSE.**  
While not wearing any armor, your Armor Class equals 10 + your Dex mod + Con mod.

**RECKLESS ATTACK.**  
Your first attack on your turn, can decide to attack recklessly.  
ADVANTAGE on melee weapon Strength attacks during this turn, attacks against you have ADVANTAGE

**DANGER SENSE**  
ADVANTAGE Dexterity saving throws against effects that you can see (traps and spells), only if not blinded, deafened, or incapacitated.

OVER --->



# Barbarian Sacred Kin (Know 3)

SPELLCASTING CLASS

Constitution

SPELLCASTING ABILITY

13

SPELL SAVE DC

+5

SPELL ATTACK BONUS

0

CANTRIPS

- Blade Ward
- Shocking Grasp

3

6

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

2

PREPARED

SPELL NAME

- Feather Fall
- Magic Missile
- Shield

2

4

7

8

5

9

SPELLS KNOWN



AGE	HEIGHT	WEIGHT
EYES	SKIN	HAIR

CHARACTER NAME

CHARACTER APPEARANCE

### PATH OF THE SACRED KIN

**Spellcasting.**  
When you reach 3rd level, you channel your ancient blood to harness the power of your forbearer. See chapter 10 for the general rules of spellcasting and chapter 11 for the sorcerer spell list.

**Cantrips.** You learn three cantrips of your choice from the sorcerer spell list. You learn an additional sorcerer cantrip of your choice at 10th level.

NAME

---

SYMBOL

ALLIES & ORGANIZATIONS

**Defining Event.**  
Led a militia to fight off an invading army.

**Rustic Hospitality.**  
Since you come from the ranks of the common folk, you fit in among them with ease. You can find a place to hide, rest, or recuperate among other commoners, unless you have shown yourself to be a danger to them. They will shield you from the law or anyone else searching for you, though they will not risk their lives for you.

CHARACTER BACKSTORY

**ANCESTRAL ORIGINS (ABERRANT, PSYCHIC OR FORCE)**  
At 3rd level, when you choose this path, you choose the origin of your ancestor, either celestial, demonic, draconic, or aberrant.

You can speak, read, and write the language of your ancestor and can weave their curses and oaths into your battle-cries. Additionally, whenever you make a Charisma check when interacting with a creature of your ancestors' type, your proficiency bonus is doubled if it applies to the check.

**SUPERNATURAL FURY**  
At 3rd level, you can focus on the magic in your blood, allowing you to concentrate your rage into the ancient magic of your bloodline and enter a Supernatural Fury. You gain the ability to cast and concentrate on spells, even while raging, at the expense of your physical resistances.

When you enter your Supernatural Fury and you aren't wearing heavy armor, the following benefits replace the benefits of the Rage feature:

- You gain a bonus to your AC equal to your Strength modifier (minimum of +1).
- You have advantage on Constitution checks and saving throws made to maintain concentration on a spell.
- You have resistance to magical damage and are immune to the damage type you chose from your Ancestral Origin.

Your Supernatural Fury lasts for 1 minute. It ends early if you are knocked unconscious or if your turn ends and you haven't attacked a hostile creature, cast a spell, or taken damage since your last turn. You can end your Supernatural Fury on your turn as a bonus action.

ADDITIONAL FEATURES & TRAITS

### MYTHIC MANIFESTATION

As ancient magic flows through you, physical traits of your lineage emerge. Starting at 3rd level, whenever you cast a spell, you regain hit points equal to three times spell slot's level.

TREASURE



Bard 3 - College of Discord Entertainer (Instrumentalist)  
 CLASS & LEVEL BACKGROUND PLAYER NAME  
 Dragonborn  
 RACE ALIGNMENT FACTION

CHARACTER NAME

**STRENGTH**  
**12**  
 +1

**DEXTERITY**  
**13**  
 +1

**CONSTITUTION**  
**14**  
 +2

**INTELLIGENCE**  
**10**  
 -

**WISDOM**  
**10**  
 -

**CHARISMA**  
**16**  
 +3

**INSPIRATION**

**+2 PROFICIENCY BONUS**

**SAVING THROWS**

- +1 Strength
- +3 Dexterity
- +2 Constitution
- Intelligence
- Wisdom
- +5 Charisma

**SKILLS**

- +3 Acrobatics (Dex)
- +1 Animal Handling (Wis)
- +1 Arcana (Int)
- +2 Athletics (Str)
- +5 Deception (Cha)
- +1 History (Int)
- +1 Insight (Wis)
- +3 Intimidation (Cha)
- +1 Investigation (Int)
- +1 Medicine (Wis)
- +1 Nature (Int)
- +1 Perception (Wis)
- +7 Performance (Cha)
- +7 Persuasion (Cha)
- +1 Religion (Int)
- +2 Sleight of Hand (Dex)
- +3 Stealth (Dex)
- +1 Survival (Wis)

**12** ARMOR CLASS  
**+1** INITIATIVE  
**30'** SPEED

Hit Point Maximum **24**

**CURRENT HIT POINTS**

**TEMPORARY HIT POINTS**

Total **3**

**d8 (5)** HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

NAME	ATK BONUS	DAMAGE/TYPE
rapier*	+3	1d8 + 1
dagger*	+3	1d4 + 1
flute*	+3	1d6 + 1

\*dagger range 20/60  
 \*rapier finesse  
 \*flute 2 hands versatile (1d8), 1 hand finesse, 2 hands +2 AC

**Bonus: Battaglia - teleport 30', knock prone 5'**

**ATTACKS & SPELLCASTING**

**11** PASSIVE WISDOM (PERCEPTION)

common, draconic

Tools: disguise kit, lyre, lute, triangle, flute, castinets

Weapon: simple, hand crossbow, longsword, rapier, shortsword

Armor: light/medium

**OTHER PROFICIENCIES & LANGUAGES**

**15** leather armor, rapier, dagger, flute

a backpack, a bedroll, 2 costumes, 5 candles, 5 days of rations, a waterskin, and a disguise kit.

favor of an admirer (love letter), a costume, and a pouch

**EQUIPMENT**

**DARKVISION 60'**

**DRACONIC ANCESTRY (GREEN)**  
 You have draconic ancestry. Choose one type of dragon from the Draconic Ancestry table. Your breath weapon and damage resistance are determined by the dragon type, as shown in the table.

**BREATH WEAPON (POISON, 15' CONE, CON DC 12)**

You can use your action to exhale destructive energy. Your draconic ancestry determines the size, shape, and damage type of the exhalation. When you use your breath weapon, each creature in the area of the exhalation must make a saving throw, the type of which is determined by your draconic ancestry. The DC for this saving throw equals 8 + your Constitution modifier + your proficiency bonus. A creature takes 2d6 damage on a failed save, and half as much damage on a successful one. The damage increases to 3d6 at 6th level, 4d6 at 11th level, and 5d6 at 16th level. After you use your breath weapon, you can't use it again until you complete a short or long rest.

**DAMAGE RESISTANCE (POISON)**  
 You have resistance to the damage type associated with your draconic ancestry.

**SPELLCASTER**  
 You have learned to untangle and reshape the fabric of reality in harmony with your wishes and music. Your spells are part of your vast repertoire, magic that you can tune to different situations. See chapter 10 for the general rules of spellcasting and chapter 11 (or the Spells Listing) for the bard spell list.

**Cantrips**  
 You know two cantrips of your choice from the bard spell list. You learn additional bard cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Bard table.

**Spell Slots**  
 The Bard table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

**Spells Known of 1st Level and Higher**  
 You know four 1st-level spells of your choice from the bard spell list.

The Spells Known column of the Bard table shows when you learn more bard spells of your choice. Each of these spells must be of a level for which you have spell slots, as shown on the table. For instance, when you reach 3rd level in this class, you can learn one new spell of 1st or 2nd level.

Additionally, when you gain a level in this class, you can choose one of the bard spells you know and replace it with another spell from the bard spell list, which also must be of a level for which you have spell slots.

OVER---->

**FEATURES & TRAITS**



AGE	HEIGHT	WEIGHT
EYES	SKIN	HAIR

CHARACTER NAME

CHARACTER APPEARANCE

**BARDIC INSPIRATION (2, D6)**  
 You can inspire others through stirring words or music. To do so, you use a bonus action on your turn to choose one creature other than yourself within 60 feet of you who can hear you. That creature gains one Bardic Inspiration die, a d6.  
 Once within the next 10 minutes, the creature can roll the die and add the number rolled to one ability check, attack roll, or saving throw it makes. The creature can wait until after it rolls the d20 before deciding to use the Bardic Inspiration die, but must decide before the DM says whether the roll succeeds or fails. Once the Bardic Inspiration die is rolled, it is lost. A creature can have only one Bardic Inspiration die at a time.  
 You can use this feature a number of times equal to your Charisma modifier (a minimum of once). You regain any expended uses when you finish a long rest.  
 Your Bardic Inspiration die changes when you reach certain levels in this class. The die becomes a d8 at 5th level, a d10 at 10th level, and a d12 at 15th level.

NAME

SYMBOL

ALLIES & ORGANIZATIONS

**Entertainer Routines (Instrumentalist, singer)**  
 A good entertainer is versatile, spicing up every performance with a variety of different routines.

**Popular Demand**  
 You can always find a place to perform, usually in an inn or tavern but possibly with a circus, at a theater, or even in a noble's court. At such a place, you receive free lodging and food of a modest or comfortable standard (depending on the quality of the establishment), as long as you perform each night. In addition, your performance makes you something of a local figure. When strangers recognize you in a town where you have performed, they typically take a liking to you.

CHARACTER BACKSTORY

**JACK OF ALL TRADES**  
 Starting at 2nd level, you can add half your proficiency bonus, rounded down, to any ability check you make that doesn't already include your proficiency bonus.

**SONG OF REST (d6)**  
 Beginning at 2nd level, you can use soothing music or oration to help revitalize your wounded allies during a short rest. If you or any friendly creatures who can hear your performance regain hit points at the end of the short rest by spending one or more Hit Dice, each of those creatures regains an extra 1d6 hit points.  
 The extra hit points increase when you reach certain levels in this class: to 1d8 at 9th level, to 1d10 at 13th level, and to 1d12 at 17th level.

**EXPERTISE (Performace, Persuasion)**  
 At 3rd level, choose two of your skill proficiencies. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies.  
 At 10th level, you can choose another two skill proficiencies to gain this benefit.

ADDITIONAL FEATURES & TRAITS

**COLLEGE OF DISCORD**

**MELODIC MAYHEM**  
 Beginning at 3rd level, you gain the ability to use your musical instruments effectively in martial combat. When you wield your musical instrument in one or two hands, and no other weapons, it becomes a weapon that deals 1d6 bludgeoning damage and has the versatile (1d8) property. When used in one hand, it gains the finesse property. Wielded with two hands, your Armor Class increases by 2.

**BATTAGLIA**  
 Also at 3rd level, you are able to anticipate the rhythm of battle and adjust to disrupt the flow of your enemies. As a bonus action on your turn, you can choose to teleport to an unoccupied square adjacent to any number of creatures you can see within 30 feet of you. Any Large or smaller creature within 5 feet of your new location must succeed on a Strength saving throw or be knocked prone. At 6th level, the radius of this effect increases to 10 feet, and to 15 feet at 14th level.  
 You can use this feature a number of times equal to your Charisma modifier and regain all expended uses after you finish a short or long rest.  
 As part of this bonus action, you can expend one of your uses of Bardic Inspiration, rolling a Bardic Inspiration die and adding the number rolled to the save DC. You can choose to use this feature after the creature makes its roll but before the DM announces if it succeeds or fails.

TREASURE





# Bard Discord (known 6)

SPELLCASTING CLASS

Charisma

SPELLCASTING ABILITY

13

SPELL SAVE DC

+5

SPELL ATTACK BONUS

0 CANTRIPS

BLADE WARD

VICIOUS MOCKERY

3

6

SPELL LEVEL SLOTS TOTAL SLOTS EXPENDED  
1 4

PREPARED SPELL NAME

- CURE WOUNDS
- HEALING WORD
- SLEEP

4

7

2 2

- CROWN OF MADNESS
- HOLD PERSON
- INVISIBILITY

5

8

9

SPELLS KNOWN

Bard 3 - College of Keys Entertainer (singer)

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Drow Elf

RACE

ALIGNMENT

FACTION

CHARACTER NAME

**STRENGTH**  
10

**DEXTERITY**  
16  
+3

**CONSTITUTION**  
13  
+1

**INTELLIGENCE**  
10

**WISDOM**  
10

**CHARISMA**  
16  
+3

INSPIRATION

+2 PROFICIENCY BONUS

SAVING THROWS

- Strength
- +5 Dexterity
- +1 Constitution
- Intelligence
- Wisdom
- +5 Charisma

SKILLS

- +5 Acrobatics (Dex)
- +1 Animal Handling (Wis)
- +1 Arcana (Int)
- +1 Athletics (Str)
- +5 Deception (Cha)
- +1 History (Int)
- +1 Insight (Wis)
- +4 Intimidation (Cha)
- +2 Investigation (Int)
- +1 Medicine (Wis)
- +1 Nature (Int)
- +2 Perception (Wis)
- +7 Performance (Cha)
- +7 Persuasion (Cha)
- +1 Religion (Int)
- +4 Sleight of Hand (Dex)
- +4 Stealth (Dex)
- +1 Survival (Wis)

14 ARMOR CLASS

+3 INITIATIVE

30' SPEED

Hit Point Maximum 21

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 3

d8 (5) HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

NAME ATK BONUS DAMAGE/TYPE

Rapier +5 1d8 + 3

Dagger\* +5 1d4 + 3

\*dagger throw (range 20/60), finesse

THIEVE'S TOOLS: +5 (charisma)

ATTACKS & SPELLCASTING

12 PASSIVE WISDOM (PERCEPTION)

Language: Common, Elven

Armor: Light Armor

Weapons: rapier, shortsword, hand crossbow, longsword, simple

Tools: 3 musical instruments, thief's tools, disguise kit

OTHER PROFICIENCIES & LANGUAGES

15 CP Leather armor, rapier, dagger, lute

SP backpack, a bedroll, 2 costumes, 5 candles, 5 days of rations, a waterskin, and a disguise kit, thief's tools

EP

GP

PP

disguise kit, pan-pipes, favor of an admirer, costume, pouch.

EQUIPMENT

DARKVISION 120'

KEEN SENSES.  
You have proficiency in the Perception skill.

FEY ANCESTRY.  
You have advantage on saving throws against being charmed, and magic can't put you to sleep.

TRANCE.  
Elves don't need to sleep. Instead, they meditate deeply, remaining semiconscious, for 4 hours a day. (The Common word for such meditation is "trance.") While meditating, you can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

SUNLIGHT SENSITIVITY.  
You have disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight when you, the target of your attack, or whatever you are trying to perceive is in direct sunlight.

DROW MAGIC.  
You know the dancing lights cantrip. When you reach 3rd level, you can cast the faerie fire spell once with this trait and regain the ability to do so when you finish a long rest. When you reach 5th level, you can cast the darkness spell once with this trait and regain the ability to do so when you finish a long rest. Charisma is your spellcasting ability for these spells.

DROW WEAPON TRAINING.  
You have proficiency with rapiers, shortswords, and hand crossbows.

SPELLCASTING  
You have learned to untangle and reshape the fabric of reality in harmony with your wishes and music. Your spells are part of your vast repertoire, magic that you can tune to different situations.

Cantrips. You know two cantrips of your choice from the bard spell list. You learn additional bard cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Bard table.

OVER --->

FEATURES & TRAITS



AGE	HEIGHT	WEIGHT
EYES	SKIN	HAIR

CHARACTER NAME

CHARACTER APPEARANCE

**BARDIC INSPIRATION (2, D6)**  
 You can inspire others through stirring words or music. To do so, you use a bonus action on your turn to choose one creature other than yourself within 60 feet of you who can hear you. That creature gains one Bardic Inspiration die, a d6.  
 Once within the next 10 minutes, the creature can roll the die and add the number rolled to one ability check, attack roll, or saving throw it makes. The creature can wait until after it rolls the d20 before deciding to use the Bardic Inspiration die, but must decide before the DM says whether the roll succeeds or fails. Once the Bardic Inspiration die is rolled, it is lost. A creature can have only one Bardic Inspiration die at a time.  
 You can use this feature a number of times equal to your Charisma modifier (a minimum of once). You regain any expended uses when you finish a long rest.  
 Your Bardic Inspiration die changes when you reach certain levels in this class. The die becomes a d8 at 5th level, a d10 at 10th level, and a d12 at 15th level.

**ALLIES & ORGANIZATIONS**

NAME

SYMBOL

**BY POPULAR DEMAND**  
 You can always find a place to perform, usually in an inn or tavern but possibly with a circus, at a theater, or even in a noble's court. At such a place, you receive free lodging and food of a modest or comfortable standard (depending on the quality of the establishment), as long as you perform each night. In addition, your performance makes you something of a local figure. When strangers recognize you in a town where you have performed, they typically take a liking to you.

CHARACTER BACKSTORY

**JACK OF ALL TRADES**  
 Starting at 2nd level, you can add half your proficiency bonus, rounded down, to any ability check you make that doesn't already include your proficiency bonus.

**SONG OF REST (d6)**  
 Beginning at 2nd level, you can use soothing music or oration to help revitalize your wounded allies during a short rest. If you or any friendly creatures who can hear your performance regain hit points at the end of the short rest by spending one or more Hit Dice, each of those creatures regains an extra 1d6 hit points.  
 The extra hit points increase when you reach certain levels in this class: to 1d8 at 9th level, to 1d10 at 13th level, and to 1d12 at 17th level.

**EXPERTISE (Performance, Persuasion)**  
 At 3rd level, choose two of your skill proficiencies. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies.  
 At 10th level, you can choose another two skill proficiencies to gain this benefit.

ADDITIONAL FEATURES & TRAITS

**TIMBRE ILLUMINOUS**  
 At 3rd level, you can coax a variety of information from a mechanism regarding its composition using merely verse and rhyme. When you spend at least 1 minute in speaking or singing to a construct or inanimate mechanism, you can expend one Bardic Inspiration to learn certain information about its capabilities compared to your own. The DM tells you two of the following characteristics of the mechanism, of your choice:

- Purpose (lock, trap, surveillance, etc.)
- Intricacy (singular, compound, or complex)
- Nature (magical, mundane, or otherwise),
- Approximate difficulty class (easy, hard, nearly impossible, etc.)
- Elemental energies present (if any)
- Additional imbed magical qualities (if any)

TREASURE



# BARD (known 6)

SPELLCASTING CLASS

Charisma

SPELLCASTING ABILITY

13

SPELL SAVE DC

+5

SPELL ATTACK BONUS

0

CANTRIPS

Dancing Lights  
Vicious Mockery

3

6

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

4

PREPARED

SPELL NAME

- Cure Wounds
- Healing Word
- Tasha's Hideous Laughter

4

7

2

2

- Heat Metal
- Invisibility
- Knock

5

8

9

SPELLS KNOWN

Bard 3 - College of Mourning    Guild Artisan - Grave Digger  
 CLASS & LEVEL                      BACKGROUND                      PLAYER NAME  
 Half - Orc  
 RACE                                      ALIGNMENT                      FACTION

CHARACTER NAME

**STRENGTH**  
12  
+1

**DEXTERITY**  
13  
+1

**CONSTITUTION**  
15  
+2

**INTELLIGENCE**  
10  
-

**WISDOM**  
10  
-

**CHARISMA**  
15  
+2

**INSPIRATION**

**PROFICIENCY BONUS**  
+2

**SAVING THROWS**

- +1 Strength
- +3 Dexterity
- +2 Constitution
- Intelligence
- Wisdom
- +4 Charisma

**SKILLS**

- +1 Acrobatics (Dex)
- +1 Animal Handling (Wis)
- +1 Arcana (Int)
- +3 Athletics (Str)
- +6 Deception (Cha)
- +1 History (Int)
- +2 Insight (Wis)
- +4 Intimidation (Cha)
- +1 Investigation (Int)
- +2 Medicine (Wis)
- +1 Nature (Int)
- +1 Perception (Wis)
- +4 Performance (Cha)
- +6 Persuasion (Cha)
- +2 Religion (Int)
- +2 Sleight of Hand (Dex)
- +2 Stealth (Dex)
- +1 Survival (Wis)

**12** ARMOR CLASS

**+1** INITIATIVE

**30'** SPEED

Hit Point Maximum 24

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 3

**d8 (5)** HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

NAME	ATK BONUS	DAMAGE/TYPE
longswrd*	+3	1d8 + 1
dagger*	+3	1d4 + 1

\*longsword versatile (1d10)  
 \*dagger finesse range 20/60

ATTACKS & SPELLCASTING

**11** PASSIVE WISDOM (PERCEPTION)

common, giant, orc

Tools: grave digger tools, lute, drum, lyre

Weapon: simple, hand crossbow, longsword, rapier, shortsword

Armor: light

OTHER PROFICIENCIES & LANGUAGES

**15** CP dagger, longsword, leather armor

SP grave digger tools, letter of introduction to the guild, traveler's clothes, pouch

EP

CP backpack, a bedroll, a mess kit, a tinderbox, 10 torches, 10 days of rations, a waterskin, 50 feet of hempen rope, and spellbook

PP

EQUIPMENT

**DARKVISION 60'**

**MENACING.**  
You gain proficiency in the Intimidation skill.

**RELENTLESS ENDURANCE.**  
When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. You can't use this feature again until you finish a long rest.

**SAVAGE ATTACKS.**  
When you score a critical hit with a melee weapon attack, you can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

**SPELLCASTER**  
You have learned to untangle and reshape the fabric of reality in harmony with your wishes and music. Your spells are part of your vast repertoire, magic that you can tune to different situations. See chapter 10 for the general rules of spellcasting and chapter 11 (or the Spells Listing) for the bard spell list.

**Cantrips**  
You know two cantrips of your choice from the bard spell list. You learn additional bard cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Bard table.

**Spell Slots**  
The Bard table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

**Spells Known of 1st Level and Higher**  
You know four 1st-level spells of your choice from the bard spell list.

The Spells Known column of the Bard table shows when you learn more bard spells of your choice. Each of these spells must be of a level for which you have spell slots, as shown on the table. For instance, when you reach 3rd level in this class, you can learn one new spell of 1st or 2nd level.

Additionally, when you gain a level in this class, you can choose one of the bard spells you know and replace it with another spell from the bard spell list, which also must be of a level for which you have spell slots.

FEATURES & TRAITS





AGE	HEIGHT	WEIGHT
EYES	SKIN	HAIR

CHARACTER NAME

CHARACTER APPEARANCE

**BARDIC INSPIRATION (2, D6)**  
 You can inspire others through stirring words or music. To do so, you use a bonus action on your turn to choose one creature other than yourself within 60 feet of you who can hear you. That creature gains one Bardic Inspiration die, a d6.  
 Once within the next 10 minutes, the creature can roll the die and add the number rolled to one ability check, attack roll, or saving throw it makes. The creature can wait until after it rolls the d20 before deciding to use the Bardic Inspiration die, but must decide before the DM says whether the roll succeeds or fails. Once the Bardic Inspiration die is rolled, it is lost. A creature can have only one Bardic Inspiration die at a time.  
 You can use this feature a number of times equal to your Charisma modifier (a minimum of once). You regain any expended uses when you finish a long rest.  
 Your Bardic Inspiration die changes when you reach certain levels in this class. The die becomes a d8 at 5th level, a d10 at 10th level, and a d12 at 15th level.

NAME

---

SYMBOL

ALLIES & ORGANIZATIONS

**GUILD BUSINESS**  
 Gravediggers

**GUILD BUSINESS**  
 As an established and respected member of a guild, you can rely on certain benefits that membership provides. Your fellow guild members will provide you with lodging and food if necessary, and pay for your funeral if needed. In some cities and towns, a guildhall offers a central place to meet other members of your profession, which can be a good place to meet potential patrons, allies, or hirelings.

Guilds often wield tremendous political power. If you are accused of a crime, your guild will support you if a good case can be made for your innocence or the crime is justifiable. You can also gain access to powerful political figures through the guild, if you are a member in good standing. Such connections might require the donation of money or magic items to the guild's coffers.

You must pay dues of 5 gp per month to the guild. If you miss payments, you must make up back dues to remain in the guild's good graces.

CHARACTER BACKSTORY

**JACK OF ALL TRADES**  
 Starting at 2nd level, you can add half your proficiency bonus, rounded down, to any ability check you make that doesn't already include your proficiency bonus.

**SONG OF REST (D6)**  
 Beginning at 2nd level, you can use soothing music or oration to help revitalize your wounded allies during a short rest. If you or any friendly creatures who can hear your performance regain hit points at the end of the short rest by spending one or more Hit Dice, each of those creatures regains an extra 1d6 hit points.  
 The extra hit points increase when you reach certain levels in this class: to 1d8 at 9th level, to 1d10 at 13th level, and to 1d12 at 17th level.

**EXPERTISE (Deception, Persuasion)**  
 At 3rd level, choose two of your skill proficiencies. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies.  
 At 10th level, you can choose another two skill proficiencies to gain this benefit.

ADDITIONAL FEATURES & TRAITS

**BARDIC COLLEGE OF MOURNING**

**Mourning Glory**  
 When you join the College of Mourning at 3rd level, you learn the spare the dying cantrip. You also gain proficiency in the Medicine and Religion skills.

**Grief Note**  
 Also at 3rd level, when a creature you can see within 60 feet, including you, deals damage to a target other than itself, you can use your reaction to expend one of your uses of Bardic Inspiration, rolling a Bardic Inspiration die and adding the number on the die to the damage of the attack. The creature also regains hit points equal to the number on the die.

TREASURE



# Bard (known 6)

SPELLCASTING CLASS

Charisma

SPELLCASTING ABILITY

12

SPELL SAVE DC

+4

SPELL ATTACK BONUS

0

## CANTRIPS

SPARE THE DYING

MAGE HAND

VICOUS MOCKERY

3

6

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

4

PREPARED

SPELL NAME

CURE WOUNDS

HEALING WORD

TASHA'S HIDEOUS LAUGHTER

4

7

8

2

2

HEAT METAL

SUGGESTION

BLINDNESS/DEAFNESS

5

9

SPELLS KNOWN

Cleric 3 - Entropy

Heretic

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Human (Sembian)

RACE

ALIGNMENT

FACTION

CHARACTER NAME

**STRENGTH**  
11

**DEXTERITY**  
11

**CONSTITUTION**  
14

**INTELLIGENCE**  
15

**WISDOM**  
16

**CHARISMA**  
11

INSPIRATION

+2 PROFICIENCY BONUS

SAVING THROWS

- Strength
- Dexterity
- +2 Constitution
- +2 Intelligence
- +5 Wisdom
- +2 Charisma

SKILLS

- Acrobatics (Dex)
- +3 Animal Handling (Wis)
- +2 Arcana (Int)
- Athletics (Str)
- +2 Deception (Cha)
- +4 History (Int)
- +5 Insight (Wis)
- Intimidation (Cha)
- +2 Investigation (Int)
- +3 Medicine (Wis)
- +2 Nature (Int)
- +3 Perception (Wis)
- Performance (Cha)
- Persuasion (Cha)
- +4 Religion (Int)
- Sleight of Hand (Dex)
- Stealth (Dex)
- +3 Survival (Wis)

14 ARMOR CLASS

- INITIATIVE

30' SPEED

Hit Point Maximum 24

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 3

d8 (5) HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

ATTACKS & SPELLCASTING

NAME	ATK BONUS	DAMAGE/TYPE
mace	+2	1d6
crossbow*	+2	1d8

\*crossbow (range 80/320)

13 PASSIVE WISDOM (PERCEPTION)

OTHER PROFICIENCIES & LANGUAGES

Armor:  
Light / medium armor, shield

Weapons:  
simple weapons

Tools:

Languages:  
Common, Draconic, Abyssal, Undercommon

EQUIPMENT

- CP 10 mace, crossbow, (20) bolts, scalemail, shield
- SP backpack, bedroll, tinderbox, (10) torches, (10) days rations, waterskin, 50' rope,
- EP
- CP
- PP holy symbol, a prayer wheel, vestments, bottle of invisible ink, a quill, common clothes

ENTROPY DOMAIN

Sanctity of Body.  
You performed a ritual to anchor your soul to the material plane. You have advantage when making death saving throws.

CHANNEL DIVINITY (1/rest)  
You choose which effect to use.

Turn Undead.  
As an action, you present your holy symbol and speak a prayer censuring the undead. Each undead that can see or hear you within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes any damage.

A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

FEATURES & TRAITS



AGE	HEIGHT	WEIGHT
EYES	SKIN	HAIR

CHARACTER NAME

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME

---

SYMBOL

CHARACTER BACKSTORY

Heretical Belief Entropy.  
Dying gods sent a divine sphere of annihilation to Toril to kills wizards.

Heretical Contacts  
You know where to find heretics in settlements where your faith is represented. If no heretics are present, you can indoctrinate weak-willed souls if you spend a day preaching. Where heretics are present, you can always find a place to hide, rest and recuperate. If needed, they can help you escape the settlement on a cart or through a secret tunnel.

ADDITIONAL FEATURES & TRAITS

Arcane Disruption.  
You can use your Channel Divinity to disrupt the flow of magic in your vicinity.  
As an action, you conjure an aura of disruptive energy that radiates from you in a 15-foot radius. The aura lasts until the end of your next turn, and moves with you, centered on you. While inside the aura, any creature that attempts to cast a spell must first succeed on a Constitution saving throw. If they fail the save, their spell fails to cast and the spell slot is wasted.

TREASURE



# Cleric (prepare 6)

SPELLCASTING CLASS

Wisdom

SPELLCASTING ABILITY

13

SPELL SAVE DC

+5

SPELL ATTACK BONUS

## 0 CANTRIPS

- Guidance
- Light
- Mending
- Sacred Flame

SPELL LEVEL      SLOTS TOTAL      SLOTS EXPENDED

## 1 4

PREPARED

SPELL NAME

- Bless
- Cure Wound
- Healing Word
- Shield of Faith
- 
- 
- 
- 
- 
- 
- DOMAIN SPELL Detect Magic
- DOMAIN SPELL Inflict Wounds

## 2 2

- Hold Person
- Silence
- 
- 
- 
- 
- 
- 
- 
- 
- DOMAIN SPELL Gentle Repose
- DOMAIN SPELL Spiritual Weapon

## 3

- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 

## 4

- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 

## 5

- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 

## 6

- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 

## 7

- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 

## 8

- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 

## 9

- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 

SPELLS KNOWN



Cleric 3 - Survival

Outlander (trapper)

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Lizardfolk

RACE

ALIGNMENT

FACTION

CHARACTER NAME

**STRENGTH**  
14  
+2

**DEXTERITY**  
10  
-

**CONSTITUTION**  
16  
+3

**INTELLIGENCE**  
10  
-

**WISDOM**  
16  
+3

**CHARISMA**  
10  
-

INSPIRATION

+2 PROFICIENCY BONUS

SAVING THROWS

- 2 Strength
- Dexterity
- +3 Constitution
- Intelligence
- +5 Wisdom
- +2 Charisma

SKILLS

- Acrobatics (Dex)
- +3 Animal Handling (Wis)
- Arcana (Int)
- +4 Athletics (Str)
- Deception (Cha)
- History (Int)
- +3 Insight (Wis)
- Intimidation (Cha)
- Investigation (Int)
- +5 Medicine (Wis)
- +2 Nature (Int)
- +3 Perception (Wis)
- Performance (Cha)
- Persuasion (Cha)
- Religion (Int)
- Sleight of Hand (Dex)
- +2 Stealth (Dex)
- +5 Survival (Wis)

14 ARMOR CLASS

- INITIATIVE

30' SPEED

Hit Point Maximum 27

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 3

d8 (5) HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

NAME ATK BONUS DAMAGE/TYPE

bite*	+4	1d6 + 2
mace	+4	1d6 + 2
lght xbow*	+2	1d8

\*proficient with bite  
\*crossbow (range 80/320)

ATTACKS & SPELLCASTING

13 PASSIVE WISDOM (PERCEPTION)

Armor:  
Light / medium armor, shield

Weapons:  
simple weapons

Tools: instrument

Languages:  
Common, Draconic, Goblin

OTHER PROFICIENCIES & LANGUAGES

10 CP bone shield, bone mace, crossbow, bolts (20)

SP hunting trap, traveler's clothes, trophy from kill.

EP

CP holy symbol, backpack, a bedroll, a mess kit, a tinderbox, 10 torches, 10 days of rations, and a waterskin, 50 feet of hempen rope.

PP

EQUIPMENT

**BITE.**  
Your fanged maw is a natural weapon, which you can use to make unarmed strikes. If you hit with it, you deal piercing damage equal to 1d6 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

**CUNNING ARTISAN.**  
As part of a short rest, you can harvest bone and hide from a slain beast, construct, dragon, monstrosity, or plant creature of size Small or larger to create one of the following items: a shield, a club, a javelin, or 1d4 darts or blowgun needles. To use this trait, you need a blade, such as a dagger, or appropriate artisan's tools, such as leatherworker's tools.

**HOLD BREATH.**  
You can hold your breath for up to 15 minutes at a time.

**HUNTER'S LORE.**  
You gain proficiency with two of the following skills of your choice: Animal Handling, Nature, Perception, Stealth, and Survival.

**NATURAL ARMOR.**  
You have tough, scaly skin. When you aren't wearing armor, your AC is 13 + your Dexterity modifier. You can use your natural armor to determine your AC if the armor you wear would leave you with a lower AC. A shield's benefits apply as normal while you use your natural armor.

**HUNGRY JAWS.**  
In battle, you can throw yourself into a vicious feeding frenzy. As a bonus action, you can make a special attack with your bite. If the attack hits, it deals its normal damage, and you gain temporary hit points (minimum of 1) equal to your Constitution modifier, and you can't use this trait again until you finish a short or long rest.

**SPELLCASTING**  
As a conduit for divine power, you can cast cleric spells. See chapter 10 for the general rules of spellcasting and chapter 11 (or the Spells Listing) for the cleric spell list.

**Cantrips**  
At 1st level, you know three cantrips of your choice from the cleric spell list. You learn additional cleric cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Cleric table.

**SURVIVAL DOMAIN - DOMAIN SPELLS**  
Each domain has a list of spells — its domain spells — that you gain at the cleric levels noted in the domain description. Once you gain a domain spell, you always have it prepared, and it doesn't count against the number of spells you can prepare each day.

If you have a domain spell that doesn't appear on the cleric spell list, the spell is nonetheless a cleric spell for you.

OVER ---->

FEATURES & TRAITS



AGE	HEIGHT	WEIGHT
EYES	SKIN	HAIR

CHARACTER NAME

CHARACTER APPEARANCE

**CHANNEL DIVINITY (1 / LONG REST)**  
 At 2nd level, you gain the ability to channel divine energy directly from your deity, using that energy to fuel magical effects. You start with two such effects: Turn Undead and an effect determined by your domain. Some domains grant you additional effects as you advance in levels, as noted in the domain description.

When you use your Channel Divinity, you choose which effect to create. You must then finish a short or long rest to use your Channel Divinity again.

Some Channel Divinity effects require saving throws. When you use such an effect from this class, the DC equals your cleric spell save DC.

Beginning at 6th level, you can use your Channel Divinity twice between rests, and beginning at 18th level, you can use it three times between rests. When you finish a short or long rest, you regain your expended uses.

NAME

SYMBOL

ALLIES & ORGANIZATIONS

**Wanderer**  
 You have an excellent memory for maps and geography, and you can always recall the general layout of terrain, settlements, and other features around you. In addition, you can find food and fresh water for yourself and up to five other people each day, provided that the land offers berries, small game, water, and so forth.

CHARACTER BACKSTORY

**Channel Divinity:**  
**Turn Undead**  
 As an action, you present your holy symbol and speak a prayer censuring the undead. Each undead that can see or hear you within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes any damage.

A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

**Encourage the Troops (3 hit points)**  
 You use your Channel Divinity to bolster the fighting abilities of you allies.  
 As an action, you present your holy symbol and invoke your survival instincts of your deity. Each allied creature that you can see you, gains advantage on their next melee or ranged weapon attack before the start of your next turn. If their attack hits, the allied creature also regain hit points equal to your Cleric level.

ADDITIONAL FEATURES & TRAITS

**BONUS PROFICIENCY**  
 You gain proficiency in the Survival and Nature skills. Your proficiency bonus is doubled for any ability checks you make that use those skills.

**STAND THE FALLEN**  
 When you cast SPARE THE DYING cantrip, you make the the following changes to the spell: change the range from touch to 30 feet, and the creature gains 1 hit point instead of becoming stable.  
 You can use this feature a number of times equal to your Wisdom modifier (a minimum of once). You regain all expended uses when you finish a long or short rest.

TREASURE



# Cleric (Prepare 6)

SPELLCASTING CLASS

Wisdom

SPELLCASTING ABILITY

13

SPELL SAVE DC

+5

SPELL ATTACK BONUS

0

## CANTRIPS

Guidance

Mending

Spare the Dying

3

6

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

4

PREPARED

SPELL NAME

Cure Wounds

Healing Word

Purify Food and Water

DOMAIN SPELL Create or Destroy Water

DOMAIN SPELL False Life

2

2

Hold Person

Lesser Restoration

Protection from Poison

DOMAIN SPELL Locate Animals and Plants

DOMAIN SPELL Prayer of Healing

4

7

8

5

9

SPELLS KNOWN

Druid 3 - Circle of Seasons Hermit

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Human

RACE

ALIGNMENT

FACTION

CHARACTER NAME

**STRENGTH**  
11

**DEXTERITY**  
14  
+2

**CONSTITUTION**  
15  
+2

**INTELLIGENCE**  
11

**WISDOM**  
16  
+3

**CHARISMA**  
11

INSPIRATION

+2 PROFICIENCY BONUS

**SAVING THROWS**

- Strength
- +2 Dexterity
- +2 Constitution
- +2 Intelligence
- +5 Wisdom
- Charisma

**SKILLS**

- +2 Acrobatics (Dex)
- +5 Animal Handling (Wis)
- Arcana (Int)
- Athletics (Str)
- Deception (Cha)
- History (Int)
- +3 Insight (Wis)
- Intimidation (Cha)
- Investigation (Int)
- +5 Medicine (Wis)
- Nature (Int)
- +5 Perception (Wis)
- Performance (Cha)
- Persuasion (Cha)
- +2 Religion (Int)
- +2 Sleight of Hand (Dex)
- +2 Stealth (Dex)
- +3 Survival (Wis)

14 ARMOR CLASS

+2 INITIATIVE

30' SPEED

Hit Point Maximum 24

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 3

d8 (5) HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

NAME	ATK BONUS	DAMAGE/TYPE
Scimitar*	+4	1d6 + 2

\*scimitar light, finesse

ATTACKS & SPELLCASTING

15 PASSIVE WISDOM (PERCEPTION)

Languages: Chultan, Draconic, Druidic, Common

Armor: light/medium, shields, no metal.

Weapons: clubs, dagger, darts, scimitar, sickles, sling, spears, javelin, mace, quarterstaff

Tools: herbalism kit

OTHER PROFICIENCIES & LANGUAGES

5 leather armor, wood shield, scimitar

scroll of notes, winter blanket, common clothes, herbalism kit

druid focus, a backpack, a bedroll, a mess kit, a tinderbox, 10 torches, 10 days of rations, a waterskin, 50' hempen rope.

EQUIPMENT

**WILD SHAPE ( 1/4 CR, no fly or swim speed)**  
You can use your action to magically assume the shape of a beast that you have seen before. You can use this feature twice. You regain expended uses when you finish a short or long rest.

You can stay in a beast shape for a number of hours equal to half your druid level (rounded down). You then revert to your normal form unless you expend another use of this feature. You can revert to your normal form earlier by using a bonus action on your turn. You automatically revert if you fall unconscious, drop to 0 hit points, or die.

While you are transformed, the following rules apply:

- Your game statistics are replaced by the statistics of the beast, but you retain your alignment, personality, and Intelligence, Wisdom, and Charisma scores. You also retain all of your skill and saving throw proficiencies, in addition to gaining those of the creature. If the creature has the same proficiency as you and the bonus in its stat block is higher than yours, use the creature's bonus instead of yours. If the creature has any legendary or lair actions, you can't use them.
- When you transform, you assume the beast's hit points and Hit Dice. When you revert to your normal form, you return to the number of hit points you had before you transformed. However, if you revert as a result of dropping to 0 hit points, any excess damage carries over to your normal form. For example, if you take 10 damage in animal form and have only 1 hit point left, you revert and take 9 damage. As long as the excess damage doesn't reduce your normal form to 0 hit points, you aren't knocked unconscious.
- You can't cast spells, and your ability to speak or take any action that requires hands is limited to the capabilities of your beast form. Transforming doesn't break your concentration on a spell you've already cast, however, or prevent you from taking actions that are part of a spell, such as call lightning, that you've already cast.
- You retain the benefit of any features from your class, race, or other source and can use them if the new form is physically capable of doing so. However, you can't use any of your special senses, such as darkvision, unless your new form also has that sense.
- You choose whether your equipment falls to the ground in your space, merges into your new form, or is worn by it. Worn equipment functions as normal, but the DM decides whether it is practical for the new form to wear a piece of equipment, based on the creature's shape and size. Your equipment doesn't change size or shape to match the new form, and any equipment that the new form can't wear must either fall to the ground or merge with it. Equipment that merges with the form has no effect until you leave the form.

OVER ---->

FEATURES & TRAITS



AGE	HEIGHT	WEIGHT
EYES	SKIN	HAIR

CHARACTER NAME

CHARACTER APPEARANCE

**CIRCLE OF SEASONS**

**SHROUD OF SEASONS**  
Starting at 2nd level, you can embrace friend or foe under nature's shroud.

As an action, you can expend one use of your Wild Shape and choose one creature you can see within 60 feet of you that has at least 1 hit point. That creature must make a Constitution saving throw; a creature can choose to fail this saving throw if it wishes. If a creature fails its saving throw, choose one of the following options, which takes effect at the start of the creature's next turn and lasts for up to 1 minute while you concentrate it. As a bonus action, you cause nature to focus directly on the creature to much greater effect:

**ALLIES & ORGANIZATIONS**

NAME

SYMBOL

**Life of Seclusion**  
What was the reason for your isolation, and what changed to allow you to end your solitude?  
I needed to commune with nature, far from civilization.

**Discovery**  
The quiet seclusion of your extended hermitage gave you access to a unique and powerful discovery. You discovered that the spirits of the Chultan jungle are aspects of Ubtao.

CHARACTER BACKSTORY

**Deep Winter's Freeze.**  
Frost covers the target's skin. Its movement speed is reduced by 10 feet. Using your bonus action, it takes cold damage equal to 1d4 + your Wisdom modifier.

**Fade Rot.**  
A creature is afflicted with pestilence and disease, causing it to suffer one level of exhaustion, and regains only half the normal healing from spells and effects. Using your bonus action, it takes necrotic damage equal to your Wisdom modifier (minimum of 1 damage).

**Harvestide.**  
The season of harvest reaps the bounty and readies the land for renewal. A creature under the shroud can use its bonus action on its turn to be showered in radiant energy, and regains hit points equal to 1d4 + your Wisdom modifier.

**Wildflame.**  
As a bonus action, you cause flames to flash across the target dealing 1d6 fire damage, and causes the target to ignite in flames. At the start of each of its turns, or until the shroud ends, the target takes fire damage equal to your Wisdom modifier (minimum of 1) and sheds bright light in a 10-foot radius and dim light for an additional 10 feet. If the target or a creature within 5 feet of it uses an action to put out the flames, or if some other effect douses the flames (such as being submerged in water).

**ADDITIONAL FEATURES & TRAITS**

TREASURE





# Druid ( prepare 6 )

SPELLCASTING CLASS

Wisdom

SPELLCASTING ABILITY

13

SPELL SAVE DC

+5

SPELL ATTACK BONUS

0

## CANTRIPS

- Druidcraft
- Shilleagh
- Thorn Whip

3

6

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

4

PREPARED

SPELL NAME

- Cure Wounds
- Healing Word

4

7

2

2

- Barkskin
- Flaming Sphere
- Heat Metal
- Moonbeam

5

8

9

SPELLS KNOWN

Druid 3 - Circle of Spiritlord Hermit

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Wood Elf

RACE

ALIGNMENT

FACTION

CHARACTER NAME

**STRENGTH**  
13  
+1

**DEXTERITY**  
12  
+1

**CONSTITUTION**  
14  
+2

**INTELLIGENCE**  
10  
-

**WISDOM**  
16  
+3

**CHARISMA**  
10  
-

INSPIRATION

+2 PROFICIENCY BONUS

**SAVING THROWS**

- +1 Strength
- Dexterity
- +2 Constitution
- +3 Intelligence
- +5 Wisdom
- Charisma

**SKILLS**

- Acrobatics (Dex)
- +5 Animal Handling (Wis)
- +1 Arcana (Int)
- +1 Athletics (Str)
- Deception (Cha)
- +1 History (Int)
- +3 Insight (Wis)
- Intimidation (Cha)
- +1 Investigation (Int)
- +5 Medicine (Wis)
- +1 Nature (Int)
- +5 Perception (Wis)
- Performance (Cha)
- Persuasion (Cha)
- +3 Religion (Int)
- Sleight of Hand (Dex)
- Stealth (Dex)
- +5 Survival (Wis)

13 ARMOR CLASS

+1 INITIATIVE

35' SPEED

Hit Point Maximum 24

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 3

d8 (5) HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

**ATTACKS & SPELLCASTING**

NAME	ATK BONUS	DAMAGE/TYPE
Scimitar	+3	1d6 + 1

15 PASSIVE WISDOM (PERCEPTION)

**OTHER PROFICIENCIES & LANGUAGES**

Languages: Common, Grung, Druidic, Elven

Armor: light/medium, shields, no metal.

Weapons: longsword, shortsword, shortbow, longbow, club, daggers, darts, javelins, maces, quarterstaff, scimitars, sickles, sling, spears

Tools: herbalism kit

**EQUIPMENT**

- 5 leather armor, wooden shield, scimitar
- scroll of notes, winter blanket, common clothes, herbalism kit
- spirit wind mask, druid focus, a backpack, a bedroll, a mess kit, a tinderbox, 10 torches, 10 days of rations, a waterskin, 50' hempen rope.

**FEATURES & TRAITS**

**DARKVISION 60'**

**KEEN SENSES.**  
You have proficiency in the Perception skill.

**FEY ANCESTRY.**  
You have advantage on saving throws against being charmed , and magic can't put you to sleep.

**TRANCE.**  
Elves don't need to sleep. Instead, they meditate deeply, remaining semiconscious, for 4 hours a day. (The Common word for such meditation is "trance.") While meditating, you can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

**ELF WEAPON TRAINING.**  
You have proficiency with the longsword, shortsword, shortbow, and longbow.

**FLEET OF FOOT.**  
Your base walking speed increases to 35 feet.

**MASK OF THE WILD.**  
You can attempt to hide even when you are only lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena.

**WILD SHAPE ( 1/4 CR, no fly or swim speed)**  
You can use your action to magically assume the shape of a beast that you have seen before. You can use this feature twice. You regain expended uses when you finish a short or long rest.

You can stay in a beast shape for a number of hours equal to half your druid level (rounded down). You then revert to your normal form unless you expend another use of this feature. You can revert to your normal form earlier by using a bonus action on your turn. You automatically revert if you fall unconscious, drop to 0 hit points, or die.

While you are transformed, the following rules apply:

- Your game statistics are replaced by the statistics of the beast, but you retain your alignment, personality, and Intelligence, Wisdom, and Charisma scores. You also retain all of your skill and saving throw proficiencies, in addition to gaining those of the creature. If the creature has the same proficiency as you and the bonus in its stat block is higher than yours, use the creature's bonus instead of yours. If the creature has any legendary or lair actions, you can't use them.
- When you transform, you assume the beast's hit points and Hit Dice. When you revert to your normal form, you return to the number of hit points you had before you transformed. However, if you revert as a result of dropping to 0 hit points, any excess damage carries over to your normal form. For example, if you take 10 damage in animal form and have only 1 hit point left, you revert and take 9 damage. As long as the excess damage doesn't reduce your normal form to 0 hit points, you aren't knocked unconscious.
- You can't cast spells, and your ability to speak or take any action that requires hands is limited to the capabilities of your beast form. Transforming doesn't break your concentration on a spell you've already cast, however, or prevent you from taking actions that are part of a spell, such as call lightning, that you've already cast.
- You retain the benefit of any features from your class, race, or other source and can use them if the new form is physically capable of doing so. However, you can't use any of your special senses, such as darkvision, unless your new form also has that sense.
- You choose whether your equipment falls to the ground in your space, merges into your new form, or is worn by it. Worn equipment functions as normal, but the DM decides whether it is practical for the new form to wear a piece of equipment, based on the creature's shape and size. Your equipment doesn't change size or shape to match the new form, and any equipment that the new form can't wear must either fall to the ground or merge with it. Equipment that merges with the form has no effect until you leave the form.

OVER ---->



AGE	HEIGHT	WEIGHT
EYES	SKIN	HAIR

CHARACTER NAME

CHARACTER APPEARANCE

**Lizard Familiar**

AC 10 HP 2 Spd 20',climb 20'  
 S(-4) D(-) C(-) I(-5) W(-) Ch(-4)  
 darkvision 30', passive perception 9

Bite: Att +0 to hit; reach 5'; 1 target; hit 1 point

NAME

SYMBOL

ALLIES & ORGANIZATIONS

**Life of Seclusion**  
 What was the reason for your isolation, and what changed to allow you to end your solitude?  
 I needed to commune with nature, far from civilization.

**Discovery**  
 The quiet seclusion of your extended hermitage gave you access to a unique and powerful discovery. You discovered that the spirits of the Chultan jungle are aspects of Ubtao.

CHARACTER BACKSTORY

**SPIRIT BOND ( WIND )**  
 You choose one spirit-element to bond for your mask from the Spirit Bond table below and you learn the cantrip associated with your spirit-element's fledging conduit, which counts as a druid cantrip for you, and doesn't count against your number of cantrips known. You can select one additional spirit-element at 6th level and again at 10th level.

Additionally, you can cast the find familiar spell, which bears features similar to your chosen spirit-element (glowing skin, fiery eyes, a thorny tail, etc.). Once you cast find familiar using this feature, you can't cast it again until you finish a long rest.

You can only have one mask at a time and once this bond is formed, you can't change the spirit-element within your mask. If the mask is lost or destroyed, creating a new mask for your spirit-element takes eight hours of uninterrupted time, which you can accomplish during a long rest.

ADDITIONAL FEATURES & TRAITS

TREASURE



Fighter 3 - Dragoon

Soldier (Calvary)

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Human Dalelands

RACE

ALIGNMENT

FACTION

CHARACTER NAME

**STRENGTH**  
16  
+3

**DEXTERITY**  
14  
+2

**CONSTITUTION**  
15  
+2

**INTELLIGENCE**  
9  
-1

**WISDOM**  
13  
+1

**CHARISMA**  
11  
-

INSPIRATION

+2 PROFICIENCY BONUS

**SAVING THROWS**

- +5 Strength
- +2 Dexterity
- +4 Constitution
- 1 Intelligence
- +1 Wisdom
- Charisma

**SKILLS**

- +2 Acrobatics (Dex)
- +3AD Animal Handling (Wis)
- 1 Arcana (Int)
- +5 Athletics (Str)
- Deception (Cha)
- 1 History (Int)
- +1 Insight (Wis)
- +2 Intimidation (Cha)
- 1 Investigation (Int)
- +1 Medicine (Wis)
- 1 Nature (Int)
- +3 Perception (Wis)
- Performance (Cha)
- AD Persuasion (Cha)
- 1 Religion (Int)
- +2 Sleight of Hand (Dex)
- +2 Stealth (Dex)
- +1 Survival (Wis)

17 ARMOR CLASS

+2 INITIATIVE

40' SPEED

Hit Point Maximum 28

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 3

d10 (6) HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

**ATTACKS & SPELLCASTING**

NAME	ATK BONUS	DAMAGE/TYPE
sabre	+7	1d8 + 6
longbow*	+4	1d8 + 2
hndxbow*	+4	1d6 + 2
handaxe*	+5	1d8 + 3

\*handaxe range 20/60  
\*longbow 2-hand, heavy, range 150/600  
\*hand crossbow 2-hand, light, loading, range 30/120

**FIGHTING STYLE**  
Defense  
While you are wearing armor, you gain a +1 bonus to AC.

**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.

**ACTION SURGE**  
Starting at 2nd level, 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. Starting at 17th level, you can use it twice before a rest, but only once on the same turn.

**CAVALRY WEAPONS: HAFT OR HILT**  
Issued upon the entrance to training, sabers are the typical dragoon's weapon of choice. These weapons share the length and weight of a longsword, with the curvature of a scimitar, and were designed to be light enough for use in one hand, but not for two-weapon combat. A cavalry weapon can be any one-handed weapon that deals bludgeoning, piercing, or slashing damage and doesn't have the light or finesse properties. In the hands of a dragoon, it deals 1d8 damage, regardless of its damage die.

In trained hands, the saber is a graceful and deadly weapon but even a seasoned fighter might find them clumsy when dealing with its balance. Certain cultures dragoons might favor raiding axes or falchions but it is common practice for units to be familiar with the weapons and tactics of their counterparts.

**ELEVATED CONTROL**  
While cavalry traditionally refers to a mounted soldier on horseback, many armies cultivate whatever animal is best suited to the purpose in that region. While unusual, it isn't unheard of for camels, elephants, or even giant reptiles to serve such a purpose in wartime. When you choose this archetype at 3rd level, you have advantage on Wisdom (Animal Handling) and Charisma (Persuasion) checks made to influence any beast with the capacity to be used as a mount.

OVER --->

13 PASSIVE WISDOM (PERCEPTION)

Common, Elven

Armor: all, shield

Weapons: simple/martial

Tools: dice, vehicles (land)

**OTHER PROFICIENCIES & LANGUAGES**

10

scalemail, sabre, hand crossbow, bolts (20), longbow, arrows (20), handaxe (2)

warhorse, insignia of rank, trophy taken from fallen enemy, bone dice, common clothes, pouch

backpack, bedroll, mess kit, tinderbox, torches (10), 10 day rations, waterskin, 50' rope

**EQUIPMENT**

**FEATURES & TRAITS**



AGE	HEIGHT	WEIGHT
EYES	SKIN	HAIR

CHARACTER NAME

CHARACTER APPEARANCE

**Warhorse**  
Large beast, unaligned

Armor Class 11  
Hit Points 19 (3d10 + 3)  
Speed 70 ft.

STR 18 (+4) DEX 12 (+1) CON 13 (+1) INT 2 (-4)  
WIS 12 (+1) CHA 7 (-2)

Senses Passive Perception 11  
Languages --  
Challenge 1/2 (100 XP)

**Trampling Charge.** If the horse moves at least 20 feet straight toward a creature and then hits it with a hooves attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the horse can make another attack with its hooves against it as a bonus action.

**Actions**  
Hooves. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) bludgeoning damage.

NAME

SYMBOL

ALLIES & ORGANIZATIONS

**Military Rank**  
You have a military rank from your career as a soldier. Soldiers loyal to your former military organization still recognize your authority and influence, and they defer to you if they are of a lower rank. You can invoke your rank to exert influence over other soldiers and requisition simple equipment or horses for temporary use. You can also usually gain access to friendly military encampments and fortresses where your rank is recognized.

CHARACTER BACKSTORY

**VERSATILE COMBATANT**  
At 3rd level, through rigorous training your mastery of cavalry weapons makes you effective in heavy armor, but even more so in medium or light armor, allowing a rakish freedom to press a tactical advantage in any situation. In exchange for heavy armor's protection, mounted or not, you gain maneuverability and precision. When wearing medium armor, you add double your Strength modifier to damage rolls with your cavalry weapon and your speed increases by 5 feet. While you are mounted, the speed of your mount also increases by 5 feet.

When unarmored, or wearing light armor, your proficiency bonus is doubled for any attack rolls you make with your cavalry weapon, in addition to the benefits of wearing medium armor, and your speed increases by an additional 5 feet, to a total of 10 feet. While you are mounted, the speed of your mount also increases in this way.

Additionally, when you use the Attack action to attack with a cavalry weapon, you can use a bonus action to attack with a loaded one-handed ranged weapon you are holding. Being within 5 feet of a hostile creature doesn't impose disadvantage on this ranged attack.

ADDITIONAL FEATURES & TRAITS

TREASURE



Fighter 3 - Runeguard Soldier (Infantry)

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Bronze Dragonborn

RACE

ALIGNMENT

FACTION

CHARACTER NAME

**STRENGTH**  
16  
+3

**DEXTERITY**  
15  
+2

**CONSTITUTION**  
13  
+1

**INTELLIGENCE**  
10  
-

**WISDOM**  
10  
-

**CHARISMA**  
11  
-

INSPIRATION

+2 PROFICIENCY BONUS

**SAVING THROWS**

- +5 Strength
- +2 Dexterity
- +3 Constitution
- Intelligence
- Wisdom
- Charisma

**SKILLS**

- +4 Acrobatics (Dex)
- Animal Handling (Wis)
- +2 Arcana (Int)
- +5 Athletics (Str)
- Deception (Cha)
- History (Int)
- Insight (Wis)
- +2 Intimidation (Cha)
- Investigation (Int)
- Medicine (Wis)
- Nature (Int)
- +2 Perception (Wis)
- Performance (Cha)
- Persuasion (Cha)
- +2 Religion (Int)
- +2 Sleight of Hand (Dex)
- +2DA Stealth (Dex)
- Survival (Wis)

16 ARMOR CLASS

+2 INITIATIVE

30' SPEED

Hit Point Maximum 25

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 3

d10 (6) HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

**ATTACKS & SPELLCASTING**

NAME	ATK BONUS	DAMAGE/TYPE
grtsword*	+5	2d6 + 3
handaxe*	+5	1d6 + 3
hvyxbow*	+4	1d6 + 2

\*greatsword heavy, 2-handed, reroll 1 and 2 on damage  
 \*handaxe range 20/60  
 \*heavy crossbow 2-hand, light, loading, range 30/120

12 PASSIVE WISDOM (PERCEPTION)

Common, Draconic

Armor: all, shield

Weapons: simple/martial

Tools: dice, vehicles (land)

**OTHER PROFICIENCIES & LANGUAGES**

**EQUIPMENT**

- CP 10 chainmail, greatsword, heavy
- SP warhorse, insignia of rank, trophy taken from fallen enemy, bone dice, common clothes, pouch
- EP
- CP
- PP backpack, bedroll, mess kit, tinderbox, torches (10), 10 day rations, waterskin, 50' rope

**DRAGON ANCESTRY - BRONZE**

**BREATH WEAPON** - Lightning, 5X30 line  
DC 11 Dex save

**DAMAGE RESISTANCE** - Lightning

**FIGHTING STYLE**  
Great Weapon,  
When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2.

**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.

**ACTION SURGE (1)**  
Starting at 2nd level, 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. Starting at 17th level, you can use it twice before a rest, but only once on the same turn.

**MASTER RUNES**  
When you choose this archetype at 3rd level, you learn five master runes; Ild (fire), Kalt (frost), Ond (spirit), Stein (Stone), and Vind (wind).  
While these names are known to you as the basis for empowering your equipment, their application continues to require diligent study, constant trial, and repeated error to evoke the unique properties from each variant invocation.

**RUNESCRIPT**  
At 3rd level, you gain proficiency in the Arcana and Religion skills. Additionally, you double your proficiency bonus when making Intelligence checks that involve identifying magical writing, such as arcane sigils or divine text.

OVER --->

**FEATURES & TRAITS**



AGE	HEIGHT	WEIGHT
EYES	SKIN	HAIR

CHARACTER NAME

CHARACTER APPEARANCE

**Runecraft**  
 At 3rd level, you learn augmentations that utilize the master runes to enhance your martial prowess. Their effects are based on how you invoke them, generating defensive properties to thwart your foes' advance or deal decisive blows.

**Ritual Crafting.** Each runic combination must be inscribed and empowered into your equipment over the course of 8 hours, which can be done during a long rest. Each piece of equipment must be within your reach throughout the ritual, at the conclusion of which, you infuse a part of your being into the runes, causing them to glow slightly with your own spiritual essence.

The rune's power fades if it moves more than 100 feet away from you and can't be used by anyone other than you.

NAME

---

SYMBOL

ALLIES & ORGANIZATIONS

**Military Rank**  
 You have a military rank from your career as a soldier. Soldiers loyal to your former military organization still recognize your authority and influence, and they defer to you if they are of a lower rank. You can invoke your rank to exert influence over other soldiers and requisition simple equipment or horses for temporary use. You can also usually gain access to friendly military encampments and fortresses where your rank is recognized.

CHARACTER BACKSTORY

**Runic Augmentations.**  
 You learn three runic augmentations of your choice, which are detailed under "Runic Augmentations" below. Each augmentation is specific to its master rune; for instance, if you learn the Sokn augmentation of the Ild master rune, you don't gain the ability to use the Sokn augmentation with other master runes unless you also learn that specific combination.

Once you activate one of your runic augmentations, you must finish a short or long rest before you can use it again.

**Augmentation Activation.**  
 During your turn, you can activate a single runic augmentation by focusing on the rune's power. You can activate one of these augmentations on your turn using your bonus action to empower your attacks (Sokn), your reaction to entrench your defenses (Vard) or skillfully enhance another ability (Hagr) with your action. Activating a rune requires concentration, which lasts a number of rounds equal to your proficiency bonus + your Constitution modifier (minimum of 3). While you concentrate on a rune, you can cast spells but you can't concentrate on a rune and a spell at the same time. You gain the ability to concentrate on two runes at once at 10th level..

**Saving Throws.**  
 Some of your runic augmentations require your target to make a saving throw to resist the effects. The saving throw DC is calculated as follows:

ADDITIONAL FEATURES & TRAITS

**Runescript**  
 At 3rd level, you gain proficiency in the Arcana and Religion skills. Additionally, you double your proficiency bonus when making Intelligence checks that involve identifying magical writing, such as arcane sigils or divine text.

TREASURE

Monk 3 - Way of Atonement Acolyte

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Chultan Human

RACE

ALIGNMENT

FACTION

CHARACTER NAME

**STRENGTH**  
11

**DEXTERITY**  
15  
+2

**CONSTITUTION**  
14  
+2

**INTELLIGENCE**  
11

**WISDOM**  
16  
+3

**CHARISMA**  
11

**INSPIRATION**

+2 **PROFICIENCY BONUS**

**SAVING THROWS**

- +2 Strength
- +4 Dexterity
- +2 Constitution
- Intelligence
- +3 Wisdom
- Charisma

**SKILLS**

- +4 Acrobatics (Dex)
- +3 Animal Handling (Wis)
- Arcana (Int)
- Athletics (Str)
- Deception (Cha)
- History (Int)
- +5 Insight (Wis)
- Intimidation (Cha)
- Investigation (Int)
- +3 Medicine (Wis)
- Nature (Int)
- +3 Perception (Wis)
- Performance (Cha)
- Persuasion (Cha)
- +2 Religion (Int)
- +2 Sleight of Hand (Dex)
- +4 Stealth (Dex)
- +3 Survival (Wis)

15 **ARMOR CLASS**

+2 **INITIATIVE**

40' **SPEED**

Hit Point Maximum 24

**CURRENT HIT POINTS**

**TEMPORARY HIT POINTS**

Total 3

d8 (5) **HIT DICE**

SUCCESSES

FAILURES

**DEATH SAVES**

**ATTACKS & SPELLCASTING**

NAME	ATK BONUS	DAMAGE/TYPE
club *	+4	1d4 + 2
darts *	+4	1d4 + 2
unarmed	+4	1d4 + 2

\*club monk weapon  
\*darts finesse, range 20/60

13 **PASSIVE WISDOM (PERCEPTION)**

common, goblin, grung, vegipygmy

Weapons: simple, shortswords

Tools: woodcarver's tools

**OTHER PROFICIENCIES & LANGUAGES**

**EQUIPMENT**

- CP 0 club, darts (10)
- SP holy symbol, prayerbook, incense (5), burlap vestments, pouch
- EP
- GP a backpack, a bedroll, a mess kit, a tinderbox, 10 torches, 10 days of rations, a waterskin, 50 feet of hempen rope
- PP

**UNARMORED DEFENSE**  
Beginning at 1st level, while you are wearing no armor and not wielding a shield, your AC equals 10 + your Dexterity modifier + your Wisdom modifier.

**MARTIAL ARTS**  
At 1st level, your practice of martial arts gives you mastery of combat styles that use unarmed strikes and monk weapons, which are shortswords and any simple melee weapons that don't have the two-handed or heavy property.

You gain the following benefits while you are unarmed or wielding only monk weapons and you aren't wearing armor or wielding a shield:  
--You can use Dexterity instead of Strength for the attack and damage rolls of your unarmed strikes and monk weapons.  
--You can roll a d4 in place of the normal damage of your unarmed strike or monk weapon. This die changes as you gain monk levels, as shown in the Martial Arts column of the Monk table.  
--When you use the Attack action with an unarmed strike or a monk weapon on your turn, you can make one unarmed strike as a bonus action. For example, if you take the Attack action and attack with a quarterstaff, you can also make an unarmed strike as a bonus action, assuming you haven't already taken a bonus action this turn.

**Ki (3, DC 13)**  
Starting at 2nd level, your training allows you to harness the mystic energy of ki. Your access to this energy is represented by a number of ki points. Your monk level determines the number of points you have, as shown in the Ki Points column of the Monk table.

You can spend these points to fuel various ki features. You start knowing three such features: Flurry of Blows, Patient Defense, and Step of the Wind. You learn more ki features as you gain levels in this class.

When you spend a ki point, it is unavailable until you finish a short or long rest, at the end of which you draw all of your expended ki back into yourself. You must spend at least 30 minutes of the rest meditating to regain your ki points.

Some of your ki features require your target to make a saving throw to resist the feature's effects. The saving throw DC is calculated as follows:

Ki save DC = 8 + your proficiency bonus + your Wisdom modifier

**Flurry of Blows.**  
Immediately after you take the Attack action on your turn, you can spend 1 ki point to make two unarmed strikes as a bonus action.

**Patient Defense.**  
You can spend 1 ki point to take the Dodge action as a bonus action on your turn.

**Step of the Wind.**  
You can spend 1 ki point to take the Disengage or Dash action as a bonus action on your turn, and your jump distance is doubled for the turn.

OVER --->

**FEATURES & TRAITS**



AGE	HEIGHT	WEIGHT
EYES	SKIN	HAIR

CHARACTER NAME

CHARACTER APPEARANCE

**DEFLECT MISSILES** (reduce damage 1d10 +5)  
 Starting at 3rd level, you can use your reaction to deflect or catch the missile when you are hit by a ranged weapon attack. When you do so, the damage you take from the attack is reduced by 1d10 + your Dexterity modifier + your monk level.  
 If you reduce the damage to 0, you can catch the missile if it is small enough for you to hold in one hand and you have at least one hand free. If you catch a missile in this way, you can spend 1 ki point to make a ranged attack with the weapon or piece of ammunition you just caught, as part of the same reaction. You make this attack with proficiency, regardless of your weapon proficiencies, and the missile counts as a monk weapon for the attack, which has a normal range of 20 feet and a long range of 60 feet.

NAME

SYMBOL

ALLIES & ORGANIZATIONS

**Shelter of the Faithful**  
 As an acolyte, you command the respect of those who share your faith, and you can perform the religious ceremonies of your deity. You and your adventuring companions can expect to receive free healing and care at a temple, shrine, or other established presence of your faith, though you must provide any material components needed for spells. Those who share your religion will support you (but only you) at a modest lifestyle.

You might also have ties to a specific temple dedicated to your chosen deity or pantheon, and you have a residence there. This could be the temple where you used to serve, if you remain on good terms with it, or a temple where you have found a new home. While near your temple, you can call upon the priests for assistance, provided the assistance you ask for is not hazardous and you remain in good standing with your temple.

CHARACTER BACKSTORY

**UNARMORED MOVEMENT**  
 Starting at 2nd level, your speed increases by 10 feet while you are not wearing armor or wielding a shield. This bonus increases when you reach certain monk levels, as shown in the Monk table.  
 At 9th level, you gain the ability to move along vertical surfaces and across liquids on your turn without falling during the move.

**WAY OF ATONEMENT**  
**ATONEMENT (D8, 3)**  
 When you choose this tradition at 3rd level, you can channel your vitality to fuel your wrath. You have a pool of Atonement Dice, represented by a number of d8s equal to your monk level which you can use to empower your Way of Atonement features.  
 You regain all expended dice when you atone at the end of a short or long rest.  
 Atonement requires deep contemplation, and usually making amends for the pain you inflict on others by inflicting that pain on yourself during contemplation or prayer. To atone, roll the Atonement Dice you spent and add them together. You deal bludgeoning, piercing, or slashing damage to yourself equal to the total. You deal this damage after you regain hit points from any Hit Dice you spend at the end of a short or long rest.

ADDITIONAL FEATURES & TRAITS

**PENANCE**  
 Also at 3rd level, you learn a ritual prayer that creates a divine bond between you and one of civilization's earliest weapons, the club. You perform these prayers over the course of 1 hour, which can be during a short rest.  
 During this ritual, you carve notches that represent your past atonements, and each time you take a short rest, you are compelled to consider any additional sins you have committed and add notches to its stock to atone. While your penance is paid, your weapon is bonded to you, counts as your monk weapon, and can't be disarmed of that weapon unless you are incapacitated.

**STRENGTH OF FAITH (2d8, 1 KI for 1/2)**  
 At 3rd level, you learn to focus your anger to strike harder, delivering justice with your penance at the expense of your own vitality.  
 When you hit with an unarmed attack or a club, you can channel your zeal through your ki and spend Atonement Dice to add an additional 2d8 force damage for each you spend. When you use this feature, you can expend 1 ki point and spend a number of Atonement Dice equal to half your monk level or less.

TREASURE

Monk 3 - Way of Empathy Hermit

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Half Elf

RACE

ALIGNMENT

FACTION

CHARACTER NAME

**STRENGTH**  
13  
+1

**DEXTERITY**  
16  
+3

**CONSTITUTION**  
10  
-

**INTELLIGENCE**  
10  
-

**WISDOM**  
15  
+2

**CHARISMA**  
12  
+1

INSPIRATION

+2 PROFICIENCY BONUS

**SAVING THROWS**

- +3 Strength
- +5 Dexterity
- Constitution
- Intelligence
- +2 Wisdom
- +1 Charisma

**SKILLS**

- +5 Acrobatics (Dex)
- +2 Animal Handling (Wis)
- Arcana (Int)
- +3 Athletics (Str)
- +1 Deception (Cha)
- History (Int)
- +4 Insight (Wis)
- +1 Intimidation (Cha)
- Investigation (Int)
- +4 Medicine (Wis)
- Nature (Int)
- +2 Perception (Wis)
- +1 Performance (Cha)
- +1 Persuasion (Cha)
- +2 Religion (Int)
- +3 Sleight of Hand (Dex)
- +5 Stealth (Dex)
- +2 Survival (Wis)

15 ARMOR CLASS

+3 INITIATIVE

40' SPEED

Hit Point Maximum 18

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 3

d8 (5) HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

NAME	ATK BONUS	DAMAGE/TYPE
shrtsword*	+5	1d6 + 3
darts*	+5	1d4 + 3
unarmed	+5	1d4 + 3

\*darts thrown (20/60)

3rd Attack - Bonus Action

ATTACKS & SPELLCASTING

12 PASSIVE WISDOM (PERCEPTION)

Common, Elvish, Auran, Draconic

Weapons: shortsword, simple

Tools: herbalism kit, leatherworker's tools

OTHER PROFICIENCIES & LANGUAGES

5 shrotsword, darts (10)

backpack, bedroll, mess kit, tinderbox, 10 torches, 10 days rations, waterskin, 50' rope.

scroll case of notes, winter blanket, common clothes, herbalism kit, pouch

EQUIPMENT

**DARKVISION 60'**

**FEY ANCESTRY.**  
You have advantage on saving throws against being charmed, and magic can't put you to sleep.

**SKILL VERSATILITY.**  
You gain proficiency in two skills of your choice.

**UNARMORED DEFENSE**  
Beginning at 1st level, while you are wearing no armor and not wielding a shield, your AC equals 10 + your Dexterity modifier + your Wisdom modifier.

**MARTIAL ARTS**  
At 1st level, your practice of martial arts gives you mastery of combat styles that use unarmed strikes and monk weapons, which are shortswords and any simple melee weapons that don't have the two-handed or heavy property.

You gain the following benefits while you are unarmed or wielding only monk weapons and you aren't wearing armor or wielding a shield:

- You can use Dexterity instead of Strength for the attack and damage rolls of your unarmed strikes and monk weapons.
- You can roll a d4 in place of the normal damage of your unarmed strike or monk weapon. This die changes as you gain monk levels, as shown in the Martial Arts column of the Monk table.
- When you use the Attack action with an unarmed strike or a monk weapon on your turn, you can make one unarmed strike as a bonus action. For example, if you take the Attack action and attack with a quarterstaff, you can also make an unarmed strike as a bonus action, assuming you haven't already taken a bonus action this turn.

OVER --->

FEATURES & TRAITS





AGE	HEIGHT	WEIGHT
EYES	SKIN	HAIR

CHARACTER NAME

CHARACTER APPEARANCE

**KI (DC 12, 3)**  
Starting at 2nd level, your training allows you to harness the mystic energy of ki. Your access to this energy is represented by a number of ki points. Your monk level determines the number of points you have, as shown in the Ki Points column of the Monk table.  
You can spend these points to fuel various ki features. You start knowing three such features: Flurry of Blows, Patient Defense, and Step of the Wind. You learn more ki features as you gain levels in this class.  
When you spend a ki point, it is unavailable until you finish a short or long rest, at the end of which you draw all of your expended ki back into yourself. You must spend at least 30 minutes of the rest meditating to regain your ki points.

**Flurry of Blows.**  
Immediately after you take the Attack action on your turn, you can spend 1 ki point to make two unarmed strikes as a bonus action.

**Patient Defense.**  
You can spend 1 ki point to take the Dodge action as a bonus action on your turn.

**Step of the Wind.**  
You can spend 1 ki point to take the Disengage or Dash action as a bonus action on your turn, and your jump distance is doubled for the turn.

NAME

SYMBOL

ALLIES & ORGANIZATIONS

**Life of Seclusion**  
What was the reason for your isolation, and what changed to allow you to end your solitude?

**Life of Seclusion**  
What was the reason for your isolation, and what changed to allow you to end your solitude?

I was the caretaker of an ancient ruin or relic. You were attacked by powerful undead and the relic was stolen.

**Discovery**  
The quiet seclusion of your extended hermitage gave you access to a unique and powerful discovery.

You learned the true nature of the relic you protected.

CHARACTER BACKSTORY

**UNARMORED MOVEMENT**  
Starting at 2nd level, your speed increases by 10 feet while you are not wearing armor or wielding a shield. This bonus increases when you reach certain monk levels, as shown in the Monk table.  
At 9th level, you gain the ability to move along vertical surfaces and across liquids on your turn without falling during the move.

**DEFLECT MISSILES (damage reduced 1d10 + 5)**  
Starting at 3rd level, you can use your reaction to deflect or catch the missile when you are hit by a ranged weapon attack. When you do so, the damage you take from the attack is reduced by 1d10 + your Dexterity modifier + your monk level.  
If you reduce the damage to 0, you can catch the missile if it is small enough for you to hold in one hand and you have at least one hand free. If you catch a missile in this way, you can spend 1 ki point to make a ranged attack with the weapon or piece of ammunition you just caught, as part of the same reaction. You make this attack with proficiency, regardless of your weapon proficiencies, and the missile counts as a monk weapon for the attack, which has a normal range of 20 feet and a long range of 60 feet.

ADDITIONAL FEATURES & TRAITS

**HEALING CHAKRA**  
When you choose this tradition at 3rd level, you learn to extend the bounds of your internal fortitude through focus and deep concentration to recover from injury at an accelerated pace. During a short rest, when you roll a hit die to regain hit points, you regain twice the number rolled before adding your Constitution modifier.

**EMPATHY (UP TO 15 POINTS)**  
At 3rd level, your depths of compassion allow you to take the wounds of others at the cost of your own health. As an action, you can expend 1 ki point to touch a creature and heal a number of hit points up to 5 x your monk level. You take damage equal to the amount of hit points healed.  
This feature doesn't transfer any other effects that might accompany the damage, and this damage can't be reduced in any way (except the Improved Empathic Bond class feature).

TREASURE



Paladin 3 - Predation

Soldier (Officer)

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Half-Orc

RACE

ALIGNMENT

FACTION

CHARACTER NAME

**STRENGTH**  
17  
+3

**DEXTERITY**  
10  
-

**CONSTITUTION**  
14  
+2

**INTELLIGENCE**  
10  
-

**WISDOM**  
10  
-

**CHARISMA**  
14  
+2

INSPIRATION

+2 PROFICIENCY BONUS

SAVING THROWS

- +3 Strength
- Dexterity
- +2 Constitution
- Intelligence
- +2 Wisdom
- +4 Charisma

SKILLS

- +2 Acrobatics (Dex)
- Animal Handling (Wis)
- Arcana (Int)
- +5 Athletics (Str)
- +2 Deception (Cha)
- History (Int)
- +2 Insight (Wis)
- +6 Intimidation (Cha)
- Investigation (Int)
- Medicine (Wis)
- Nature (Int)
- Perception (Wis)
- +2 Performance (Cha)
- +2 Persuasion (Cha)
- Religion (Int)
- Sleight of Hand (Dex)
- +2 Stealth (Dex)
- Survival (Wis)

16 ARMOR CLASS

- INITIATIVE

30' SPEED

Hit Point Maximum 28

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 3

d10 (6) HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

NAME ATK BONUS DAMAGE/TYPE

greataxe*	+5	1d12 + 3
warhammer*	+5	1d8 + 3
javelins*	+5	1d6 + 3

\*greataxe heavy, 2 hand  
\*warhammer versatile (1d10)  
\*javelin throw (range 30/120)

Reroll 1 and 2 on damage die when using a weapon with 2 hands

Immune to disease

Crit - 1 extra die

ATTACKS & SPELLCASTING

10 PASSIVE WISDOM (PERCEPTION)

common, orc

tools: card deck, vehicles (land), thief's tools

armor: all armor, shield

weapons: simple/martial

OTHER PROFICIENCIES & LANGUAGES

10 chainmail armor, greataxe, warhammer, javelins (5)

insignia of rank, deck of cards, common clothes

holy symbol, backpack, a bedroll, a mess kit, a tinderbox, 10 torches, 10 days of rations, a waterskin, 50' of hempen rope.

EQUIPMENT

DARKVISION 60'

MENACING.  
You gain proficiency in the Intimidation skill.

RELENTLESS ENDURANCE.  
When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. You can't use this feature again until you finish a long rest.

SAVAGE ATTACKS.  
When you score a critical hit with a melee weapon attack, you can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

DIVINE SENSE (3)  
The presence of strong evil registers on your senses like a noxious odor, and powerful good rings like heavenly music in your ears. As an action, you can open your awareness to detect such forces. Until the end of your next turn, you know the location of any celestial, fiend, or undead within 60 feet of you that is not behind total cover. You know the type (celestial, fiend, or undead) of any being whose presence you sense, but not its identity (the vampire Count Strahd von Zarovich, for instance). Within the same radius, you also detect the presence of any place or object that has been consecrated or desecrated, as with the hallow spell.  
You can use this feature a number of times equal to 1 + your Charisma modifier. When you finish a long rest, you regain all expended uses.

LAY ON HANDS (15 POINTS)  
Your blessed touch can heal wounds. You have a pool of healing power that replenishes when you take a long rest. With that pool, you can restore a total number of hit points equal to your paladin level x 5.  
As an action, you can touch a creature and draw power from the pool to restore a number of hit points to that creature, up to the maximum amount remaining in your pool.  
Alternatively, you can expend 5 hit points from your pool of healing to cure the target of one disease or neutralize one poison affecting it. You can cure multiple diseases and neutralize multiple poisons with a single use of Lay on Hands, expending hit points separately for each one.  
This feature has no effect on undead and constructs.

OVER --->

FEATURES & TRAITS





AGE	HEIGHT	WEIGHT
EYES	SKIN	HAIR

CHARACTER NAME

CHARACTER APPEARANCE

### FIGHTING STYLE

At 2nd level, you adopt a style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

**Great Weapon Fighting.**  
When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll. The weapon must have the two-handed or versatile property for you to gain this benefit.

NAME

---

SYMBOL

ALLIES & ORGANIZATIONS

### Military Rank

You have a military rank from your career as a soldier. Soldiers loyal to your former military organization still recognize your authority and influence, and they defer to you if they are of a lower rank. You can invoke your rank to exert influence over other soldiers and requisition simple equipment or horses for temporary use. You can also usually gain access to friendly military encampments and fortresses where your rank is recognized.

CHARACTER BACKSTORY

### SPELLCASTING

By 2nd level, you have learned to draw on divine magic through meditation and prayer to cast spells as a cleric does. See chapter 10 for the general rules of spellcasting and chapter 11 (or the Spells Listing) for the paladin spell list.

**Preparing and Casting Spells**  
The Paladin table shows how many spell slots you have to cast your spells. To cast one of your paladin spells of 1st level or higher, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

You prepare the list of paladin spells that are available for you to cast, choosing from the paladin spell list. When you do so, choose a number of paladin spells equal to your Charisma modifier + half your paladin level, rounded down (minimum of one spell). The spells must be of a level for which you have spell slots.

You can change your list of prepared spells when you finish a long rest. Preparing a new list of paladin spells requires time spent in prayer and meditation: at least 1 minute per spell level for each spell on your list.

**Spellcasting Ability**  
Charisma is your spellcasting ability for your paladin spells, since their power derives from the strength of your convictions. You use your Charisma whenever a spell refers to your spellcasting ability.

ADDITIONAL FEATURES & TRAITS

### OATH SPELLS

Paladin Level	Spells
3rd	command, protection from evil and good
5th	enthrall, pass without trace
9th	hypnotic pattern, nondetection
13th	compulsion, Mordenkainen's private sanctum
17th	dominate person, teleportation circle

**DIVINE SMITE**  
Starting at 2nd level, when you hit a creature with a melee weapon attack, you can expend one spell slot to deal radiant damage to the target, in addition to the weapon's damage. The extra damage is 2d8 for a 1st-level spell slot, plus 1d8 for each spell level higher than 1st, to a maximum of 5d8. The damage increases by 1d8 if the target is an undead or a fiend.

OVER --->

TREASURE



AGE	HEIGHT	WEIGHT
EYES	SKIN	HAIR

CHARACTER NAME

CHARACTER APPEARANCE

### FIGHTING STYLE

At 2nd level, you adopt a style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

#### Great Weapon Fighting.

When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll. The weapon must have the two-handed or versatile property for you to gain this benefit.

NAME

SYMBOL

ALLIES & ORGANIZATIONS

**Military Rank**  
 You have a military rank from your career as a soldier. Soldiers loyal to your former military organization still recognize your authority and influence, and they defer to you if they are of a lower rank. You can invoke your rank to exert influence over other soldiers and requisition simple equipment or horses for temporary use. You can also usually gain access to friendly military encampments and fortresses where your rank is recognized.

CHARACTER BACKSTORY

### SPELLCASTING

By 2nd level, you have learned to draw on divine magic through meditation and prayer to cast spells as a cleric does. See chapter 10 for the general rules of spellcasting and chapter 11 (or the Spells Listing) for the paladin spell list.

#### Preparing and Casting Spells

The Paladin table shows how many spell slots you have to cast your spells. To cast one of your paladin spells of 1st level or higher, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

You prepare the list of paladin spells that are available for you to cast, choosing from the paladin spell list. When you do so, choose a number of paladin spells equal to your Charisma modifier + half your paladin level, rounded down (minimum of one spell). The spells must be of a level for which you have spell slots.

You can change your list of prepared spells when you finish a long rest. Preparing a new list of paladin spells requires time spent in prayer and meditation: at least 1 minute per spell level for each spell on your list.

#### Spellcasting Ability

Charisma is your spellcasting ability for your paladin spells, since their power derives from the strength of your convictions. You use your Charisma whenever a spell refers to your spellcasting ability.

ADDITIONAL FEATURES & TRAITS

### OATH SPELLS

Paladin Level	Spells
3rd	command, protection from evil and good
5th	enthrall, pass without trace
9th	hypnotic pattern, nondetection
13th	compulsion, Mordenkainen's private sanctum
17th	dominate person, teleportation circle

### DIVINE SMITE

Starting at 2nd level, when you hit a creature with a melee weapon attack, you can expend one spell slot to deal radiant damage to the target, in addition to the weapon's damage. The extra damage is 2d8 for a 1st-level spell slot, plus 1d8 for each spell level higher than 1st, to a maximum of 5d8. The damage increases by 1d8 if the target is an undead or a fiend.

OVER --->

TREASURE

Paladin 3 - Providence Noble

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Chultan Human

RACE

ALIGNMENT

FACTION

CHARACTER NAME

**STRENGTH**  
16  
+3

**DEXTERITY**  
11  
-

**CONSTITUTION**  
14  
+2

**INTELLIGENCE**  
11  
-

**WISDOM**  
11  
-

**CHARISMA**  
15  
+2

INSPIRATION

+2 PROFICIENCY BONUS

**SAVING THROWS**

- +3 Strength
- Dexterity
- +2 Constitution
- Intelligence
- +2 Wisdom
- +4 Charisma

**SKILLS**

- Acrobatics (Dex)
- Animal Handling (Wis)
- Arcana (Int)
- +5 Athletics (Str)
- +2 Deception (Cha)
- History (Int)
- Insight (Wis)
- +4 Intimidation (Cha)
- Investigation (Int)
- Medicine (Wis)
- Nature (Int)
- Perception (Wis)
- +2 Performance (Cha)
- +4 Persuasion (Cha)
- Religion (Int)
- Sleight of Hand (Dex)
- Stealth (Dex)
- Survival (Wis)

17 **ARMOR CLASS**

- **INITIATIVE**

30' **SPEED**

Hit Point Maximum 28

**CURRENT HIT POINTS**

**TEMPORARY HIT POINTS**

Total 3

d10 (6) **HIT DICE**

SUCCESSES

FAILURES

**DEATH SAVES**

**ATTACKS & SPELLCASTING**

NAME	ATK BONUS	DAMAGE/TYPE
gr8sword	+5	2d6 + 3
crossbow*	+2	1d8

\*greatsword heavy, two handed  
\*crossbow light, two hand, loading, range (80/320)

Reroll 1 and 2 on damage die and take new roll.

10 **PASSIVE WISDOM (PERCEPTION)**

Common, Abyssal

Tools: gaming set

Armor: all, shields

Weapons: simple, martial

**OTHER PROFICIENCIES & LANGUAGES**

**EQUIPMENT**

- CP 25 greatsword, crossbow, bolts (20), chainmail, shield
- SP
- EP fine clothes, signet ring, scroll of pedigree, pouch.
- CP a backpack, a bedroll, a mess kit, a tinderbox, 10 torches, 10 days of rations, a waterskin, 50' rope, holy symbol
- PP

**DIVINE SENSE (3)**

The presence of strong evil registers on your senses like a noxious odor, and powerful good rings like heavenly music in your ears. As an action, you can open your awareness to detect such forces. Until the end of your next turn, you know the location of any celestial, fiend, or undead within 60 feet of you that is not behind total cover. You know the type (celestial, fiend, or undead) of any being whose presence you sense, but not its identity (the vampire Count Strahd von Zarovich, for instance). Within the same radius, you also detect the presence of any place or object that has been consecrated or desecrated, as with the hallow spell.

You can use this feature a number of times equal to 1 + your Charisma modifier. When you finish a long rest, you regain all expended uses.

**LAY ON HANDS (15 POINTS)**

Your blessed touch can heal wounds. You have a pool of healing power that replenishes when you take a long rest. With that pool, you can restore a total number of hit points equal to your paladin level x 5.

As an action, you can touch a creature and draw power from the pool to restore a number of hit points to that creature, up to the maximum amount remaining in your pool.

Alternatively, you can expend 5 hit points from your pool of healing to cure the target of one disease or neutralize one poison affecting it. You can cure multiple diseases and neutralize multiple poisons with a single use of Lay on Hands, expending hit points separately for each one.

This feature has no effect on undead and constructs.

**FIGHTING STYLE**

Great Weapon Fighting

When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll. The weapon must have the two-handed or versatile property for you to gain this benefit.

OVER

--->

**FEATURES & TRAITS**







AGE	HEIGHT	WEIGHT
EYES	SKIN	HAIR

CHARACTER NAME

CHARACTER APPEARANCE

**Spellcasting**

By 2nd level, you have learned to draw on divine magic through meditation and prayer to cast spells as a cleric does. See chapter 10 for the general rules of spellcasting and chapter 11 (or the Spells Listing) for the paladin spell list.

**Preparing and Casting Spells**  
The Paladin table shows how many spell slots you have to cast your spells. To cast one of your paladin spells of 1st level or higher, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

You prepare the list of paladin spells that are available for you to cast, choosing from the paladin spell list. When you do so, choose a number of paladin spells equal to your Charisma modifier + half your paladin level, rounded down (minimum of one spell). The spells must be of a level for which you have spell slots.

For example, if you are a 5th-level paladin, you have four 1st-level and two 2nd-level spell slots. With a Charisma of 14, your list of prepared spells can include four spells of 1st or 2nd level, in any combination. If you prepare the 1st-level spell cure wounds, you can cast it using a 1st-level or a 2nd-level slot. Casting the spell doesn't remove it from your list of prepared spells.

You can change your list of prepared spells when you finish a long rest. Preparing a new list of paladin spells requires time spent in prayer and meditation: at least 1 minute per spell level for each spell on your list.

NAME

SYMBOL

**ALLIES & ORGANIZATIONS**

**Position of Privilege**  
Thanks to your noble birth, people are inclined to think the best of you. You are welcome in high society, and people assume you have the right to be wherever you are. The common folk make every effort to accommodate you and avoid your displeasure, and other people of high birth treat you as a member of the same social sphere. You can secure an audience with a local noble if you need to.

CHARACTER BACKSTORY

**DIVINE SMITE**  
Starting at 2nd level, when you hit a creature with a melee weapon attack, you can expend one spell slot to deal radiant damage to the target, in addition to the weapon's damage. The extra damage is 2d8 for a 1st-level spell slot, plus 1d8 for each spell level higher than 1st, to a maximum of 5d8. The damage increases by 1d8 if the target is an undead or a fiend.

**DIVINE HEALTH**  
By 3rd level, the divine magic flowing through you makes you immune to disease.

**OATH OF PROVIDENCE**

**OATH SPELLS**

Paladin Level	Spells
3rd	bles, divine favor
5th	aid, augury
9th	bestow curse, clairvoyance
13th	death ward, divination
17th	commune, legend lore

**ADDITIONAL FEATURES & TRAITS**

**CHANNEL DIVINITY**

**Predestination.**  
You can use your Channel Divinity to invoke the divine to smile upon your allies. When one creature within 60 feet of you that you can see makes a saving throw, you can use your reaction to grant the creature advantage on the save, using your Channel Divinity. If the effect allows the creature to take only half damage on a successful save, the creature instead takes no damage on a successful save, and only half as much damage on a failed one.

**Kiss of Calamity.**  
As an action, your Channel Divinity can be used to besiege your enemies with bad luck. Each unfriendly creature that can see or hear you within 30 feet of you must make a Charisma saving throw, gaining disadvantage on all saving throws for 1 minute on a failure. You must be conscious for this feature to have effect.

**TREASURE**

Ranger 3 - Wasteland

Outlander - Trapper

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Waterhavian Human

RACE

ALIGNMENT

FACTION

CHARACTER NAME

**STRENGTH**  
11

**DEXTERITY**  
16  
+3

**CONSTITUTION**  
14  
+2

**INTELLIGENCE**  
11

**WISDOM**  
15  
+2

**CHARISMA**  
11

INSPIRATION

+2 PROFICIENCY BONUS

**SAVING THROWS**

- +2 Strength
- +5 Dexterity
- +2 Constitution
- Intelligence
- +2 Wisdom
- Charisma

**SKILLS**

- +3 Acrobatics (Dex)
- +2 Animal Handling (Wis)
- Arcana (Int)
- +2 Athletics (Str)
- Deception (Cha)
- History (Int)
- +2 Insight (Wis)
- Intimidation (Cha)
- +2 Investigation (Int)
- +2 Medicine (Wis)
- Nature (Int)
- +4 Perception (Wis)
- Performance (Cha)
- Persuasion (Cha)
- Religion (Int)
- +3 Sleight of Hand (Dex)
- +5 Stealth (Dex)
- +4 Survival (Wis)

14 ARMOR CLASS

+3 INITIATIVE

30' SPEED

Hit Point Maximum 28

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 3

d10 (6) HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

**ATTACKS & SPELLCASTING**

NAME	ATK BONUS	DAMAGE/TYPE
shrtsword*	+5	1d6 +3
longbow*	+5	1d8 + 3

\*shortsword finesse, light  
\*longsbow ammo, 2hand, heavy, range 150/600

2 weapon fighting  
2 attacks +3 on damage for both

**FAVORED ENEMY (ABBERATIONS)**  
Beginning at 1st level, you have significant experience studying, tracking, hunting, and even talking to a certain type of enemy.

Choose a type of favored enemy: aberrations, beasts, celestials, constructs, dragons, elementals, fey, fiends, giants, monstrosities, oozes, plants, or undead. Alternatively, you can select two races of humanoid (such as gnolls and orcs) as favored enemies.

You have advantage on Wisdom (Survival) checks to track your favored enemies, as well as on Intelligence checks to recall information about them.

When you gain this feature, you also learn one language of your choice that is spoken by your favored enemies, if they speak one at all.

You choose one additional favored enemy, as well as an associated language, at 6th and 14th level. As you gain levels, your choices should reflect the types of monsters you have encountered on your adventures.

**NATURAL EXPLORER (UNDERDARK)**  
You are particularly familiar with one type of natural environment and are adept at traveling and surviving in such regions.

Choose one type of favored terrain: arctic, coast, desert, forest, grassland, mountain, swamp, or the Underdark. When you make an Intelligence or Wisdom check related to your favored terrain, your proficiency bonus is doubled if you are using a skill that you're proficient in.

While traveling for an hour or more in your favored terrain, you gain the following benefits:

--Difficult terrain doesn't slow your group's travel.

--Your group can't become lost except by magical means.

--Even when you are engaged in another activity while traveling (such as foraging, navigating, or tracking), you remain alert to danger.

--If you are traveling alone, you can move stealthily at a normal pace.

--When you forage, you find twice as much food as you normally would.

--While tracking other creatures, you also learn their exact number, their sizes, and how long ago they passed through the area.

You choose additional favored terrain types at 6th and 10th level.

OVER --->

14 PASSIVE WISDOM (PERCEPTION)

OTHER PROFICIENCIES & LANGUAGES

common, primordial, orc

tools: lyre

armor: light/medium, shield

weapons: simple/martial

**EQUIPMENT**

- CP 10 leather armor, shortsword (2), longbow (20)
- SP staff, hunting trap, tooth from wereboar, traveler's clothes, pouch
- EP
- CP a backpack, a bedroll, a mess kit, a tinderbox, 10 torches, 10 days of rations, a waterskin, and 50 feet of hempen rope
- PP

**FEATURES & TRAITS**



AGE	HEIGHT	WEIGHT
EYES	SKIN	HAIR

CHARACTER NAME

CHARACTER APPEARANCE

**FIGHTING STYLE**  
At 2nd level, you adopt a particular style of fighting as your specialty. Choose one of the following options.  
You can't take a Fighting Style option more than once, even if you later get to choose again.

**Two-Weapon Fighting**  
When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

**SPELLCASTING**  
By the time you reach 2nd level, you have learned to use the magical essence of nature to cast spells, much as a druid does. See chapter 10 for the general rules of spellcasting and chapter 11 (or the Spells Listing) for the ranger spell list.

NAME

SYMBOL

ALLIES & ORGANIZATIONS

**Wanderer**  
You have an excellent memory for maps and geography, and you can always recall the general layout of terrain, settlements, and other features around you. In addition, you can find food and fresh water for yourself and up to five other people each day, provided that the land offers berries, small game, water, and so forth.

CHARACTER BACKSTORY

**Spell Slots**  
The Ranger table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.  
For example, if you know the 1st-level spell animal friendship and have a 1st-level and a 2nd-level spell slot available, you can cast animal friendship using either slot.

**Spells Known of 1st Level and Higher**  
You know two 1st-level spells of your choice from the ranger spell list.  
The Spells Known column of the Ranger table shows when you learn more ranger spells of your choice. Each of these spells must be of a level for which you have spell slots. For instance, when you reach 5th level in this class, you can learn one new spell of 1st or 2nd level.  
Additionally, when you gain a level in this class, you can choose one of the ranger spells you know and replace it with another spell from the ranger spell list, which also must be of a level for which you have spell slots.

**PRIMEVAL AWARENESS**  
Beginning at 3rd level, you can use your action and expend one ranger spell slot to focus your awareness on the region around you. For 1 minute per level of the spell slot you expend, you can sense whether the following types of creatures are present within 1 mile of you (or within up to 6 miles if you are in your favored terrain): aberrations, celestials, dragons, elementals, fey, fiends, and undead. This feature doesn't reveal the creatures' location or number.

ADDITIONAL FEATURES & TRAITS

**WASTELAND MAGIC**  
Starting at 3rd level, you learn an additional spell with you reach certain levels in this class, as shown in the Wasteland Spells table. The spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.

Ranger Level	Spell
3rd	purify food and drink
5th	aid
9th	mass healing word
13th	death ward
17th	mass cure wounds

**VIGILANT GUARDIAN**  
At 3rd level, you become harder to ambush and can't be surprised while within your favored terrain. If a member of your party is surprised at the start of combat, you have advantage on initiative rolls.  
Additionally, you can use your bonus action to make a Wisdom (Perception) or Intelligence (Investigation) check to notice hidden enemies. If you notice a hidden creature, you can immediately move up to half your speed and make one additional weapon attack against that target, as part of that same bonus action. When you do, you have advantage on the attack and you deal an additional 2d8 damage on a hit.

TREASURE



Ranger 3 - Burghal Explorer **Urchin**

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Forest Gnome

RACE

ALIGNMENT

FACTION

CHARACTER NAME

**STRENGTH**  
10

**DEXTERITY**  
15  
+2

**CONSTITUTION**  
13  
+1

**INTELLIGENCE**  
12  
+1

**WISDOM**  
15  
+2

**CHARISMA**  
10

INSPIRATION

+2 PROFICIENCY BONUS

**SAVING THROWS**

- +2 Strength
- +4 Dexterity
- +1 Constitution
- +1 Intelligence
- +2 Wisdom
- Charisma

**SKILLS**

- +2 Acrobatics (Dex)
- +2 Animal Handling (Wis)
- +1 Arcana (Int)
- +2 Athletics (Str)
- Deception (Cha)
- +1 History (Int)
- +4 Insight (Wis)
- Intimidation (Cha)
- +1 Investigation (Int)
- +2 Medicine (Wis)
- +1 Nature (Int)
- +4 Perception (Wis)
- Performance (Cha)
- Persuasion (Cha)
- +1 Religion (Int)
- +4 Sleight of Hand (Dex)
- +4 Stealth (Dex)
- +2 Survival (Wis)

13 **ARMOR CLASS**

+2 **INITIATIVE**

25' **SPEED**

Hit Point Maximum 25

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 3

d10 (6) **HIT DICE**

SUCCESSES

FAILURES

DEATH SAVES

NAME	ATK BONUS	DAMAGE/TYPE
javelin*	+2/6	1d6
1/4 staff*	+2	1d6
longbow*	+6	1d8 + 2

\*javelin throw (+6) range 20/60  
\*quarterstaff versatile 2hand (1d8)  
\*longbow ammo, heavy, 2hand, range 150/600

grazing strike: 1d4 extra, extra conditions

**ATTACKS & SPELLCASTING**

14 **PASSIVE WISDOM (PERCEPTION)**

common, gnomish

tools: disguise kit, thief's tools

armor: light/medium, shields

weapon: simple/martial

**OTHER PROFICIENCIES & LANGUAGES**

10 **CP**

leather armor, javelin, quarterstaff, longbow, arrows (20)

**SP**

small knife, map of Port Nyanzaru, a pet mouse, token to remember your parents, common clothes, pouch

**EP**

**CP**

a backpack, a bedroll, a mess kit, a tinderbox, 10 torches, 10 days of rations, a waterskin, and 50 feet of hempen rope.

**PP**

**EQUIPMENT**

**DARKVISION 60'**

**GNOME CUNNING.**  
You have advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

**NATURAL ILLUSIONIST.**  
You know the minor illusion cantrip. Intelligence is your spellcasting ability for it.

**SPEAK WITH SMALL BEASTS.**  
Through sounds and gestures, you can communicate simple ideas with Small or smaller beasts. Forest gnomes love animals and often keep squirrels, badgers, rabbits, moles, woodpeckers, and other creatures as beloved pets.

**FAVORED ENEMY (UNDEAD)**  
Beginning at 1st level, you have significant experience studying, tracking, hunting, and even talking to a certain type of enemy.  
Choose a type of favored enemy: aberrations, beasts, celestials, constructs, dragons, elementals, fey, fiends, giants, monstrosities, oozes, plants, or undead. Alternatively, you can select two races of humanoid (such as gnolls and orcs) as favored enemies.  
You have advantage on Wisdom (Survival) checks to track your favored enemies, as well as on Intelligence checks to recall information about them.  
When you gain this feature, you also learn one language of your choice that is spoken by your favored enemies, if they speak one at all.  
You choose one additional favored enemy, as well as an associated language, at 6th and 14th level. As you gain levels, your choices should reflect the types of monsters you have encountered on your adventures.

**NATURAL EXPLORER (URBAN)**  
You are particularly familiar with one type of natural environment and are adept at traveling and surviving in such regions. Choose one type of favored terrain: arctic, coast, desert, forest, grassland, mountain, swamp, or the Underdark. When you make an Intelligence or Wisdom check related to your favored terrain, your proficiency bonus is doubled if you are using a skill that you're proficient in.  
While traveling for an hour or more in your favored terrain, you gain the following benefits:  
--Difficult terrain doesn't slow your group's travel.  
--Your group can't become lost except by magical means.  
--Even when you are engaged in another activity while traveling (such as foraging, navigating, or tracking), you remain alert to danger.  
--If you are traveling alone, you can move stealthily at a normal pace.  
--When you forage, you find twice as much food as you normally would.  
--While tracking other creatures, you also learn their exact number, their sizes, and how long ago they passed through the area.  
You choose additional favored terrain types at 6th and 10th level.

**OVER --->**

**FEATURES & TRAITS**



# Ranger (know 3)

SPELLCASTING CLASS

Wisdom

SPELLCASTING ABILITY

12

SPELL SAVE DC

+4

SPELL ATTACK BONUS

0 CANTRIPS

MINOR IMAGE DC 11

Blank lines for spell entry

1 3 SPELL LEVEL SLOTS TOTAL SLOTS EXPENDED

PREPARED

SPELL NAME

- FIND FAMILAR
- CURE WOUNDS
- HAIL OF THORNS
- HUNTER'S MARK

Blank lines for spell entry

2

Blank lines for spell entry

3

Blank lines for spell entry

4

Blank lines for spell entry

5

Blank lines for spell entry

6

Blank lines for spell entry

7

Blank lines for spell entry

8

Blank lines for spell entry

9

Blank lines for spell entry

SPELLS KNOWN





AGE	HEIGHT	WEIGHT
EYES	SKIN	HAIR

CHARACTER NAME

CHARACTER APPEARANCE

**FIGHTING STYLE**  
At 2nd level, you adopt a particular style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

**Archery**  
You gain a +2 bonus to attack rolls you make with ranged weapons.

**PRIMEVAL AWARENESS**  
Beginning at 3rd level, you can use your action and expend one ranger spell slot to focus your awareness on the region around you. For 1 minute per level of the spell slot you expend, you can sense whether the following types of creatures are present within 1 mile of you (or within up to 6 miles if you are in your favored terrain): aberrations, celestials, dragons, elementals, fey, fiends, and undead. This feature doesn't reveal the creatures' location or number.

**SPELLCASTING**  
By the time you reach 2nd level, you have learned to use the magical essence of nature to cast spells, much as a druid does. See chapter 10 for the general rules of spellcasting and chapter 11 (or the Spells Listing) for the ranger spell list.

NAME

SYMBOL

ALLIES & ORGANIZATIONS

**City Secrets**  
You know the secret patterns and flow to cities and can find passages through the urban sprawl that others would miss. When you are not in combat, you (and companions you lead) can travel between any two locations in the city twice as fast as your speed would normally allow.

CHARACTER BACKSTORY

**Spell Slots**  
The Ranger table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.  
For example, if you know the 1st-level spell animal friendship and have a 1st-level and a 2nd-level spell slot available, you can cast animal friendship using either slot.

**Spells Known of 1st Level and Higher**  
You know two 1st-level spells of your choice from the ranger spell list.  
The Spells Known column of the Ranger table shows when you learn more ranger spells of your choice. Each of these spells must be of a level for which you have spell slots. For instance, when you reach 5th level in this class, you can learn one new spell of 1st or 2nd level.  
Additionally, when you gain a level in this class, you can choose one of the ranger spells you know and replace it with another spell from the ranger spell list, which also must be of a level for which you have spell slots.

**RANGER ARCHETYPE**

**BURGHAL MAGIC**  
Starting at 3rd level, you learn an additional spell with you reach certain levels in this class, as shown in the Ruin Dweller Spells table. The spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.

RANGER LEVEL	SPELL
3rd	find familiar
5th	misty step
9th	tongues
13th	Mordenkainen's faithful hound
17th	animate objects

ADDITIONAL FEATURES & TRAITS

**GRAZING STRIKE**  
At 3rd level, you gain the ability to hinder your foes with your strikes. Whenever you hit a creature with a weapon attack, you can graze your target's arm, leg, chest, or head. When you do, the creature takes an additional 1d4 damage of the weapon's type and you impose one of the follow effects on that target:

**Head.**  
It has disadvantage the next saving throw it makes before the end of its next turn.

**Arm.** It has disadvantage on the next Strength check or attack roll it makes before the end of its next turn.

**Leg.**  
Its movement speed is reduced by 10 feet until the end of its next turn.

**Chest.**  
It must succeed a Strength saving throw. If it fails, you can push it up to 5 feet away from you. If it hits a wall, or other permanent structure as a result of being pushed, it takes an additional 1d6 bludgeoning damage.

TREASURE

Rogue 3 - Divine Herald Acolyte

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Stout Halfling

RACE

ALIGNMENT

FACTION

CHARACTER NAME

**STRENGTH**  
10

**DEXTERITY**  
17  
+3

**CONSTITUTION**  
15  
+2

**INTELLIGENCE**  
10

**WISDOM**  
13  
+1

**CHARISMA**  
10

INSPIRATION

+2 PROFICIENCY BONUS

**SAVING THROWS**

- Strength
- +5 Dexterity
- +2 Constitution
- +2 Intelligence
- +1 Wisdom
- Charisma

**SKILLS**

- +5 Acrobatics (Dex)
- +1 Animal Handling (Wis)
- Arcana (Int)
- Athletics (Str)
- Deception (Cha)
- History (Int)
- +5 Insight (Wis)
- Intimidation (Cha)
- Investigation (Int)
- +1 Medicine (Wis)
- Nature (Int)
- +5 Perception (Wis)
- Performance (Cha)
- 2 Persuasion (Cha)
- Religion (Int)
- +3 Sleight of Hand (Dex)
- +5 Stealth (Dex)
- +1 Survival (Wis)

14 ARMOR CLASS

+3 INITIATIVE

25' SPEED

Hit Point Maximum 24

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 3

d8 (5) HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

NAME	ATK BONUS	DAMAGE/TYPE
shortswrd	+5	1d6 + 3
dagger	+5	1d4 + 3
shortbow	+5	1d6 + 3

sneak attack : 2d6 radiant damage

\*shortsword finesse, light  
\*dagger finesse, light, thrown (20/60)  
\*shortbow Ammo, range (80/320), two handed

Theive's Tools +7

ATTACKS & SPELLCASTING

**LUCKY.**  
When you roll a 1 on the d20 for 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 .

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

**STOUT RESILIENCE.**  
You have advantage on saving throws against poison, and you have resistance against poison damage.

**EXPERTISE**  
At 1st level, choose two of your skill proficiencies, or one of your skill proficiencies and your proficiency with thieves' tools. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies.  
At 6th level, you can choose two more of your proficiencies (in skills or with thieves' tools) to gain this benefit.

**SNEAK ATTACK**  
Beginning at 1st level, you know how to strike subtly and exploit a foe's distraction. Once per turn, you can deal an extra 1d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon.  
You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.  
The amount of the extra damage increases as you gain levels in this class, as shown in the Sneak Attack column of the Rogue table.

**THIEVE'S CANT**  
During your rogue training you learned thieves' cant, a secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation. Only another creature that knows thieves' cant understands such messages. It takes four times longer to convey such a message than it does to speak the same idea plainly.

In addition, you understand a set of secret signs and symbols used to convey short, simple messages, such as whether an area is dangerous or the territory of a thieves' guild, whether loot is nearby, or whether the people in an area are easy marks or will provide a safe house for thieves on the run.

**CUNNING ACTION**  
Starting at 2nd level, your quick thinking and agility allow you to move and act quickly. You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, or Hide action .

13 PASSIVE WISDOM (PERCEPTION)

common, halfling, goblin, abysal

Armor: light

Weapons: simple, hand crossbow, longsword, rapier, shortsword

Tools: thieve's tools

OTHER PROFICIENCIES & LANGUAGES

15

shortsword, shortbow, arrows (20), dagger (2), leather armor

holy symbol, prayer book, incense (5), vestments, common clothes, pouch

a backpack, a bag of 1,000 ball bearings, 10 feet of string, a bell, 5 candles, a crowbar, a hammer, 10 pitons, a hooded lantern, 2 flasks of oil, 5 days rations, a tinderbox, a waterskin, 50' hemp rope.

EQUIPMENT

FEATURES & TRAITS



# Rogue (prepare 3)

SPELLCASTING CLASS

Wisdom

SPELLCASTING ABILITY

11

SPELL SAVE DC

+3

SPELL ATTACK BONUS

## 0 CANTRIPS

Guidance

Resistance

Sacred Flame

## 3

- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 

## 6

- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 

SPELL LEVEL      SLOTS TOTAL      SLOTS EXPENDED

## 1      2

PREPARED      SPELL NAME

- Bless
- Cure Wounds
- Healing Word

- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 

## 4

- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 

## 7

- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 

## 2

- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 

## 5

- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 

## 8

- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 

## 9

- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 

SPELLS KNOWN



AGE	HEIGHT	WEIGHT
EYES	SKIN	HAIR

CHARACTER NAME

CHARACTER APPEARANCE

**Roguish Archetype: Divine Herald SPELLCASTING**

When you reach 3rd level, you gain the ability to cast spells. See chapter 10 for the general rules of spellcasting and chapter 11 for the cleric spell list.

**Cantrips.** You learn three cantrips of your choice from the cleric spell list. You learn another cleric cantrip of your choice at 10th level.

**Spell Slots.** The Divine Herald Spellcasting table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

NAME

---

SYMBOL

ALLIES & ORGANIZATIONS

**Shelter of the Faithful**

As an acolyte, you command the respect of those who share your faith, and you can perform the religious ceremonies of your deity. You and your adventuring companions can expect to receive free healing and care at a temple, shrine, or other established presence of your faith, though you must provide any material components needed for spells. Those who share your religion will support you (but only you) at a modest lifestyle.

You might also have ties to a specific temple dedicated to your chosen deity or pantheon, and you have a residence there. This could be the temple where you used to serve, if you remain on good terms with it, or a temple where you have found a new home. While near your temple, you can call upon the priests for assistance, provided the assistance you ask for is not hazardous and you remain in good standing with your temple.

CHARACTER BACKSTORY

**HARBINGER OF FAITH**

Starting at 3rd level, your Sneak Attack deals radiant damage instead of dealing the damage of the same type as your weapon.

Additionally, when you hit a creature with a weapon attack on your turn, you can instill doubt in your target, causing it to question its convictions. The target must make a successful Wisdom saving throw or suffer disadvantage on the next attack it makes within 1 minute. You can use this feature an amount of times equal to your Wisdom modifier (minimum of 1). You regain all uses after a long rest.

ADDITIONAL FEATURES & TRAITS

**DOGMA VOTARY**

At 3rd level, your studies have given you a wide knowledge of religion and its impact on life. Whenever you make an Intelligence (History or Religion) check to recall information about the gods or their worshipers, you are considered proficient in these skills and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

TREASURE

Sorcerer 3 - Fey

Noble

CLASS & LEVEL

BACKGROUND

PLAYER NAME

High Elf

RACE

ALIGNMENT

FACTION

CHARACTER NAME

STRENGTH

10

DEXTERITY

16

+3

CONSTITUTION

10

INTELLIGENCE

14

+2

WISDOM

10

CHARISMA

16

+3

INSPIRATION

+2

PROFICIENCY BONUS

- SAVING THROWS
- Strength
  - +3 Dexterity
  - +2 Constitution
  - +2 Intelligence
  - Wisdom
  - +5 Charisma

- SKILLS
- +3 Acrobatics (Dex)
  - Animal Handling (Wis)
  - +4 Arcana (Int)
  - Athletics (Str)
  - +5 Deception (Cha)
  - +4 History (Int)
  - Insight (Wis)
  - +3 Intimidation (Cha)
  - +2 Investigation (Int)
  - Medicine (Wis)
  - +4 Nature (Int)
  - Perception (Wis)
  - +3 Performance (Cha)
  - +5 Persuasion (Cha)
  - +2 Religion (Int)
  - +3 Sleight of Hand (Dex)
  - +3 Stealth (Dex)
  - Survival (Wis)

13

ARMOR CLASS

+3

INITIATIVE

30'

SPEED

Hit Point Maximum 14

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 3

d6 (4)

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

NAME ATK BONUS DAMAGE/TYPE

dagger\* +5 1d4 + 3

lgt xbow\* +5 1d8 + 3

\*dagger finesse, light, thrown (range 20/60)

\*light crossbow ammo (range 80/320), loading, two handed

ATTACKS & SPELLCASTING

10

PASSIVE WISDOM (PERCEPTION)

common, elvish, sylvan, draconic, primordial

Tools: gaming set (dice)

Weapon: daggers, darts, slings, quarterstaff, light crossbow

OTHER PROFICIENCIES & LANGUAGES

CP 25

light crossbow, bolts (20), dagger (2)

SP

fine clothes, signet ring, scroll of pedigree, pouch

EP

arcane focus, backpack, a bedroll, a mess kit, a tinderbox, 10 torches, 10 days of rations, a waterskin, 50 feet of hempen rope.

GP

PP

EQUIPMENT

DARKVISION 60'

FEY ANCESTRY.

You have advantage on saving throws against being charmed, and magic can't put you to sleep.

SKILL VERSATILITY.

You gain proficiency in two skills of your choice.

METAMAGIC (3 Sorc points)

Quickened Spell.

When you cast a spell that has a casting time of 1 action, you can spend 2 sorcery points to change the casting time to 1 bonus action for this casting.

Twinned Spell.

When you cast a spell that targets only one creature and doesn't have a range of self, you can spend a number of sorcery points equal to the spell's level to target a second creature in range with the same spell (1 sorcery point if the spell is a cantrip).

To be eligible, a spell must be incapable of targeting more than one creature at the spell's current level. For example, magic missile and scorching ray aren't eligible, but ray of frost and chromatic orb are.

FEATURES & TRAITS



# Sorcerer (know 4) Sorcery points (3)

SPELLCASTING CLASS

Charisma

SPELLCASTING ABILITY

12

SPELL SAVE DC

+4

SPELL ATTACK BONUS

0

## CANTRIPS

- acid splash
- chill touch
- fire bolt
- ray of frost

3

6

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

4

PREPARED

SPELL NAME

- magic missile
- mage armor

4

7

2

2

- hold person
- misty step

5

8

9

SPELLS KNOWN





AGE	HEIGHT	WEIGHT
EYES	SKIN	HAIR

CHARACTER NAME

CHARACTER APPEARANCE

**SPELLCASTING**  
 An event in your past, or in the life of a parent or ancestor, left an indelible mark on you, infusing you with arcane magic. This font of magic, whatever its origin, fuels your spells. See chapter 10 for the general rules of spellcasting and chapter 11 (or the Spells Listing) for the sorcerer spell list.

**Cantrips**  
 At 1st level, you know four cantrips of your choice from the sorcerer spell list. You learn additional sorcerer cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Sorcerer table.

**Spell Slots**  
 The Sorcerer table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these sorcerer spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

NAME

SYMBOL

ALLIES & ORGANIZATIONS

**Position of Privilege**  
 Thanks to your noble birth, people are inclined to think the best of you. You are welcome in high society, and people assume you have the right to be wherever you are. The common folk make every effort to accommodate you and avoid your displeasure, and other people of high birth treat you as a member of the same social sphere. You can secure an audience with a local noble if you need to.

CHARACTER BACKSTORY

**FONT OF MAGIC.**  
 At 2nd level, you tap into a deep wellspring of magic within yourself. This wellspring is represented by sorcery points, which allow you to create a variety of magical effects.

**Sorcery Points.**  
 You have 2 sorcery points, and you gain more as you reach higher levels, as shown in the Sorcery Points column of the Sorcerer table. You can never have more sorcery points than shown on the table for your level. You regain all spent sorcery points when you finish a long rest.

**Flexible Casting.**  
 You can use your sorcery points to gain additional spell slots, or sacrifice spell slots to gain additional sorcery points. You learn other ways to use your sorcery points as you reach higher levels.

**Creating Spell Slots.**  
 You can transform unexpended sorcery points into one spell slot as a bonus action on your turn. The Creating Spell Slots table shows the cost of creating a spell slot of a given level. You can create spell slots no higher in level than 5th.

Any spell slot you create with this feature vanishes when you finish a long rest.

ADDITIONAL FEATURES & TRAITS

**SORCERY ORIGIN - FEY**

**Wild Knowledge**  
 Starting at 1st level, you can speak, understand, and write Sylvan and gain proficiency in the Nature skill.

**Fey Magic**  
 Your link to nature allows you to learn spells from the druid class. When your Spellcasting feature lets you learn or replace a sorcerer cantrip or a sorcerer spell of 1st level or higher, you can choose the new spell from the druid spell list or the sorcerer spell list. You must otherwise obey all restrictions for selecting the spell, and it becomes a sorcerer spell for you.

TREASURE

Warlock 3 - Chaos

Criminal - Burglar

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Rock Gnome

RACE

ALIGNMENT

FACTION

CHARACTER NAME

**STRENGTH**  
10

**DEXTERITY**  
12  
+1

**CONSTITUTION**  
15  
+2

**INTELLIGENCE**  
10

**WISDOM**  
13  
+1

**CHARISMA**  
15  
+2

INSPIRATION

+2 PROFICIENCY BONUS

SAVING THROWS

- Strength
- +1 Dexterity
- +2 Constitution
- Intelligence
- +3 Wisdom
- +4 Charisma

SKILLS

- +1 Acrobatics (Dex)
- +1 Animal Handling (Wis)
- +2 Arcana (Int)
- Athletics (Str)
- +4 Deception (Cha)
- History (Int)
- +1 Insight (Wis)
- +2 Intimidation (Cha)
- +2 Investigation (Int)
- +1 Medicine (Wis)
- Nature (Int)
- +1 Perception (Wis)
- +2 Performance (Cha)
- +1 Persuasion (Cha)
- Religion (Int)
- +1 Sleight of Hand (Dex)
- +3 Stealth (Dex)
- +1 Survival (Wis)

12 ARMOR CLASS

+1 INITIATIVE

25' SPEED

Hit Point Maximum 24

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 3

d8 (5) HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

ATTACKS & SPELLCASTING

NAME	ATK BONUS	DAMAGE/TYPE
mace	+2	1d6
lgt xbow*	+3	1d8 + 1
daggers*	+3	1d4 + 1

\*dagger finesse, light, thrown (range 20/60)  
\*light crossbow ammo (range 80/320), loading, two handed

11 PASSIVE WISDOM (PERCEPTION)

OTHER PROFICIENCIES & LANGUAGES

common, gnomish

Tools: tinker tools, thief's tools, game set (cards)

Weapon: simple

Armor: light

EQUIPMENT

- CP 15 leather armor, mace, light crossbow, bolts (20), dagger (2)
- SP
- EP crowbar, dark common clothing with hood, deck of cards, pouch
- CP arcane focus, backpack, a crowbar, a hammer, 10 pitons, 10 torches, a tinderbox, 10 days of rations, a waterskin, 50' hemp rope
- PP

FEATURES & TRAITS

**DARKVISION 60'**

**GNOME CUNNING.**  
You have advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

**ARTIFICER'S LORE.**  
Whenever you make an Intelligence (History) check related to magic items, alchemical objects, or technological devices, you can add twice your proficiency bonus, instead of any proficiency bonus you normally apply.

**TINKER.**  
You have proficiency with artisan's tools (tinker's tools). Using those tools, you can spend 1 hour and 10 gp worth of materials to construct a Tiny clockwork device (AC 5, 1 hp). The device ceases to function after 24 hours (unless you spend 1 hour repairing it to keep the device functioning), or when you use your action to dismantle it; at that time, you can reclaim the materials used to create it. You can have up to three such devices active at a time.

When you create a device, choose one of the following options:

**Clockwork Toy.** This toy is a clockwork animal, monster, or person, such as a frog, mouse, bird, dragon, or soldier. When placed on the ground, the toy moves 5 feet across the ground on each of your turns in a random direction. It makes noises as appropriate to the creature it represents.

**Fire Starter.** The device produces a miniature flame, which you can use to light a candle, torch, or campfire. Using the device requires your action.

**Music Box.** When opened, this music box plays a single song at a moderate volume. The box stops playing when it reaches the song's end or when it is closed.

**PACT BOON**  
Pact of the Tome  
Your patron gives you a grimoire called a Book of Shadows. When you gain this feature, choose three cantrips from any class's spell list (the three needn't be from the same list). While the book is on your person, you can cast those cantrips at will. They don't count against your number of cantrips known. If they don't appear on the warlock spell list, they are nonetheless warlock spells for you.

If you lose your Book of Shadows, you can perform a 1-hour ceremony to receive a replacement from your patron. This ceremony can be performed during a short or long rest, and it destroys the previous book. The book turns to ash when you die.



# Warlock (known 4)

SPELLCASTING CLASS

Charisma

SPELLCASTING ABILITY

12

SPELL SAVE DC

+4

SPELL ATTACK BONUS

0

## CANTRIPS

- eldritch Blast (+2 TO HIT)
- poison spray
- vicious mockery
- thorn whip
- fire bolt

3

6

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

PREPARED

SPELL NAME

- chaos bolt
- Hex
- 
- 
- 
- 
- 
- 
- 
- 
- RITUAL find familiar
- RITUAL comprehend language

2

2

- misty step
- shatter

4

7

8

5

9

SPELLS KNOWN



AGE	HEIGHT	WEIGHT
EYES	SKIN	HAIR

CHARACTER NAME

CHARACTER APPEARANCE

**Weasel**  
Tiny beast, unaligned

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

ARMOR CLASS 13 HIT POINTS 1  
SPEED 30 ft.

Skills Perception +3, Stealth +5  
Senses Passive Perception 13

Keen Hearing and Smell. The weasel has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 1 piercing damage.

NAME

---

SYMBOL

ALLIES & ORGANIZATIONS

**Criminal Contact**  
You have a reliable and trustworthy contact who acts as your liaison to a network of other criminals. You know how to get messages to and from your contact, even over great distances; specifically, you know the local messengers, corrupt caravan masters, and seedy sailors who can deliver messages for you.

CHARACTER BACKSTORY

**ELDRITCH INVOCATIONS**  
Agonizing Blast.  
When you cast eldritch blast, add your Charisma modifier to the damage it deals on a hit.

Book of Ancient Secrets.  
You can now inscribe magical rituals in your Book of Shadows. Choose two 1st-level spells that have the ritual tag from any class's spell list (the two needn't be from the same list). The spells appear in the book and don't count against the number of spells you know. With your Book of Shadows in hand, you can cast the chosen spells as rituals. You can't cast the spells except as rituals, unless you've learned them by some other means. You can also cast a warlock spell you know as a ritual if it has the ritual tag.

On your adventures, you can add other ritual spells to your Book of Shadows. When you find such a spell, you can add it to the book if the spell's level is equal to or less than half your warlock level (rounded up) and if you can spare the time to transcribe the spell. For each level of the spell, the transcription process takes 2 hours and costs 50 gp for the rare inks needed to inscribe it.

ADDITIONAL FEATURES & TRAITS

**Strings Attached**  
When you take this pact at 1st level, you learn the strings your patron attached are greater than they seem. Each night, denizens from the chaotic planes visit you in your sleep to play cruel tricks but reward you with the sweetest of treats. When you finish a long rest, roll 1d6 to determine the "gifts" bestowed on you from the table in Xanathar's Lost Notes to Everything Else. When you roll for a new gift, it replaces the old one.

TREASURE

Warlock 3 - Noble Genie Urchin

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Tiefling

RACE

ALIGNMENT

FACTION

CHARACTER NAME

**STRENGTH**  
10

**DEXTERITY**  
13  
+1

**CONSTITUTION**  
15  
+2

**INTELLIGENCE**  
11

**WISDOM**  
10

**CHARISMA**  
14  
+2

INSPIRATION

+2 PROFICIENCY BONUS

SAVING THROWS

- Strength
- +1 Dexterity
- +2 Constitution
- Intelligence
- +2 Wisdom
- +4 Charisma

SKILLS

- +1 Acrobatics (Dex)
- Animal Handling (Wis)
- +2 Arcana (Int)
- Athletics (Str)
- +4 Deception (Cha)
- History (Int)
- Insight (Wis)
- +2 Intimidation (Cha)
- Investigation (Int)
- Medicine (Wis)
- Nature (Int)
- Perception (Wis)
- +2 Performance (Cha)
- +2 Persuasion (Cha)
- Religion (Int)
- +3 Sleight of Hand (Dex)
- +2 Stealth (Dex)
- Survival (Wis)

12 ARMOR CLASS

+1 INITIATIVE

30' SPEED

Hit Point Maximum 24

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 3

d8 (5) HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

ATTACKS & SPELLCASTING

NAME	ATK BONUS	DAMAGE/TYPE
sickle	+2	1d4
lgt xbow*	+3	1d8 + 1
daggers*	+3	1d4 + 1

\*dagger finesse, light, thrown (range 20/60)  
\*light crossbow ammo (range 80/320), loading, two handed

Resistance to fire damage

10 PASSIVE WISDOM (PERCEPTION)

OTHER PROFICIENCIES & LANGUAGES

common, infernal, primordial

Tools: disguise kit, thief's tools

Weapon: simple

Armor: light

EQUIPMENT

- CP 10 leather armor, mace, light crossbow, bolts (20), dagger (2)
- SP small knife, map of city you grew up in, a pet mouse, token to remember your parents, common clothes, pouch
- EP
- CP
- PP arcane focus, backpack, a crowbar, a hammer, 10 pitons, 10 torches, a tinderbox, 10 days of rations, a waterskin, 50' hemp rope

FEATURES & TRAITS

**DARKVISION 30'**

**HELLISH RESISTANCE.**  
You have resistance to fire damage.

**INFERNAL LEGACY.**  
You know the thaumaturgy cantrip. When you reach 3rd level, you can cast the hellish rebuke spell as a 2nd-level spell once with this trait and regain the ability to do so when you finish a long rest. When you reach 5th level, you can cast the darkness spell once with this trait and regain the ability to do so when you finish a long rest. Charisma is your spellcasting ability for these spells.

**PACT BOON**  
Pact of the Tome  
Your patron gives you a grimoire called a Book of Shadows. When you gain this feature, choose three cantrips from any class's spell list (the three needn't be from the same list). While the book is on your person, you can cast those cantrips at will. They don't count against your number of cantrips known. If they don't appear on the warlock spell list, they are nonetheless warlock spells for you.

If you lose your Book of Shadows, you can perform a 1-hour ceremony to receive a replacement from your patron. This ceremony can be performed during a short or long rest, and it destroys the previous book. The book turns to ash when you die.



# Warlock (known 4)

SPELLCASTING CLASS

Charisma

SPELLCASTING ABILITY

12

SPELL SAVE DC

+4

SPELL ATTACK BONUS

0

## CANTRIPS

eldritch Blast

poison spray

vicious mockery

thorn whip

fire bolt

thaumaturgy

mage armor

3

6

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

PREPARED

SPELL NAME

shield

Hex

RITUAL find familiar

RITUAL comprehend language

2

2

misty step

shatter

hellish rebuke ( 1/ long rest)

4

7

8

5

9

SPELLS KNOWN





AGE	HEIGHT	WEIGHT
EYES	SKIN	HAIR

CHARACTER NAME

CHARACTER APPEARANCE

**Weasel**  
Tiny beast, unaligned

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

ARMOR CLASS 13 HIT POINTS 1  
SPEED 30 ft.

Skills Perception +3, Stealth +5  
Senses Passive Perception 13

Keen Hearing and Smell. The weasel has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 1 piercing damage.

NAME

SYMBOL

ALLIES & ORGANIZATIONS

**City Secrets**  
You know the secret patterns and flow to cities and can find passages through the urban sprawl that others would miss. When you are not in combat, you (and companions you lead) can travel between any two locations in the city twice as fast as your speed would normally allow.

CHARACTER BACKSTORY

**ELDRITCH INVOCATIONS**  
Armor of Shadows  
You can cast mage armor on yourself at will, without expending a spell slot or material components.

Book of Ancient Secrets.  
You can now inscribe magical rituals in your Book of Shadows. Choose two 1st-level spells that have the ritual tag from any class's spell list (the two needn't be from the same list). The spells appear in the book and don't count against the number of spells you know. With your Book of Shadows in hand, you can cast the chosen spells as rituals. You can't cast the spells except as rituals, unless you've learned them by some other means. You can also cast a warlock spell you know as a ritual if it has the ritual tag.

On your adventures, you can add other ritual spells to your Book of Shadows. When you find such a spell, you can add it to the book if the spell's level is equal to or less than half your warlock level (rounded up) and if you can spare the time to transcribe the spell. For each level of the spell, the transcription process takes 2 hours and costs 50 gp for the rare inks needed to inscribe it.

Noble Patronage (efreeti - fire)  
At 1st level, your patron grants you the ability to speak Primordial. You also gain advantage on Intelligence (Arcana) checks made to identify portals to elemental planes and magical inscriptions or items created by other sha'irs, their patrons, or other genie-kind.

Additionally, you choose the one of the four types of noble genie to be your patron as shown on the Noble Genie Patrons table below. Your choice determines several of your class features as you gain level.

ADDITIONAL FEATURES & TRAITS

Gen Vizier  
At 1st level, your patron assigns a lesser genie to accompany you during your travels. The type of gen is dependent upon your patron's genie type as defined on the Noble Genie Patron table. Your gen vizier isn't required to obey your commands, although it usually tries to the best of its ability, and doesn't participate in combat.  
Your companion grants you the following benefits.

Spell Fetching. (d12-2 rounds)  
You can send your gen to find and retrieve the knowledge of an additional spell you don't know. The spell must be of a level you can cast and can be from any class spell list. As a bonus action, you can request a spell for your gen to retrieve and it returns in a number of rounds equal to 1d12 minus your Charisma modifier (minimum of 1). When the gen returns, it immediately imparts the spell knowledge to you at the beginning of your turn, which you can then cast normally by expending a spell slot. If you don't cast the spell within two rounds of receiving it, the spell knowledge disappears, and you can't use this feature again until you finish a long rest.  
You can use this feature twice between long rests at 6th level and three times between long rests at 14th level.

TREASURE

Wizard 3 - Beguiler

Charlatan

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Lightfoot Halfling

RACE

ALIGNMENT

FACTION

CHARACTER NAME

**STRENGTH**  
10

**DEXTERITY**  
15  
+2

**CONSTITUTION**  
15  
+2

**INTELLIGENCE**  
15  
+2

**WISDOM**  
10

**CHARISMA**  
11

INSPIRATION

+2 PROFICIENCY BONUS

**SAVING THROWS**

- Strength
- +2 Dexterity
- +2 Constitution
- +4 Intelligence
- +2 Wisdom
- +2 Charisma

**SKILLS**

- +2 Acrobatics (Dex)
- Animal Handling (Wis)
- +4 Arcana (Int)
- Athletics (Str)
- +4 Deception (Cha)
- +2 History (Int)
- +2 Insight (Wis)
- +2 Intimidation (Cha)
- +2 Investigation (Int)
- Medicine (Wis)
- +2 Nature (Int)
- Perception (Wis)
- +2 Performance (Cha)
- +4 Persuasion (Cha)
- +2 Religion (Int)
- +4 Sleight of Hand (Dex)
- +2 Stealth (Dex)
- Survival (Wis)

14 ARMOR CLASS

+2 INITIATIVE

25' SPEED

Hit Point Maximum 20

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 3

d6 (4) HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

NAME	ATK BONUS	DAMAGE/TYPE
dagger	+4	1d4 + 2

\*dagger finesse, light, thrown (range 20/60)

ATTACKS & SPELLCASTING

**LUCKY**  
When you roll a 1 on the d20 for 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.

**HALFLING 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.

**SPELLCASTING**  
As a student of arcane magic, you have a spellbook containing spells that show the first glimmerings of your true power. See chapter 10 for the general rules of spellcasting and chapter 11 (or the Spells Listing) for the wizard spell list.

**Cantrips**  
At 1st level, you know three cantrips of your choice from the wizard spell list. You learn additional wizard cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Wizard table.

**Spellbook**  
At 1st level, you have a spellbook containing six 1st-level wizard spells of your choice. Your spellbook is the repository of the wizard spells you know, except your cantrips, which are fixed in your mind.

**Preparing and Casting Spells**  
You prepare the list of wizard spells that are available for you to cast. To do so, choose a number of wizard spells from your spellbook equal to your Intelligence modifier + your wizard level (minimum of one spell). The spells must be of a level for which you have spell slots.

**ARCANE RECOVERY**  
You have learned to regain some of your magical energy by studying your spellbook. Once per day when you finish a short rest, you can choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than half your wizard level (rounded up), and none of the slots can be 6th level or higher.  
For example, if you're a 4th-level wizard, you can recover up to two levels worth of spell slots. You can recover either a 2nd-level spell slot or two 1st-level spell slots.

10 PASSIVE WISDOM (PERCEPTION)

common, halfling, elvish

Tools: Disguise kit, forgery kit

Weapon: daggers, darts, slings, quarterstaff, light crossbow

Armor: light

OTHER PROFICIENCIES & LANGUAGES

15 studded leather armor, dagger

fine clothes, disguise kit, weighted dice, pouch

arcane focus, backpack, a bedroll, a mess kit, a tinderbox, 10 torches, 10 days of rations, a waterskin, 50 feet of hempen rope, and spellbook

EQUIPMENT

OVER --->

FEATURES & TRAITS



# Wizard (prepare 5)

SPELLCASTING CLASS

Intelligence

SPELLCASTING ABILITY

12

SPELL SAVE DC

+4

SPELL ATTACK BONUS

0

CANTRIPS

- FRIENDS
- MINOR ILLUSION
- PRESTIDIGITATION

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

4

PREPARED

SPELL NAME

- CHARM PERSON
- SHIELD
- SILENT IMAGE

2

2

- ALTER SELF
- MIRROR IMAGE

3

6

4

7

8

5

9

SPELLS KNOWN



AGE	HEIGHT	WEIGHT
EYES	SKIN	HAIR

CHARACTER NAME

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME

---

SYMBOL

**Favorite Schemes**  
Every charlatan has an angle he or she uses in preference to other schemes.

I cheat at games of chance.

**False Identity**  
You have created a second identity that includes documentation, established acquaintances, and disguises that allow you to assume that persona. Additionally, you can forge documents including official papers and personal letters, as long as you have seen an example of the kind of document or the handwriting you are trying to copy.

CHARACTER BACKSTORY

**BONUS PROFICIENCIES**  
Beginning when you select this school at 2nd level, you gain proficiency with light armor and your choice of the Deception, Persuasion, or Stealth skills. You also learn one language of your choice.

**ERUDITE ELUCIDATION**  
Beginning when you select this school at 2nd level, influencing and resisting others is just like solving any other puzzle to you. When you make a Charisma check or saving throw, you can add your Intelligence modifier to the result.

ADDITIONAL FEATURES & TRAITS

TREASURE

Wizard 3 - Mage Hunter Sage (Librarian)

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Chultan Human

RACE

ALIGNMENT

FACTION

CHARACTER NAME

**STRENGTH**  
11

**DEXTERITY**  
14  
+2

**CONSTITUTION**  
15  
+2

**INTELLIGENCE**  
16  
+3

**WISDOM**  
11

**CHARISMA**  
11

INSPIRATION

+2 PROFICIENCY BONUS

**SAVING THROWS**

- Strength
- +2 Dexterity
- +2 Constitution
- +5 Intelligence
- +2 Wisdom
- Charisma

**SKILLS**

- +2 Acrobatics (Dex)
- Animal Handling (Wis)
- +5 Arcana (Int)
- Athletics (Str)
- Deception (Cha)
- +5 History (Int)
- Insight (Wis)
- Intimidation (Cha)
- +5 Investigation (Int)
- Medicine (Wis)
- +3 Nature (Int)
- +2 Perception (Wis)
- Performance (Cha)
- Persuasion (Cha)
- +5 Religion (Int)
- +2 Sleight of Hand (Dex)
- +2 Stealth (Dex)
- Survival (Wis)

14 ARMOR CLASS

+2 INITIATIVE

30' SPEED

Hit Point Maximum 20

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 3

d6 (4) HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

NAME	ATK BONUS	DAMAGE/TYPE
mace	+2	1d6
dagger	+4	1d4 + 2

\*dagger finesse, light, thrown (range 20/60)

Bonus Action: Counter-weave

Counter-weave: you have bonus to Save vs. Spells, if you try to recall info about subject with a +3, range of target's spells are reduced by 10', target has a -3 to concentration checks.

ATTACKS & SPELLCASTING

12 PASSIVE WISDOM (PERCEPTION)

common, chultan, grung, goblin

Weapon: daggers, darts, slings, quarterstaff, light crossbow, mace

Armor: light

OTHER PROFICIENCIES & LANGUAGES

10 CP studded leather armor, dagger, mace

SP common clothes, bottle ink, quill, small knife, letter from colleague, pouch

EP

CP arcane focus, backpack, a bedroll, a mess kit, a tinderbox, 10 torches, 10 days of rations, a waterskin, 50 feet of hempen rope, and spellbook

PP

EQUIPMENT

**SPELLCASTING**

As a student of arcane magic, you have a spellbook containing spells that show the first glimmerings of your true power. See chapter 10 for the general rules of spellcasting and chapter 11 (or the Spells Listing) for the wizard spell list.

**Cantrips**

At 1st level, you know three cantrips of your choice from the wizard spell list. You learn additional wizard cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Wizard table.

**Spellbook**

At 1st level, you have a spellbook containing six 1st-level wizard spells of your choice. Your spellbook is the repository of the wizard spells you know, except your cantrips, which are fixed in your mind.

**Preparing and Casting Spells**

You prepare the list of wizard spells that are available for you to cast. To do so, choose a number of wizard spells from your spellbook equal to your Intelligence modifier + your wizard level (minimum of one spell). The spells must be of a level for which you have spell slots.

**ARCANE RECOVERY**

You have learned to regain some of your magical energy by studying your spellbook. Once per day when you finish a short rest, you can choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than half your wizard level (rounded up), and none of the slots can be 6th level or higher.

For example, if you're a 4th-level wizard, you can recover up to two levels worth of spell slots. You can recover either a 2nd-level spell slot or two 1st-level spell slots.

OVER --->

FEATURES & TRAITS



# Wizard (prepare 5)

SPELLCASTING CLASS

Intelligence

SPELLCASTING ABILITY

13

SPELL SAVE DC

+5

SPELL ATTACK BONUS

0

CANTRIPS

- firebolt
- ray of frost
- shocking grasp

3

6

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

4

PREPARED

SPELL NAME

- burning hands
- magic missile
- shield

4

7

2

2

- flaming sphere
- ray of enfeeblement
- invisibility

5

8

9

SPELLS KNOWN





AGE	HEIGHT	WEIGHT
EYES	SKIN	HAIR

CHARACTER NAME

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME

---

SYMBOL

**RESEARCHER**  
 When you attempt to learn or recall a piece of lore, if you do not know that information, you often know where and from whom you can obtain it. Usually, this information comes from a library, scriptorium, university, or a sage or other learned person or creature. Your DM might rule that the knowledge you seek is secreted away in an almost inaccessible place, or that it simply cannot be found. Unearthing the deepest secrets of the multiverse can require an adventure or even a whole campaign.

CHARACTER BACKSTORY

**ARCANIST INVESTIGATOR**  
 When you adopt this tradition at 2nd level, you gain proficiency with light armor, and you gain proficiency with one simple melee weapon of your choice. You also gain proficiency in the Perception skill if you don't already have it.

**COUNTER-WEAVE (2)**  
 Starting at 2nd level, you can hinder the effectiveness of a creature's magical prowess when you identify them as a magical threat. You can use a bonus action to place the counter-weave on a creature you can see within 30 feet of you, which lasts for 1 minute. It ends early if the creature dies, you die, or you are incapacitated. Until the counter-weave ends, the following conditions apply:

- You gain a bonus to saving throws against spells from a creature affected by counter-weave equal to your Intelligence modifier (minimum of 1).
- You double your ability score modifier to Wisdom (Survival) skill checks to track your quarry, as well as Intelligence checks to identify or recall information about your target.
- The range of your target's cantrips and spells is reduced by 10 feet or to the range of touch, whichever is greater.
- Your target's Constitution saving throws to maintain concentration on a spell is reduced by your Intelligence modifier (minimum of 1).

You can use this feature twice, after which you regain all expended uses when you finish a short or long rest.

ADDITIONAL FEATURES & TRAITS

TREASURE

Wizard 3 - Reconstruction Sage (Wizard's Apprentice)  
 CLASS & LEVEL BACKGROUND PLAYER NAME  
 Forest Gnome  
 RACE ALIGNMENT FACTION

CHARACTER NAME

**STRENGTH**  
10

**DEXTERITY**  
14  
+2

**CONSTITUTION**  
14  
+2

**INTELLIGENCE**  
17  
+3

**WISDOM**  
10

**CHARISMA**  
10

INSPIRATION

+2 PROFICIENCY BONUS

SAVING THROWS

- Strength
- +2 Dexterity
- +2 Constitution
- +4 Intelligence
- +2 Wisdom
- Charisma

SKILLS

- +2 Acrobatics (Dex)
- Animal Handling (Wis)
- +5 Arcana (Int)
- Athletics (Str)
- Deception (Cha)
- +5 History (Int)
- Insight (Wis)
- Intimidation (Cha)
- +5 Investigation (Int)
- +2 Medicine (Wis)
- +3 Nature (Int)
- Perception (Wis)
- Performance (Cha)
- Persuasion (Cha)
- +3 Religion (Int)
- +2 Sleight of Hand (Dex)
- +2 Stealth (Dex)
- Survival (Wis)

12 ARMOR CLASS

+2 INITIATIVE

25' SPEED

Hit Point Maximum 20

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 3

d6 (4) HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

ATTACKS & SPELLCASTING

NAME	ATK BONUS	DAMAGE/TYPE
1/4 staff *	+2	1d4

\*quarterstaff versatile (1d8)

10 PASSIVE WISDOM (PERCEPTION)

Common, Gnomish, Elven, Dwarven

Weapon: daggers, darts, slings, quarterstaff, light crossbow

OTHER PROFICIENCIES & LANGUAGES

EQUIPMENT

- CP 10 dagger
- SP common clothes, bottle of ink, quill, small knife, letter from colleague, pouch
- EP arcane focus, backpack, a bedroll, a mess kit, a tinderbox, 10 torches, 10 days of rations, a waterskin, 50 feet of hempen rope, and spellbook
- CP
- PP

**DARKVISION 60'**

**GNOME CUNNING.**  
You have advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

**NATURAL ILLUSIONIST.**  
You know the minor illusion cantrip. Intelligence is your spellcasting ability for it.

**SPEAK WITH SMALL BEASTS.**  
Through sounds and gestures, you can communicate simple ideas with Small or smaller beasts. Forest gnomes love animals and often keep squirrels, badgers, rabbits, moles, woodpeckers, and other creatures as beloved pets.

**SPELLCASTING**  
Cantrips  
At 1st level, you know three cantrips of your choice from the wizard spell list. You learn additional wizard cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Wizard table.

Spellbook  
At 1st level, you have a spellbook containing six 1st-level wizard spells of your choice. Your spellbook is the repository of the wizard spells you know, except your cantrips, which are fixed in your mind.

Preparing and Casting Spells  
The Wizard table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.  
You prepare the list of wizard spells that are available for you to cast. To do so, choose a number of wizard spells from your spellbook equal to your Intelligence modifier + your wizard level (minimum of one spell). The spells must be of a level for which you have spell slots.

FEATURES & TRAITS



# Wizard (Prepare 6)

SPELLCASTING CLASS

Intelligence

SPELLCASTING ABILITY

13

SPELL SAVE DC

+5

SPELL ATTACK BONUS

0

## CANTRIPS

- MINOR IMAGE
- RESISTANCE \*
- SPARE THE DYING \*
- FIRE BOLT
- RAY OF FROST
- SHOCKING GRASP

3

6

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

4

PREPARED

SPELL NAME

- CURE WOUNDS \*
- BURNING HANDS
- MAGIC MISSILE
- THUNDERWAVE

4

\* Can't be copied by other wizards, count as wizard's spells

7

8

2

2

- FLAMING SPHERE
- SCROCHING RAY
- MELF'S ACID ARROW

5

9

SPELLS KNOWN



AGE	HEIGHT	WEIGHT
EYES	SKIN	HAIR

CHARACTER NAME

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME

---

SYMBOL

**RESEARCHER**  
 When you attempt to learn or recall a piece of lore, if you do not know that information, you often know where and from whom you can obtain it. Usually, this information comes from a library, scriptorium, university, or a sage or other learned person or creature. Your DM might rule that the knowledge you seek is secreted away in an almost inaccessible place, or that it simply cannot be found. Unearthing the deepest secrets of the multiverse can require an adventure or even a whole campaign.

CHARACTER BACKSTORY

**ARCANE RECOVERY**  
 You have learned to regain some of your magical energy by studying your spellbook. Once per day when you finish a short rest, you can choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than half your wizard level (rounded up), and none of the slots can be 6th level or higher.

**CREATION SAVANT**  
 Beginning when you select this school at 2nd level, the gold and time you must spend to copy an evocation spell into your spellbook is halved.  
 Additionally, you learn two cantrips and add one 1st-level spell to your spellbook from the cleric spell list. These spells are wizard spells for you, but other wizards can't copy cleric spells from your spellbook into their own spellbooks.

**APPLIED RECONSTRUCTION**  
 Starting at 2nd level, you can reverse the destructive force of your evocation spells, transforming their power into healing energy. When you cast an evocation spell of 1st level or higher that targets only one creature, with an instantaneous duration, and doesn't require concentration, the target creature takes no damage and instead regains a number of hit points equal to half of the total. If the spell requires you to make an attack roll or requires a creature to make a saving throw, the creature can choose to be hit or fail the saving throw. The spell doesn't impose any status conditions. Undead and constructs cannot regain hit points in this way.

ADDITIONAL FEATURES & TRAITS

TREASURE

Barbarian 6 - Courageous Heart

Folk Hero

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Stout Halfling

RACE

ALIGNMENT

FACTION

CHARACTER NAME

**STRENGTH**  
16  
+3

**DEXTERITY**  
15  
+2

**CONSTITUTION**  
16  
+3

**INTELLIGENCE**  
10  
-

**WISDOM**  
10  
-

**CHARISMA**  
10  
-

INSPIRATION

+3 PROFICIENCY BONUS

**SAVING THROWS**

- +6 Strength
- +2 Dexterity
- +6 Constitution
- Intelligence
- Wisdom
- Charisma

**SKILLS**

- +2 Acrobatics (Dex)
- +3 Animal Handling (Wis)
- Arcana (Int)
- +6 Athletics (Str)
- Deception (Cha)
- History (Int)
- Insight (Wis)
- +3 Intimidation (Cha)
- Investigation (Int)
- Medicine (Wis)
- Nature (Int)
- Perception (Wis)
- Performance (Cha)
- Persuasion (Cha)
- Religion (Int)
- +2 Sleight of Hand (Dex)
- +2 Stealth (Dex)
- +3 Survival (Wis)

14 ARMOR CLASS

+2 INITIATIVE

35' SPEED

Hit Point Maximum 65

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 6

d12 (7) HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

NAME	ATK BONUS	DAMAGE/TYPE
greataxe*	+6	1d12 + 3
handaxe*	+6	1d6 + 3
Improvise*	+6	1d4 + 3
Shovel	+6	1d6 + 3
Fist/ Kick	+6	1d4 + 3
Javelin	+6	1d6 + 3

\*greataxe heavy, 2-hand  
\*handaxe throw (range 20/60)  
\*javelin throw (ranged 30/120)

See Page 2 for subclass features

ATTACKS & SPELLCASTING

10 PASSIVE WISDOM (PERCEPTION)

Armor:  
Improvised, Light / medium armor, shield

Weapons:  
simple / martial weapons, shields

Tools:  
tinker tools, vehicles (land)

Languages:  
Common, Halfling

OTHER PROFICIENCIES & LANGUAGES

60 CP

greataxe, handaxe (2), javelins (4)

backpack, bedroll, mess kit, tinderbox, (10) torches, (10) days rations, 50' rope

tinker tools, shovel, iron pot, common clothes, pouch

EQUIPMENT

**LUCKY**  
When you roll a 1 ON A d20 for an attack roll, ability check, or saving throw, you can REROLL the die and must use the new roll.

**BRAVE**  
Advantage on saving throws against being frightened.

**HALFLING NIMBLENESS**  
Can move through the space of any creature that is of a size larger than yours.

**STOUT RESILIENCE**  
Advantage on saving throws against poison, resistance against poison damage.

**RAGE 3 / long rest**  
Enter a rage as a BONUS ACTION if not wearing heavy armor

- Advantage on Strength checks and saving throws.
- Melee weapon attack using Strength +2 damage
- Resistance bludgeoning, piercing, and slashing.

Lasts for 1 minute or if you are knocked unconscious or if your turn ends and you haven't attacked a hostile creature since your last turn or taken damage since then. End as a BONUS ACTION.

**UNARMORED DEFENSE.**  
While not wearing any armor, your Armor Class equals 10 + your Dex mod + Con mod.

**RECKLESS ATTACK.**  
Your first attack on your turn, can decide to attack recklessly. ADVANTAGE on melee weapon Strength attacks during this turn, attacks against you have ADVANTAGE

**DANGER SENSE**  
ADVANTAGE Dexterity saving throws against effects that you can see (traps and spells), only if not blinded, deafened, or incapacitated.

**EXTRA ATTACK**

**FAST MOVEMENT**  
Starting at 5th level, your speed increases by 10 feet while you aren't wearing heavy armor.

FEATURES & TRAITS



# Barbarian 6 - Courageous Heart

CHARACTER NAME

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

CHARACTER APPEARANCE

## PATH OF THE COURAGEOUS HEART

**Matter at Hand.**  
Prof improvised weapons, unarmed attack

**Favor the Bold.**  
When raging, saving throw, attack unarmed or improvised weapon, +1d4 to attack

**Hearty Blow.**  
When hit with unarmed or improvised weapon while raging, add 1d4 to damage.

NAME

---

SYMBOL

ALLIES & ORGANIZATIONS

## Rustic Hospitality

Since you come from the ranks of the common folk, you fit in among them with ease. You can find a place to hide, rest, or recuperate among other commoners, unless you have shown yourself to be a danger to them. They will shield you from the law or anyone else searching for you, though they will not risk their lives for you.

CHARACTER BACKSTORY

ADDITIONAL FEATURES & TRAITS

TREASURE



Barbarian 6 - Red Reaver Soldier (Infantry)

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Dragonborn - Black

RACE

ALIGNMENT

FACTION

CHARACTER NAME

**STRENGTH**  
15  
+2

**DEXTERITY**  
14  
+2

**CONSTITUTION**  
12  
+1

**INTELLIGENCE**  
10  
-

**WISDOM**  
15  
+2

**CHARISMA**  
11  
-

INSPIRATION

+3 PROFICIENCY BONUS

**SAVING THROWS**

- +5 Strength
- +2 Dexterity
- +3 Constitution
- Intelligence
- +2 Wisdom
- Charisma

**SKILLS**

- +2 Acrobatics (Dex)
- +2 Animal Handling (Wis)
- Arcana (Int)
- +5 Athletics (Str)
- Deception (Cha)
- History (Int)
- +2 Insight (Wis)
- +3 Intimidation (Cha)
- Investigation (Int)
- +2 Medicine (Wis)
- Nature (Int)
- +5 Perception (Wis)
- Performance (Cha)
- Persuasion (Cha)
- Religion (Int)
- +2 Sleight of Hand (Dex)
- +2 Stealth (Dex)
- +5 Survival (Wis)

12 ARMOR CLASS

+2 INITIATIVE

40' SPEED

Hit Point Maximum 47

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 6

d12 (7) HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

**ATTACKS & SPELLCASTING**

NAME	ATK BONUS	DAMAGE/TYPE
greataxe*	+5	1d12 + 2
lgt xbow*	+5	1d8 + 2
javelin*	+5	1d6 + 2

\*greataxe heavy, 2-handed  
\*crossbow ammunition, throw (range 80/320), loading, 2 hands  
\*javelin throw (ranges 30/120)

**EXTRA ATTACK**

15 PASSIVE WISDOM (PERCEPTION)

Common, Draconic

Armor  
light/medium armor, shield

Weapons  
simple/martial

Tools  
Dice set, vehicle (land)

**OTHER PROFICIENCIES & LANGUAGES**

**EQUIPMENT**

- CP 59 greataxe, light crossbow, bolts (20), javelins (4)
- SP rank insignia, trophy from fallen enemy, set of bone dice, common clothes, pouch
- EP
- CP backpack, bedroll, mess kit, tinder box, torches (10), rations (10), waterskin, 50' rope
- PP

**DRACONIC ANCESTRY**  
Black

**BREATH WEAPON**  
Acid. 5X30 line. DEX save (DC 10). Once per short or long rest.

**DAMAGE RESISTANCE**  
Acid

**RAGE 3 / long rest**  
Enter a rage as a BONUS ACTION if not wearing heavy armor

- Advantage on Strength checks and saving throws.
- Melee weapon attack using Strength +2 damage
- Resistance bludgeoning, piercing, and slashing.

Lasts for 1 minute or if you are knocked unconscious or if your turn ends and you haven't attacked a hostile creature since your last turn or taken damage since then. End as a BONUS ACTION.

**UNARMORED DEFENSE.**  
While not wearing any armor, your Armor Class equals 10 + your Dex mod + Con mod.

**RECKLESS ATTACK.**  
Your first attack on your turn, can decide to attack recklessly. ADVANTAGE on melee weapon Strength attacks during this turn, attacks against you have ADVANTAGE

**DANGER SENSE**  
ADVANTAGE Dexterity saving throws against effects that you can see (traps and spells), only if not blinded, deafened, or incapacitated.

**EXTRA ATTACK**

**FAST MOVEMENT**  
Starting at 5th level, your speed increases by 10 feet while you aren't wearing heavy armor.

over --->

**FEATURES & TRAITS**



AGE	HEIGHT	WEIGHT
EYES	SKIN	HAIR

CHARACTER NAME

CHARACTER APPEARANCE

### PATH OF THE RED REAVER

Devourer  
**BONUS ACTION:** While RAGING and below half hit points. Enter DEVOURING RAGE, spend hit dice, weapon is now MAGICAL, if you hit regain hit points equal to: 1 PLUS the number of hit dice spent. If a crit DOUBLE it. If you don't hit you take that amount of damage but stay in the rage. When you reach max HP the Devourer Rage ends.

NAME

---

SYMBOL

ALLIES & ORGANIZATIONS

### Military Rank

You have a military rank from your career as a soldier. Soldiers loyal to your former military organization still recognize your authority and influence, and they defer to you if they are of a lower rank. You can invoke your rank to exert influence over other soldiers and requisition simple equipment or horses for temporary use. You can also usually gain access to friendly military encampments and fortresses where your rank is recognized.

CHARACTER BACKSTORY

### Sanguine Scent. (DC 10) 1 use regain on LONG rest.

As an ACTION you can take a deep breathe and immediately able to smell the number of creatures within 120'. You know type not identity.

You can focus on a creature you know and have a possession of theirs. Instead of you rolling Survival the creature makes a Wisdom saving throw. If they fail you know the direction and distance they are from you. You can follow it through terrain you wouldn't normally.

ADDITIONAL FEATURES & TRAITS

### Blood Hound.

If you have been within 30' of your Sanguine Scent target for 5 minutes within the last 24 hours, a possession is not needed to track it.

Spend 1 hit die to know exact number and general location of creatures in the area. If focused on a single creature, the creature has DISADVANTAGE on the Wisdom saving throw. (See Sanguine Scent)

TREASURE

Barbarian 6 - Sacred Kin Folk Hero

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Mountain Dwarf

RACE

ALIGNMENT

FACTION

CHARACTER NAME

**STRENGTH**  
17  
+3

**DEXTERITY**  
13  
+1

**CONSTITUTION**  
18  
+4

**INTELLIGENCE**  
10  
-

**WISDOM**  
10  
-

**CHARISMA**  
10  
-

INSPIRATION

+3 PROFICIENCY BONUS

**SAVING THROWS**

- +6 Strength
- +1 Dexterity
- +7 Constitution
- Intelligence
- Wisdom
- Charisma

**SKILLS**

- +1 Acrobatics (Dex)
- +3 Animal Handling (Wis)
- Arcana (Int)
- +6 Athletics (Str)
- Deception (Cha)
- History (Int)
- Insight (Wis)
- Intimidation (Cha)
- Investigation (Int)
- Medicine (Wis)
- Nature (Int)
- +3 Perception (Wis)
- Performance (Cha)
- Persuasion (Cha)
- Religion (Int)
- +1 Sleight of Hand (Dex)
- +1 Stealth (Dex)
- +3 Survival (Wis)

15 ARMOR CLASS

+1 INITIATIVE

35' SPEED

Hit Point Maximum 81

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 6

d12 (7) HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

**ATTACKS & SPELLCASTING**

NAME	ATK BONUS	DAMAGE/TYPE
Greataxe*	+6	1d12 + 3
Handaxe*	+6	1d6 + 3
javelin*	+6	1d6 + 3

\*greataxe, heavy, two-handed.  
\*handaxe (range 20/60)  
\*javelin (ranged 30/120)

**EXTRA ATTACK**

13 PASSIVE WISDOM (PERCEPTION)

**Armor:**  
Light / medium armor, shield

**Weapons:**  
simple / martial weapons, battleaxe, handaxe, light hammer, and warhammer.

**Tools:**  
Smith Tools  
Vehicle (land)

**Languages:**  
Common, Dwarven, Deepspeech

**OTHER PROFICIENCIES & LANGUAGES**

**EQUIPMENT**

CP 85 greataxe, handaxe (2) javelins (4).

SP backpack, a bedroll, a mess kit, a tinderbox, 10 torches, 10 days of rations, a waterskin, and 50 feet of hempen rope.

EP

GP

GP

PP smith tools, shovel, iron pot, common clothes, pouch.

**DARKVISION 60'**

**DWARVEN RESILLIENCE.**  
ADVANTAGE on saving throws against poison  
RESISTANCE against poison damage.

**DWARVEN COMBAT TRAINING**  
PROFICIENT battleaxe, handaxe, light hammer, and warhammer.

**TOOL PROFICIENCY.**  
PROFICIENCY with smith's tools

**STONECUNNING.**  
DOUBLE PROF BONUS on Intelligence (History) check related to the origin of stonework.

**DWARVEN ARMOR TRAINING.**  
PROFICIENCY with light and medium armor.

**RAGE 3 / long rest**  
Enter a rage as a BONUS ACTION if not wearing heavy armor

- Advantage on Strength checks and saving throws.
- Melee weapon attack using Strength +2 damage
- Resistance bludgeoning, piercing, and slashing.

Lasts for 1 minute or if you are knocked unconscious or if your turn ends and you haven't attacked a hostile creature since your last turn or taken damage since then. End as a BONUS ACTION.

**UNARMORED DEFENSE.**  
While not wearing any armor, your Armor Class equals 10 + your Dex mod + Con mod.

**RECKLESS ATTACK.**  
Your first attack on your turn, can decide to attack recklessly. ADVANTAGE on melee weapon Strength attacks during this turn, attacks against you have ADVANTAGE

**DANGER SENSE**  
ADVANTAGE Dexterity saving throws against effects that you can see (traps and spells), only if not blinded, deafened, or incapacitated.

**EXTRA ATTACK**

**FAST MOVEMENT**  
Starting at 5th level, your speed increases by 10 feet while you aren't wearing heavy armor.

OVER --->

**FEATURES & TRAITS**



AGE	HEIGHT	WEIGHT
EYES	SKIN	HAIR

CHARACTER NAME

CHARACTER APPEARANCE

**PATH OF THE SACRED KIN SPELLCASTING.**  
 When you reach 3rd level, you channel your ancient blood to harness the power of your forbearer. See chapter 10 for the general rules of spellcasting and chapter 11 for the sorcerer spell list.  
 Cantrips. You learn three cantrips of your choice from the sorcerer spell list. You learn an additional sorcerer cantrip of your choice at 10th level.

**ANCESTRAL ORIGINS (ABERRANT, PSYCHIC OR FORCE)**  
 At 3rd level, when you choose this path, you choose the origin of your ancestor, either celestial, demonic, draconic, or aberrant.  
 You can speak, read, and write the language of your ancestor and can weave their curses and oaths into your battle-cries. Additionally, whenever you make a Charisma check when interacting with a creature of your ancestors' type, your proficiency bonus is doubled if it applies to the check.

NAME

---

SYMBOL

ALLIES & ORGANIZATIONS

**Defining Event.**  
 Led a militia to fight off an invading army.

**Rustic Hospitality.**  
 Since you come from the ranks of the common folk, you fit in among them with ease. You can find a place to hide, rest, or recuperate among other commoners, unless you have shown yourself to be a danger to them. They will shield you from the law or anyone else searching for you, though they will not risk their lives for you.

CHARACTER BACKSTORY

**MYTHIC MANIFESTATION**  
 As ancient magic flows through you, physical traits of your lineage emerge. Starting at 3rd level, whenever you cast a spell, you regain hit points equal to three times spell slot's level.

**SUPERNATURAL FURY**  
 At 3rd level, you can focus on the magic in your blood, allowing you to concentrate your rage into the ancient magic of your bloodline and enter a Supernatural Fury. You gain the ability to cast and concentrate on spells, even while raging, at the expense of your physical resistances.  
 When you enter your Supernatural Fury and you aren't wearing heavy armor, the following benefits replace the benefits of the Rage feature:

- You gain a bonus to your AC equal to your Strength modifier (minimum of +1).
- You have advantage on Constitution checks and saving throws made to maintain concentration on a spell.
- You have resistance to magical damage and are immune to the damage type you chose from your Ancestral Origin.

Your Supernatural Fury lasts for 1 minute. It ends early if you are knocked unconscious or if your turn ends and you haven't attacked a hostile creature, cast a spell, or taken damage since your last turn. You can end your Supernatural Fury on your turn as a bonus action.

ADDITIONAL FEATURES & TRAITS

**ANCESTRY POINTS (4)**

**METAMAGIC (See Spell Sheet)**

**TRANSCENDENT LEGACY**  
 At 6th level, when you enter your rage, you can spend 1 ancestry point to imbue your weapons with the damage type you chose from your Ancestral Origin. For 1 hour, your weapon attacks deal magical damage of that type instead of bludgeoning, piercing, or slashing damage. At 14th level, weapon attacks with this feature ignore resistance, but not immunity, to the damage type of your Ancestral Origin.

TREASURE





Bard 6 - College of Discord Entertainer (Instrumentalist)  
 CLASS & LEVEL BACKGROUND PLAYER NAME  
 Dragonborn  
 RACE ALIGNMENT FACTION

CHARACTER NAME

**STRENGTH**  
**12**  
 +1

**DEXTERITY**  
**14**  
 +2

**CONSTITUTION**  
**14**  
 +2

**INTELLIGENCE**  
**10**  
 -

**WISDOM**  
**10**  
 -

**CHARISMA**  
**17**  
 +3

**INSPIRATION**

**+3** PROFICIENCY BONUS

**SAVING THROWS**

- +1 Strength
- +5 Dexterity
- +2 Constitution
- Intelligence
- Wisdom
- +6 Charisma

**SKILLS**

- +5 Acrobatics (Dex)
- +1 Animal Handling (Wis)
- +1 Arcana (Int)
- +2 Athletics (Str)
- +6 Deception (Cha)
- +1 History (Int)
- +1 Insight (Wis)
- +4 Intimidation (Cha)
- +1 Investigation (Int)
- +1 Medicine (Wis)
- +1 Nature (Int)
- +1 Perception (Wis)
- +9 Performance (Cha)
- +9 Persuasion (Cha)
- +1 Religion (Int)
- +3 Sleight of Hand (Dex)
- +5 Stealth (Dex)
- +1 Survival (Wis)

**13** ARMOR CLASS  
**+2** INITIATIVE  
**30'** SPEED

Hit Point Maximum **45**

**CURRENT HIT POINTS**

**TEMPORARY HIT POINTS**

Total **6**

**d8 (5)** HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

NAME	ATK BONUS	DAMAGE/TYPE
rapier*	+5	1d8 + 2
dagger*	+5	1d4 + 2
flute*	+5	1d6 + 2

\*dagger range 20/60  
 \*rapier finesse  
 \*flute 2 hands versatile (1d8), 1 hand finesse, 2 hands +2 AC, magical

Bonus: Battaglia - teleport 30', knock prone 10'

**ATTACKS & SPELLCASTING**

**11** PASSIVE WISDOM (PERCEPTION)

common, draconic

Tools: disguise kit, lyre, lute, triangle, flute

Weapon: simple, hand crossbow, longsword, rapier, shortsword

Armor: light/medium

**OTHER PROFICIENCIES & LANGUAGES**

**85** leather armor, rapier, dagger, flute

a backpack, a bedroll, 2 costumes, 5 candles, 5 days of rations, a waterskin, and a disguise kit.

favor of an admirer (love letter), a costume, and a pouch

**EQUIPMENT**

**DARKVISION 60'**

**DRACONIC ANCESTRY (GREEN)**  
 You have draconic ancestry. Choose one type of dragon from the Draconic Ancestry table. Your breath weapon and damage resistance are determined by the dragon type, as shown in the table.

**BREATH WEAPON (POISON, 15' CONE, CON DC 13)**

You can use your action to exhale destructive energy. Your draconic ancestry determines the size, shape, and damage type of the exhalation. When you use your breath weapon, each creature in the area of the exhalation must make a saving throw, the type of which is determined by your draconic ancestry. The DC for this saving throw equals 8 + your Constitution modifier + your proficiency bonus. A creature takes 2d6 damage on a failed save, and half as much damage on a successful one. The damage increases to 3d6 at 6th level, 4d6 at 11th level, and 5d6 at 16th level. After you use your breath weapon, you can't use it again until you complete a short or long rest.

**DAMAGE RESISTANCE (POISON)**  
 You have resistance to the damage type associated with your draconic ancestry.

**SPELLCASTER**  
 You have learned to untangle and reshape the fabric of reality in harmony with your wishes and music. Your spells are part of your vast repertoire, magic that you can tune to different situations. See chapter 10 for the general rules of spellcasting and chapter 11 (or the Spells Listing) for the bard spell list.

**Cantrips**  
 You know two cantrips of your choice from the bard spell list. You learn additional bard cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Bard table.

**Spell Slots**  
 The Bard table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

**Spells Known of 1st Level and Higher**  
 You know four 1st-level spells of your choice from the bard spell list.

The Spells Known column of the Bard table shows when you learn more bard spells of your choice. Each of these spells must be of a level for which you have spell slots, as shown on the table. For instance, when you reach 3rd level in this class, you can learn one new spell of 1st or 2nd level.

Additionally, when you gain a level in this class, you can choose one of the bard spells you know and replace it with another spell from the bard spell list, which also must be of a level for which you have spell slots.

OVER --->

**FEATURES & TRAITS**





# Bard (known 9)

SPELLCASTING CLASS

Charisma

SPELLCASTING ABILITY

14

SPELL SAVE DC

+6

SPELL ATTACK BONUS

0

## CANTRIPS

- BLADE WARD
- VICIOUS MOCKERY
- FRIENDS

3

3

- FEAR
- HYPNOTIC PATTERN
- TONGUES

6

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

4

PREPARED

SPELL NAME

- CURE WOUNDS
- HEALING WORD
- SLEEP

4

7

2

3

- CROWN OF MADNESS
- HOLD PERSON
- INVISIBILITY

5

8

9

SPELLS KNOWN



AGE	HEIGHT	WEIGHT
EYES	SKIN	HAIR

CHARACTER NAME

CHARACTER APPEARANCE

**BARDIC INSPIRATION (3, d8)**  
 You can inspire others through stirring words or music. To do so, you use a bonus action on your turn to choose one creature other than yourself within 60 feet of you who can hear you. That creature gains one Bardic Inspiration die, a d6.  
 Once within the next 10 minutes, the creature can roll the die and add the number rolled to one ability check, attack roll, or saving throw it makes. The creature can wait until after it rolls the d20 before deciding to use the Bardic Inspiration die, but must decide before the DM says whether the roll succeeds or fails. Once the Bardic Inspiration die is rolled, it is lost. A creature can have only one Bardic Inspiration die at a time.  
 You can use this feature a number of times equal to your Charisma modifier (a minimum of once). You regain any expended uses when you finish a long rest.  
 Your Bardic Inspiration die changes when you reach certain levels in this class. The die becomes a d8 at 5th level, a d10 at 10th level, and a d12 at 15th level.

NAME

---

SYMBOL

ALLIES & ORGANIZATIONS

**Entertainer Routines (Instrumentalist, singer)**  
 A good entertainer is versatile, spicing up every performance with a variety of different routines.

**Popular Demand**  
 You can always find a place to perform, usually in an inn or tavern but possibly with a circus, at a theater, or even in a noble's court. At such a place, you receive free lodging and food of a modest or comfortable standard (depending on the quality of the establishment), as long as you perform each night. In addition, your performance makes you something of a local figure. When strangers recognize you in a town where you have performed, they typically take a liking to you.

CHARACTER BACKSTORY

**JACK OF ALL TRADES**  
 Starting at 2nd level, you can add half your proficiency bonus, rounded down, to any ability check you make that doesn't already include your proficiency bonus.

**SONG OF REST (d6)**  
 Beginning at 2nd level, you can use soothing music or oration to help revitalize your wounded allies during a short rest. If you or any friendly creatures who can hear your performance regain hit points at the end of the short rest by spending one or more Hit Dice, each of those creatures regains an extra 1d6 hit points.  
 The extra hit points increase when you reach certain levels in this class: to 1d8 at 9th level, to 1d10 at 13th level, and to 1d12 at 17th level.

**EXPERTISE (Performance, Persuasion)**  
 At 3rd level, choose two of your skill proficiencies. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies.  
 At 10th level, you can choose another two skill proficiencies to gain this benefit.

ADDITIONAL FEATURES & TRAITS

**FONT OF INSPIRATION**  
 Beginning when you reach 5th level, you regain all of your expended uses of Bardic Inspiration when you finish a short or long rest.

**COUNTERCHARM**  
 At 6th level, you gain the ability to use musical notes or words of power to disrupt mind-influencing effects. As an action, you can start a performance that lasts until the end of your next turn. During that time, you and any friendly creatures within 30 feet of you have advantage on saving throws against being frightened or charmed. A creature must be able to hear you to gain this benefit. The performance ends early if you are incapacitated or silenced or if you voluntarily end it (no action required).

OVER --->

TREASURE



AGE	HEIGHT	WEIGHT
EYES	SKIN	HAIR

CHARACTER NAME

CHARACTER APPEARANCE

**BARDIC INSPIRATION (3, d8)**  
 You can inspire others through stirring words or music. To do so, you use a bonus action on your turn to choose one creature other than yourself within 60 feet of you who can hear you. That creature gains one Bardic Inspiration die, a d6.  
 Once within the next 10 minutes, the creature can roll the die and add the number rolled to one ability check, attack roll, or saving throw it makes. The creature can wait until after it rolls the d20 before deciding to use the Bardic Inspiration die, but must decide before the DM says whether the roll succeeds or fails. Once the Bardic Inspiration die is rolled, it is lost. A creature can have only one Bardic Inspiration die at a time.  
 You can use this feature a number of times equal to your Charisma modifier (a minimum of once). You regain any expended uses when you finish a long rest.  
 Your Bardic Inspiration die changes when you reach certain levels in this class. The die becomes a d8 at 5th level, a d10 at 10th level, and a d12 at 15th level.

NAME

---

SYMBOL

ALLIES & ORGANIZATIONS

**Entertainer Routines (Instrumentalist, singer)**  
 A good entertainer is versatile, spicing up every performance with a variety of different routines.

**Popular Demand**  
 You can always find a place to perform, usually in an inn or tavern but possibly with a circus, at a theater, or even in a noble's court. At such a place, you receive free lodging and food of a modest or comfortable standard (depending on the quality of the establishment), as long as you perform each night. In addition, your performance makes you something of a local figure. When strangers recognize you in a town where you have performed, they typically take a liking to you.

CHARACTER BACKSTORY

**JACK OF ALL TRADES**  
 Starting at 2nd level, you can add half your proficiency bonus, rounded down, to any ability check you make that doesn't already include your proficiency bonus.

**SONG OF REST (d6)**  
 Beginning at 2nd level, you can use soothing music or oration to help revitalize your wounded allies during a short rest. If you or any friendly creatures who can hear your performance regain hit points at the end of the short rest by spending one or more Hit Dice, each of those creatures regains an extra 1d6 hit points.  
 The extra hit points increase when you reach certain levels in this class: to 1d8 at 9th level, to 1d10 at 13th level, and to 1d12 at 17th level.

**EXPERTISE (Performance, Persuasion)**  
 At 3rd level, choose two of your skill proficiencies. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies.  
 At 10th level, you can choose another two skill proficiencies to gain this benefit.

ADDITIONAL FEATURES & TRAITS

**FONT OF INSPIRATION**  
 Beginning when you reach 5th level, you regain all of your expended uses of Bardic Inspiration when you finish a short or long rest.

**COUNTERCHARM**  
 At 6th level, you gain the ability to use musical notes or words of power to disrupt mind-influencing effects. As an action, you can start a performance that lasts until the end of your next turn. During that time, you and any friendly creatures within 30 feet of you have advantage on saving throws against being frightened or charmed. A creature must be able to hear you to gain this benefit. The performance ends early if you are incapacitated or silenced or if you voluntarily end it (no action required).

OVER --->

TREASURE

## Bard 6 - College of Keys Entertainer (singer)

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Drow Elf

RACE

ALIGNMENT

FACTION

CHARACTER NAME

**STRENGTH**  
10

**DEXTERITY**  
16  
+3

**CONSTITUTION**  
13  
+1

**INTELLIGENCE**  
10

**WISDOM**  
10

**CHARISMA**  
18  
+4

**INSPIRATION**

+3 **PROFICIENCY BONUS**

**SAVING THROWS**

- Strength
- +6 Dexterity
- +1 Constitution
- Intelligence
- Wisdom
- +7 Charisma

**SKILLS**

- +6 Acrobatics (Dex)
- +1 Animal Handling (Wis)
- +1 Arcana (Int)
- +1 Athletics (Str)
- +7 Deception (Cha)
- +1 History (Int)
- +1 Insight (Wis)
- +5 Intimidation (Cha)
- +3 Investigation (Int)
- +1 Medicine (Wis)
- +1 Nature (Int)
- +3 Perception (Wis)
- +10 Performance (Cha)
- +10 Persuasion (Cha)
- +1 Religion (Int)
- +4 Sleight of Hand (Dex)
- +4 Stealth (Dex)
- +1 Survival (Wis)

14 **ARMOR CLASS**

+3 **INITIATIVE**

30' **SPEED**

Hit Point Maximum 39

**CURRENT HIT POINTS**

**TEMPORARY HIT POINTS**

Total 6

d8 (5) **HIT DICE**

SUCCESSES

FAILURES

**DEATH SAVES**

NAME	ATK BONUS	DAMAGE/TYPE
Rapier	+6	1d8 + 3
Dagger*	+6	1d4 + 3

\*dagger throw (range 20/60), finesse

**THIEVE'S TOOLS: +7**

**ATTACKS & SPELLCASTING**

13 **PASSIVE WISDOM (PERCEPTION)**

Language: Common, Elven

Armor: Light Armor

Weapons: rapier, shortsword, hand crossbow, longsword, simple

Tools: 3 musical instruments, thief's tools, disguise kit

**OTHER PROFICIENCIES & LANGUAGES**

CP 100 Leather armor, rapier, dagger, lute

SP backpack, a bedroll, 2 costumes, 5 candles, 5 days of rations, a waterskin, and a disguise kit, thief's tools

EP

CP

PP

disguise kit, pan-pipes, favor of an admirer, costume, pouch.

**EQUIPMENT**

**DARKVISION 120'**

**KEEN SENSES.**  
You have proficiency in the Perception skill.

**FEY ANCESTRY.**  
You have advantage on saving throws against being charmed, and magic can't put you to sleep.

**TRANCE.**  
Elves don't need to sleep. Instead, they meditate deeply, remaining semiconscious, for 4 hours a day. (The Common word for such meditation is "trance.") While meditating, you can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

**SUNLIGHT SENSITIVITY.**  
You have disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight when you, the target of your attack, or whatever you are trying to perceive is in direct sunlight.

**DROW MAGIC.**  
You know the dancing lights cantrip. When you reach 3rd level, you can cast the faerie fire spell once with this trait and regain the ability to do so when you finish a long rest. When you reach 5th level, you can cast the darkness spell once with this trait and regain the ability to do so when you finish a long rest. Charisma is your spellcasting ability for these spells.

**DROW WEAPON TRAINING.**  
You have proficiency with rapiers, shortswords, and hand crossbows.

**SPELLCASTING**  
You have learned to untangle and reshape the fabric of reality in harmony with your wishes and music. Your spells are part of your vast repertoire, magic that you can tune to different situations.

**Cantrips.** You know two cantrips of your choice from the bard spell list. You learn additional bard cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Bard table.

**BARDIC INSPIRATION (4,1d8)**  
You can inspire others through stirring words or music. To do so, you use a bonus action on your turn to choose one creature other than yourself within 60 feet of you who can hear you. That creature gains one Bardic Inspiration die, a d6.

Once within the next 10 minutes, the creature can roll the die and add the number rolled to one ability check, attack roll, or saving throw it makes. The creature can wait until after it rolls the d20 before deciding to use the Bardic Inspiration die, but must decide before the DM says whether the roll succeeds or fails. Once the Bardic Inspiration die is rolled, it is lost. A creature can have only one Bardic Inspiration die at a time.

You can use this feature a number of times equal to your Charisma modifier (a minimum of once). You regain any expended uses when you finish a long rest.

Your Bardic Inspiration die changes when you reach certain levels in this class. The die becomes a d8 at 5th level, a d10 at 10th level, and a d12 at 15th level.

**OVER --->**

**FEATURES & TRAITS**



AGE	HEIGHT	WEIGHT
EYES	SKIN	HAIR

CHARACTER NAME

CHARACTER APPEARANCE

**JACK OF ALL TRADES**  
Starting at 2nd level, you can add half your proficiency bonus, rounded down, to any ability check you make that doesn't already include your proficiency bonus.

**SONG OF REST (d6)**  
Beginning at 2nd level, you can use soothing music or oration to help revitalize your wounded allies during a short rest. If you or any friendly creatures who can hear your performance regain hit points at the end of the short rest by spending one or more Hit Dice, each of those creatures regains an extra 1d6 hit points.

The extra hit points increase when you reach certain levels in this class: to 1d8 at 9th level, to 1d10 at 13th level, and to 1d12 at 17th level.

**EXPERTISE (Performance, Persuasion)**  
At 3rd level, choose two of your skill proficiencies. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies.

At 10th level, you can choose another two skill proficiencies to gain this benefit.

NAME

SYMBOL

ALLIES & ORGANIZATIONS

**BY POPULAR DEMAND**  
You can always find a place to perform, usually in an inn or tavern but possibly with a circus, at a theater, or even in a noble's court. At such a place, you receive free lodging and food of a modest or comfortable standard (depending on the quality of the establishment), as long as you perform each night. In addition, your performance makes you something of a local figure. When strangers recognize you in a town where you have performed, they typically take a liking to you.

CHARACTER BACKSTORY

**FONT OF INSPIRATION**  
you regain all of your expended uses of Bardic Inspiration when you finish a short or long rest.

**COUNTERCHARM**  
you gain the ability to use musical notes or words of power to disrupt mind-influencing effects. As an action, you can start a performance that lasts until the end of your next turn. During that time, you and any friendly creatures within 30 feet of you have advantage on saving throws against being frightened or charmed. A creature must be able to hear you to gain this benefit. The performance ends early if you are incapacitated or silenced or if you voluntarily end it (no action required).

ADDITIONAL FEATURES & TRAITS

**TIMBRE ILLUMINOUS**  
At 3rd level, you can coax a variety of information from a mechanism regarding its composition using merely verse and rhyme. When you spend at least 1 minute in speaking or singing to a construct or inanimate mechanism, you can expend one Bardic Inspiration to learn certain information about its capabilities compared to your own. The DM tells you two of the following characteristics of the mechanism, of your choice:

- Purpose (lock, trap, surveillance, etc.)
- Intricacy (singular, compound, or complex)
- Nature (magical, mundane, or otherwise)
- Approximate difficulty class (easy, hard, nearly impossible, etc.)
- Elemental energies present (if any)
- Additional imbed magical qualities (if any)

**CYPHERIC OSTINATO**  
Starting at 6th level, you learn to control vocal range and resonance of your voice to offset the magic or material mechanisms within security and surveillance spells.

When you use your action to disarm, dispel, or dodge a glyph, lock, trap, or ward, or when you must make a saving throw as part of a divination spell to locate or scry with you as the target, you can choose to expend one use of your Bardic Inspiration, rolling a Bardic Inspiration die and adding the number rolled to the skill check or saving throw. You can choose to use this feature after seeing the roll but before the DM determines whether the ability check or saving throw succeeds or fails, or before the trap deals its damage.

TREASURE



# BARD (know 9)

SPELLCASTING CLASS

Charisma

SPELLCASTING ABILITY

15

SPELL SAVE DC

+7

SPELL ATTACK BONUS

0

## CANTRIPS

Dancing Lights

Friends

Vicious Mokery

3

3

- Dispel Magic
- Hypnotic Pattern
- Sending

6

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

4

PREPARED

SPELL NAME

- Cure Wounds
- Healing Word
- Tasha's Hideous Laughter

4

7

2

3

- Heat Metal
- Invisibility
- Knock

5

8

9

SPELLS KNOWN



Bard 6 - College of Mourning    Guild Artisan - Grave Digger  
 CLASS & LEVEL                      BACKGROUND                      PLAYER NAME  
 Half - Orc  
 RACE                                      ALIGNMENT                      FACTION

CHARACTER NAME

**STRENGTH**  
12  
+1

**DEXTERITY**  
13  
+1

**CONSTITUTION**  
15  
+2

**INTELLIGENCE**  
10  
-

**WISDOM**  
10  
-

**CHARISMA**  
17  
+3

**INSPIRATION**

**PROFICIENCY BONUS**  
+3

**SAVING THROWS**

- +1 Strength
- +4 Dexterity
- +2 Constitution
- Intelligence
- Wisdom
- +6 Charisma

**SKILLS**

- +1 Acrobatics (Dex)
- +1 Animal Handling (Wis)
- +1 Arcana (Int)
- +4 Athletics (Str)
- +9 Deception (Cha)
- +1 History (Int)
- +3 Insight (Wis)
- +6 Intimidation (Cha)
- +1 Investigation (Int)
- +3 Medicine (Wis)
- +1 Nature (Int)
- +1 Perception (Wis)
- +6 Performance (Cha)
- +9 Persuasion (Cha)
- +3 Religion (Int)
- +2 Sleight of Hand (Dex)
- +2 Stealth (Dex)
- +1 Survival (Wis)

**12**  
ARMOR CLASS

**+1**  
INITIATIVE

**30'**  
SPEED

Hit Point Maximum 45

**CURRENT HIT POINTS**

**TEMPORARY HIT POINTS**

Total 6  
**d8 (5)**  
HIT DICE

SUCCESSES ○○○○

FAILURES ○○○○

DEATH SAVES

NAME	ATK BONUS	DAMAGE/TYPE
longswrd*	+4	1d8 + 1
dagger*	+4	1d4 + 1

\*longsword versatile (1d10)  
 \*dagger range 20/60

**ATTACKS & SPELLCASTING**

**11**    PASSIVE WISDOM (PERCEPTION)

common, giant, orc

Tools: grave digger kit, lute, drum, lyre

Weapon: simple, hand crossbow, longsword, rapier, shortsword

Armor: light

**OTHER PROFICIENCIES & LANGUAGES**

**60** CP    dagger, longsword, leather armor

SP    letter of introduction to the guild, traveler's clothes, pouch

EP   

CP    backpack, a bedroll, a mess kit, a tinderbox, 10 torches, 10 days of rations, a waterskin, 50 feet of hempen rope, and spellbook

PP   

**EQUIPMENT**

**DARKVISION 60'**

**MENACING.**  
You gain proficiency in the Intimidation skill.

**RELENTLESS ENDURANCE.**  
When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. You can't use this feature again until you finish a long rest.

**SAVAGE ATTACKS.**  
When you score a critical hit with a melee weapon attack, you can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

**SPELLCASTER**  
You have learned to untangle and reshape the fabric of reality in harmony with your wishes and music. Your spells are part of your vast repertoire, magic that you can tune to different situations. See chapter 10 for the general rules of spellcasting and chapter 11 (or the Spells Listing) for the bard spell list.

**Cantrips**  
You know two cantrips of your choice from the bard spell list. You learn additional bard cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Bard table.

**Spell Slots**  
The Bard table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

**Spells Known of 1st Level and Higher**  
You know four 1st-level spells of your choice from the bard spell list.

The Spells Known column of the Bard table shows when you learn more bard spells of your choice. Each of these spells must be of a level for which you have spell slots, as shown on the table. For instance, when you reach 3rd level in this class, you can learn one new spell of 1st or 2nd level.

Additionally, when you gain a level in this class, you can choose one of the bard spells you know and replace it with another spell from the bard spell list, which also must be of a level for which you have spell slots.

**FEATURES & TRAITS**



AGE	HEIGHT	WEIGHT
EYES	SKIN	HAIR

CHARACTER NAME

CHARACTER APPEARANCE

**BARDIC INSPIRATION (3, D8)**  
 You can inspire others through stirring words or music. To do so, you use a bonus action on your turn to choose one creature other than yourself within 60 feet of you who can hear you. That creature gains one Bardic Inspiration die, a d6.  
 Once within the next 10 minutes, the creature can roll the die and add the number rolled to one ability check, attack roll, or saving throw it makes. The creature can wait until after it rolls the d20 before deciding to use the Bardic Inspiration die, but must decide before the DM says whether the roll succeeds or fails. Once the Bardic Inspiration die is rolled, it is lost. A creature can have only one Bardic Inspiration die at a time.  
 You can use this feature a number of times equal to your Charisma modifier (a minimum of once). You regain any expended uses when you finish a long rest.  
 Your Bardic Inspiration die changes when you reach certain levels in this class. The die becomes a d8 at 5th level, a d10 at 10th level, and a d12 at 15th level.

**JACK OF ALL TRADES**  
 Starting at 2nd level, you can add half your proficiency bonus, rounded down, to any ability check you make that doesn't already include your proficiency bonus.

NAME

SYMBOL

ALLIES & ORGANIZATIONS

**GUILD BUSINESS**  
 Gravediggers

**GUILD BUSINESS**  
 As an established and respected member of a guild, you can rely on certain benefits that membership provides. Your fellow guild members will provide you with lodging and food if necessary, and pay for your funeral if needed. In some cities and towns, a guildhall offers a central place to meet other members of your profession, which can be a good place to meet potential patrons, allies, or hirelings.

Guilds often wield tremendous political power. If you are accused of a crime, your guild will support you if a good case can be made for your innocence or the crime is justifiable. You can also gain access to powerful political figures through the guild, if you are a member in good standing. Such connections might require the donation of money or magic items to the guild's coffers.

You must pay dues of 5 gp per month to the guild. If you miss payments, you must make up back dues to remain in the guild's good graces.

CHARACTER BACKSTORY

**SONG OF REST (1d6)**  
 Beginning at 2nd level, you can use soothing music or oration to help revitalize your wounded allies during a short rest. If you or any friendly creatures who can hear your performance regain hit points at the end of the short rest by spending one or more Hit Dice, each of those creatures regains an extra 1d6 hit points.  
 The extra hit points increase when you reach certain levels in this class: to 1d8 at 9th level, to 1d10 at 13th level, and to 1d12 at 17th level.

**EXPERTISE (Deception, Persuasion)**  
 At 3rd level, choose two of your skill proficiencies. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies.  
 At 10th level, you can choose another two skill proficiencies to gain this benefit.

**FONT OF INSPIRATION**  
 Beginning when you reach 5th level, you regain all of your expended uses of Bardic Inspiration when you finish a short or long rest.

**COUNTERCHARM**  
 At 6th level, you gain the ability to use musical notes or words of power to disrupt mind-influencing effects. As an action, you can start a performance that lasts until the end of your next turn. During that time, you and any friendly creatures within 30 feet of you have advantage on saving throws against being frightened or charmed. A creature must be able to hear you to gain this benefit. The performance ends early if you are incapacitated or silenced or if you voluntarily end it (no action required).

ADDITIONAL FEATURES & TRAITS

**BARD COLLEGE - College of Mourning**  
 Mourning Glory.  
 When you join the College of Mourning at 3rd level, you learn the spare the dying cantrip. You also gain proficiency in the Medicine and Religion skills.

**Grief Note.**  
 Also at 3rd level, when a creature you can see within 60 feet, including you, deals damage to a target other than itself, you can use your reaction to expend one of your uses of Bardic Inspiration, rolling a Bardic Inspiration die and adding the number on the die to the damage of the attack. The creature also regains hit points equal to the number on the die.

**Dirge of the Pallbearer.**  
 At 6th level, you learn the animate dead spell, which counts as a bard spell for you but doesn't count against the number of bard spells you know. Also, whenever you create an undead creature using a necromancy spell, it gains the additional benefits for 1 minute:

- The creature gains temporary hit points equal to your bard level.
- The creature adds your Charisma modifier to its attack rolls and damage rolls.

TREASURE



Cleric 6 - Entropy

Heretic

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Human (Sembian)

RACE

ALIGNMENT

FACTION

CHARACTER NAME

**STRENGTH**  
12  
+1

**DEXTERITY**  
12  
+1

**CONSTITUTION**  
14  
+2

**INTELLIGENCE**  
15  
+2

**WISDOM**  
16  
+3

**CHARISMA**  
11  
-

INSPIRATION

+3 PROFICIENCY BONUS

**SAVING THROWS**

- +1 Strength
- +1 Dexterity
- +2 Constitution
- +2 Intelligence
- +6 Wisdom
- +3 Charisma

**SKILLS**

- +1 Acrobatics (Dex)
- +3 Animal Handling (Wis)
- +2 Arcana (Int)
- +1 Athletics (Str)
- +3 Deception (Cha)
- +6 History (Int)
- +6 Insight (Wis)
- Intimidation (Cha)
- +2 Investigation (Int)
- +3 Medicine (Wis)
- +2 Nature (Int)
- +3 Perception (Wis)
- Performance (Cha)
- Persuasion (Cha)
- +5 Religion (Int)
- +1 Sleight of Hand (Dex)
- +1 Stealth (Dex)
- +3 Survival (Wis)

15 ARMOR CLASS

+1 INITIATIVE

30' SPEED

Hit Point Maximum 45

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 6

d8 (5) HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

**ATTACKS & SPELLCASTING**

NAME	ATK BONUS	DAMAGE/TYPE
mace	+4	1d6 + 1
lhgt xbow*	+4	1d8 + 1

\*crossbow (range 80/320)

13 PASSIVE WISDOM (PERCEPTION)

**Armor:**  
Light / medium armor, shield

**Weapons:**  
simple weapons

**Tools:**

**Languages:**  
Common, Draconic, Abyssal, Undercommon

**OTHER PROFICIENCIES & LANGUAGES**

**EQUIPMENT**

- CP 100 mace, crossbow, (20) bolts, scalemail, shield.
- SP
- EP
- GP
- PP
- backpack, bedroll, tinderbox, (10) torches, (10) days rations, waterskin, 50' rope,
- holy symbol, a prayer wheel, vestments, bottle of invisible ink, a quill, common clothes

**Entropy Domain**  
Sanctity of Body. You performed a ritual to anchor your soul to the material plane. You have advantage when making death saving throws.

**CHANNEL DIVINITY (2/rest)**  
You choose which effect to use.

**Turn Undead.**  
As an action, you present your holy symbol and speak a prayer censuring the undead. Each undead that can see or hear you within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes any damage.

A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

**Arcane Disruption.**  
You can use your Channel Divinity to disrupt the flow of magic in your vicinity. As an action, you conjure an aura of disruptive energy that radiates from you in a 15-foot radius. The aura lasts until the end of your next turn, and moves with you, centered on you. While inside the aura, any creature that attempts to cast a spell must first succeed on a Constitution saving throw. If they fail the save, their spell fails to cast and the spell slot is wasted.

**Entropic Retaliation**  
At 6th level, you gain the ability to infuse your weapon strikes with negative energy that disrupts spell retention. When you hit a creature with a weapon attack, you can use your Channel Divinity to deal an additional 1d8 necrotic damage to the target. If the creature can cast spells, it must succeed on a Constitution saving throw against your spell save DC or lose 1 unspent spell slot of the highest level available to it.

**DESTROY UNDEAD (1/2 CR)**  
When an undead fails its saving throw against your Turn Undead feature, the creature is instantly destroyed if its challenge rating is at or below a certain threshold, as shown in the Destroy Undead table.



AGE	HEIGHT	WEIGHT
EYES	SKIN	HAIR

CHARACTER NAME

CHARACTER APPEARANCE

NAME

SYMBOL

ALLIES & ORGANIZATIONS

**Heretical Belief Entropy.**  
Dying gods sent a divine sphere of annihilation to Toril to kills wizards.

**Heretical Contacts**  
You know where to find heretics in settlements where your faith is represented. If no heretics are present, you can indoctrinate weak-willed souls if you spend a day preaching. Where heretics are present, you can always find a place to hide, rest and recuperate. If needed, they can help you escape the settlement on a cart or through a secret tunnel.

CHARACTER BACKSTORY

ADDITIONAL FEATURES & TRAITS

TREASURE





Cleric 6 - Survival

Outlander (trapper)

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Lizardfolk

RACE

ALIGNMENT

FACTION

CHARACTER NAME

**STRENGTH**  
14  
+2

**DEXTERITY**  
10  
-

**CONSTITUTION**  
16  
+3

**INTELLIGENCE**  
10  
-

**WISDOM**  
18  
+4

**CHARISMA**  
10  
-

INSPIRATION

+3 PROFICIENCY BONUS

SAVING THROWS

- 2 Strength
- Dexterity
- +3 Constitution
- Intelligence
- +7 Wisdom
- +3 Charisma

SKILLS

- Acrobatics (Dex)
- +4 Animal Handling (Wis)
- Arcana (Int)
- +5 Athletics (Str)
- Deception (Cha)
- History (Int)
- +4 Insight (Wis)
- Intimidation (Cha)
- Investigation (Int)
- +7 Medicine (Wis)
- +3 Nature (Int)
- +4 Perception (Wis)
- Performance (Cha)
- Persuasion (Cha)
- Religion (Int)
- Sleight of Hand (Dex)
- +3 Stealth (Dex)
- +7 Survival (Wis)

14 ARMOR CLASS

- INITIATIVE

30' SPEED

Hit Point Maximum 51

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 6

d8 (5) HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

NAME ATK BONUS DAMAGE/TYPE

bite*	+5	1d6 + 2
bone mac	+5	1d6 + 2
lght xbow*	+3	1d8

\*proficient with bite  
\*crossbow (range 80/320)

ATTACKS & SPELLCASTING

14 PASSIVE WISDOM (PERCEPTION)

Armor:  
Light / medium armor, shield

Weapons:  
simple weapons

Tools: instrument

Languages:  
Common, Draconic, Goblin

OTHER PROFICIENCIES & LANGUAGES

100 CP

bone shield, bone mace, crossbow, bolts (20)

SP

hunting trap, traveler's clothes, trophy from kill.

EP

CP

holy symbol, backpack, a bedroll, a mess kit, a tinderbox, 10 torches, 10 days of rations, and a waterskin, 50 feet of hempen rope.

PP

EQUIPMENT

**BITE.**  
Your fanged maw is a natural weapon, which you can use to make unarmed strikes. If you hit with it, you deal piercing damage equal to 1d6 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

**CUNNING ARTISAN.**  
As part of a short rest, you can harvest bone and hide from a slain beast, construct, dragon, monstrosity, or plant creature of size Small or larger to create one of the following items: a shield, a club, a javelin, or 1d4 darts or blowgun needles. To use this trait, you need a blade, such as a dagger, or appropriate artisan's tools, such as leatherworker's tools.

**HOLD BREATH.**  
You can hold your breath for up to 15 minutes at a time.

**HUNTER'S LORE.**  
You gain proficiency with two of the following skills of your choice: Animal Handling, Nature, Perception, Stealth, and Survival.

**NATURAL ARMOR.**  
You have tough, scaly skin. When you aren't wearing armor, your AC is 13 + your Dexterity modifier. You can use your natural armor to determine your AC if the armor you wear would leave you with a lower AC. A shield's benefits apply as normal while you use your natural armor.

**HUNGRY JAWS.**  
In battle, you can throw yourself into a vicious feeding frenzy. As a bonus action, you can make a special attack with your bite. If the attack hits, it deals its normal damage, and you gain temporary hit points (minimum of 1) equal to your Constitution modifier, and you can't use this trait again until you finish a short or long rest.

**SPELLCASTING**  
As a conduit for divine power, you can cast cleric spells. See chapter 10 for the general rules of spellcasting and chapter 11 (or the Spells Listing) for the cleric spell list.

**Cantrips**  
At 1st level, you know three cantrips of your choice from the cleric spell list. You learn additional cleric cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Cleric table.

**SURVIVAL DOMAIN - DOMAIN SPELLS**  
Each domain has a list of spells — its domain spells — that you gain at the cleric levels noted in the domain description. Once you gain a domain spell, you always have it prepared, and it doesn't count against the number of spells you can prepare each day.

If you have a domain spell that doesn't appear on the cleric spell list, the spell is nonetheless a cleric spell for you.

OVER ---->

FEATURES & TRAITS



AGE	HEIGHT	WEIGHT
EYES	SKIN	HAIR

CHARACTER NAME

CHARACTER APPEARANCE

**CHANNEL DIVINITY (2 / LONG REST)**  
 At 2nd level, you gain the ability to channel divine energy directly from your deity, using that energy to fuel magical effects. You start with two such effects: Turn Undead and an effect determined by your domain. Some domains grant you additional effects as you advance in levels, as noted in the domain description.

NAME

---

SYMBOL

ALLIES & ORGANIZATIONS

**Wanderer**  
 You have an excellent memory for maps and geography, and you can always recall the general layout of terrain, settlements, and other features around you. In addition, you can find food and fresh water for yourself and up to five other people each day, provided that the land offers berries, small game, water, and so forth.

CHARACTER BACKSTORY

**CHANNEL DIVINITY**  
**Turn Undead**  
 As an action, you present your holy symbol and speak a prayer censuring the undead. Each undead that can see or hear you within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes any damage.

A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

**Encourage the Troops (6 HIT POINTS)**  
 You use your Channel Divinity to bolster the fighting abilities of you allies.  
 As an action, you present your holy symbol and invoke your survival instincts of your deity. Each allied creature that you can see you, gains advantage on their next melee or ranged weapon attack before the start of your next turn. If their attack hits, the allied creature also regain hit points equal to your Cleric level.

**Push the Limits. (6 TEMP, 30')**  
 You can use your Channel Divinity to strengthen the resolve of your allies. All allied creatures within 30 feet of you gain temporary hit points equal to your cleric level.

ADDITIONAL FEATURES & TRAITS

**DESTROY UNDEAD ( 1/2 CR)**  
 When an undead fails its saving throw against your Turn Undead feature, the creature is instantly destroyed if its challenge rating is at or below a certain threshold, as shown in the Destroy Undead table.

**BONUS PROFICIENCY**  
 You gain proficiency in the Survival and Nature skills. Your proficiency bonus is doubled for any ability checks you make that use those skills.

**STAND THE FALLEN (4)**  
 When you cast SPARE THE DYING cantrip, you make the the following changes to the spell: change the range from touch to 30 feet, and the creature gains 1 hit point instead of becoming stable.  
 You can use this feature a number of times equal to your Wisdom modifier (a minimum of once). You regain all expended uses when you finish a long or short rest.

TREASURE



Druid 6 - Circle of Seasons Hermit

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Human

RACE

ALIGNMENT

FACTION

CHARACTER NAME

**STRENGTH**  
11

**DEXTERITY**  
14  
+2

**CONSTITUTION**  
15  
+2

**INTELLIGENCE**  
11

**WISDOM**  
18  
+4

**CHARISMA**  
11

INSPIRATION

+3 PROFICIENCY BONUS

SAVING THROWS

- Strength
- +2 Dexterity
- +2 Constitution
- +3 Intelligence
- +7 Wisdom
- Charisma

SKILLS

- +2 Acrobatics (Dex)
- +7 Animal Handling (Wis)
- Arcana (Int)
- Athletics (Str)
- Deception (Cha)
- History (Int)
- +4 Insight (Wis)
- Intimidation (Cha)
- Investigation (Int)
- +7 Medicine (Wis)
- Nature (Int)
- +7 Perception (Wis)
- Performance (Cha)
- Persuasion (Cha)
- +3 Religion (Int)
- +2 Sleight of Hand (Dex)
- +2 Stealth (Dex)
- +4 Survival (Wis)

14 ARMOR CLASS

+2 INITIATIVE

30' SPEED

Hit Point Maximum 45

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 6

d8 (5) HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

ATTACKS & SPELLCASTING

NAME	ATK BONUS	DAMAGE/TYPE
Scimitar*	+5	1d6 + 2

\*scimitar light, finesse

17 PASSIVE WISDOM (PERCEPTION)

OTHER PROFICIENCIES & LANGUAGES

Languages: Chultan, Draconic, Druidic

Armor: light/medium, shields, no metal.

Weapons: clubs, dagger, darts, scimitar, sickles, sling, spears, javelin, mace, quarterstaff

Tools: herbalism kit

EQUIPMENT

- 75 leather armor, wood shield, scimitar
- scroll of notes, winter blanket, common clothes, herbalism kit
- druid focus, a backpack, a bedroll, a mess kit, a tinderbox, 10 torches, 10 days of rations, a waterskin, 50' hempen rope.

FEATURES & TRAITS

**WILD SHAPE** ( 1/2 CR, no fly speed)

You can use your action to magically assume the shape of a beast that you have seen before. You can use this feature twice. You regain expended uses when you finish a short or long rest.

You can stay in a beast shape for a number of hours equal to half your druid level (rounded down). You then revert to your normal form unless you expend another use of this feature. You can revert to your normal form earlier by using a bonus action on your turn. You automatically revert if you fall unconscious, drop to 0 hit points, or die.

While you are transformed, the following rules apply:

- Your game statistics are replaced by the statistics of the beast, but you retain your alignment, personality, and Intelligence, Wisdom, and Charisma scores. You also retain all of your skill and saving throw proficiencies, in addition to gaining those of the creature. If the creature has the same proficiency as you and the bonus in its stat block is higher than yours, use the creature's bonus instead of yours. If the creature has any legendary or lair actions, you can't use them.
- When you transform, you assume the beast's hit points and Hit Dice. When you revert to your normal form, you return to the number of hit points you had before you transformed. However, if you revert as a result of dropping to 0 hit points, any excess damage carries over to your normal form. For example, if you take 10 damage in animal form and have only 1 hit point left, you revert and take 9 damage. As long as the excess damage doesn't reduce your normal form to 0 hit points, you aren't knocked unconscious.
- You can't cast spells, and your ability to speak or take any action that requires hands is limited to the capabilities of your beast form. Transforming doesn't break your concentration on a spell you've already cast, however, or prevent you from taking actions that are part of a spell, such as call lightning, that you've already cast.
- You retain the benefit of any features from your class, race, or other source and can use them if the new form is physically capable of doing so. However, you can't use any of your special senses, such as darkvision, unless your new form also has that sense.
- You choose whether your equipment falls to the ground in your space, merges into your new form, or is worn by it. Worn equipment functions as normal, but the DM decides whether it is practical for the new form to wear a piece of equipment, based on the creature's shape and size. Your equipment doesn't change size or shape to match the new form, and any equipment that the new form can't wear must either fall to the ground or merge with it. Equipment that merges with the form has no effect until you leave the form.

OVER ---->



AGE	HEIGHT	WEIGHT
EYES	SKIN	HAIR

CHARACTER NAME

CHARACTER APPEARANCE

### CIRCLE OF SEASONS

#### SHROUD OF SEASONS

Starting at 2nd level, you can embrace friend or foe under nature's shroud.

As an action, you can expend one use of your Wild Shape and choose one creature you can see within 60 feet of you that has at least 1 hit point. That creature must make a Constitution saving throw; a creature can choose to fail this saving throw if it wishes. If a creature fails its saving throw, choose one of the following options, which takes effect at the start of the creature's next turn and lasts for up to 1 minute while you concentrate it. As a bonus action, you cause nature to focus directly on the creature to much greater effect:

NAME

---

SYMBOL

ALLIES & ORGANIZATIONS

### Life of Seclusion

What was the reason for your isolation, and what changed to allow you to end your solitude?  
I needed to commune with nature, far from civilization.

### Discovery

The quiet seclusion of your extended hermitage gave you access to a unique and powerful discovery. You discovered that the spirits of the Chultan jungle are aspects of Ubtao.

CHARACTER BACKSTORY

**Deep Winter's Freeze.**  
Frost covers the target's skin. Its movement speed is reduced by 10 feet. Using your bonus action, it takes cold damage equal to 1d4 + your Wisdom modifier.

**Fade Rot.**  
A creature is afflicted with pestilence and disease, causing it to suffer one level of exhaustion, and regains only half the normal healing from spells and effects. Using your bonus action, it takes necrotic damage equal to your Wisdom modifier (minimum of 1 damage).

**Harvestide.**  
The season of harvest reaps the bounty and readies the land for renewal. A creature under the shroud can use its bonus action on its turn to be showered in radiant energy, and regains hit points equal to 1d4 + your Wisdom modifier.

**Wildflame.**  
As a bonus action, you cause flames to flash across the target dealing 1d6 fire damage, and causes the target to ignite in flames. At the start of each of its turns, or until the shroud ends, the target takes fire damage equal to your Wisdom modifier (minimum of 1) and sheds bright light in a 10-foot radius and dim light for an additional 10 feet. If the target or a creature within 5 feet of it uses an action to put out the flames, or if some other effect douses the flames (such as being submerged in water).

ADDITIONAL FEATURES & TRAITS

### ASHES OF LIFE

When the target creature of your shroud dies, you can use your reaction to reclaim some of its life force and instantly use it heal yourself or another creature within 60 feet of you a number of hit points equal to your druid level.

TREASURE





Druid 6 - Circle of Spiritlord Hermit

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Wood Elf

RACE

ALIGNMENT

FACTION

CHARACTER NAME

**STRENGTH**  
13  
+1

**DEXTERITY**  
12  
+1

**CONSTITUTION**  
14  
+2

**INTELLIGENCE**  
10  
-

**WISDOM**  
18  
+4

**CHARISMA**  
10  
-

INSPIRATION

+3 PROFICIENCY BONUS

**SAVING THROWS**

- +1 Strength
- +1 Dexterity
- +2 Constitution
- +3 Intelligence
- +7 Wisdom
- Charisma

**SKILLS**

- +1 Acrobatics (Dex)
- +7 Animal Handling (Wis)
- Arcana (Int)
- +1 Athletics (Str)
- Deception (Cha)
- History (Int)
- +4 Insight (Wis)
- Intimidation (Cha)
- Investigation (Int)
- +7 Medicine (Wis)
- +1 Nature (Int)
- +7 Perception (Wis)
- Performance (Cha)
- Persuasion (Cha)
- +7 Religion (Int)
- +1 Sleight of Hand (Dex)
- +1 Stealth (Dex)
- +7 Survival (Wis)

13 ARMOR CLASS

+1 INITIATIVE

35' SPEED

Hit Point Maximum 45

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 6

d8 (5) HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

**ATTACKS & SPELLCASTING**

NAME	ATK BONUS	DAMAGE/TYPE
Scimitar	+4	1d6 + 1

**DARKVISION 60'**

**KEEN SENSES.**  
You have proficiency in the Perception skill.

**FEY ANCESTRY.**  
You have advantage on saving throws against being charmed , and magic can't put you to sleep.

**TRANCE.**  
Elves don't need to sleep. Instead, they meditate deeply, remaining semiconscious, for 4 hours a day. (The Common word for such meditation is "trance.") While meditating, you can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

**ELF WEAPON TRAINING.**  
You have proficiency with the longsword, shortsword, shortbow, and longbow.

**FLEET OF FOOT.**  
Your base walking speed increases to 35 feet.

**MASK OF THE WILD.**  
You can attempt to hide even when you are only lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena.

**WILD SHAPE ( 1/2 CR, no fly speed)**  
You can use your action to magically assume the shape of a beast that you have seen before. You can use this feature twice. You regain expended uses when you finish a short or long rest.

You can stay in a beast shape for a number of hours equal to half your druid level (rounded down). You then revert to your normal form unless you expend another use of this feature. You can revert to your normal form earlier by using a bonus action on your turn. You automatically revert if you fall unconscious, drop to 0 hit points, or die.

While you are transformed, the following rules apply:

- Your game statistics are replaced by the statistics of the beast, but you retain your alignment, personality, and Intelligence, Wisdom, and Charisma scores. You also retain all of your skill and saving throw proficiencies, in addition to gaining those of the creature. If the creature has the same proficiency as you and the bonus in its stat block is higher than yours, use the creature's bonus instead of yours. If the creature has any legendary or lair actions, you can't use them.

- When you transform, you assume the beast's hit points and Hit Dice. When you revert to your normal form, you return to the number of hit points you had before you transformed. However, if you revert as a result of dropping to 0 hit points, any excess damage carries over to your normal form. For example, if you take 10 damage in animal form and have only 1 hit point left, you revert and take 9 damage. As long as the excess damage doesn't reduce your normal form to 0 hit points, you aren't knocked unconscious.

- You can't cast spells, and your ability to speak or take any action that requires hands is limited to the capabilities of your beast form. Transforming doesn't break your concentration on a spell you've already cast, however, or prevent you from taking actions that are part of a spell, such as call lightning, that you've already cast.
- You retain the benefit of any features from your class, race, or other source and can use them if the new form is physically capable of doing so. However, you can't use any of your special senses, such as darkvision, unless your new form also has that sense.

- You choose whether your equipment falls to the ground in your space, merges into your new form, or is worn by it. Worn equipment functions as normal, but the DM decides whether it is practical for the new form to wear a piece of equipment, based on the creature's shape and size. Your equipment doesn't change size or shape to match the new form, and any equipment that the new form can't wear must either fall to the ground or merge with it. Equipment that merges with the form has no effect until you leave the form.

OVER ---->

17 PASSIVE WISDOM (PERCEPTION)

**OTHER PROFICIENCIES & LANGUAGES**

Languages: Common, Grung, Druidic, Elven

Armor: light/medium, shields, no metal.

Weapons: longsword, shortsword, shortbow, longbow, club, daggers, darts, javelins, maces, quarterstaff, scimitars, sickles, sling, spears

Tools: herbalism kit

**EQUIPMENT**

- CP 75 leather armor, wooden shield, scimitar
- SP scroll of notes, winter blanket, common clothes, herbalism kit
- EP
- CP spirit mask, druid focus, a backpack, a bedroll, a mess kit, a tinderbox, 10 torches, 10 days of rations, a waterskin, 50' hempen rope.
- PP

**FEATURES & TRAITS**



AGE	HEIGHT	WEIGHT
EYES	SKIN	HAIR

CHARACTER NAME

CHARACTER APPEARANCE

### Lizard Familiar

AC 10 HP 2 Spd 20',climb 20'  
 S(-4) D(-) C(-) I(-5) W(-) Ch(-4)  
 darkvision 30', passive perception 9

Bite: Att +0 to hit; reach 5'; 1 target; hit 1 point

NAME

---

SYMBOL

ALLIES & ORGANIZATIONS

### Life of Seclusion

What was the reason for your isolation, and what changed to allow you to end your solitude?  
 I needed to commune with nature, far from civilization.

### Discovery

The quiet seclusion of your extended hermitage gave you access to a unique and powerful discovery. You discovered that the spirits of the Chultan jungle are aspects of Ubtao.

CHARACTER BACKSTORY

### SPIRIT BOND ( WIND )

You choose one spirit-element to bond for your mask from the Spirit Bond table below and you learn the cantrip associated with your spirit-element's fledging conduit, which counts as a druid cantrip for you, and doesn't count against your number of cantrips known. You can select one additional spirit-element at 6th level and again at 10th level.

Additionally, you can cast the find familiar spell, which bears features similar to your chosen spirit-element (glowing skin, fiery eyes, a thorny tail, etc.). Once you cast find familiar using this feature, you can't cast it again until you finish a long rest.

You can only have one mask at a time and once this bond is formed, you can't change the spirit-element within your mask. If the mask is lost or destroyed, creating a new mask for your spirit-element takes eight hours of uninterrupted time, which you can accomplish during a long rest.

### EMPOWERED CONDUIT

At 6th level, your mask channels the destructive powers of your spirit element. You gain the cantrip in the Empowered Conduit column on the Spirit Bond table.

Further, when your connection with the spirit realm strengthens enough to host an additional spirit-element, you can switch between them with an action. When you do, you gain the benefits of the mask's current bond and your familiar can take on a similar appearance. No matter how many spirits inhabit your mask, you can only ever call on the aid of one at a time.

ADDITIONAL FEATURES & TRAITS

TREASURE



Fighter 7 - Dragoon

Soldier (Calvary)

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Human Dalelands

RACE

ALIGNMENT

FACTION

CHARACTER NAME

**STRENGTH**  
18  
+4

**DEXTERITY**  
14  
+2

**CONSTITUTION**  
15  
+2

**INTELLIGENCE**  
10  
-

**WISDOM**  
13  
+1

**CHARISMA**  
11  
-

INSPIRATION

+3 PROFICIENCY BONUS

**SAVING THROWS**

- +7 Strength
- +2 Dexterity
- +6 Constitution
- Intelligence
- +1 Wisdom
- Charisma

**SKILLS**

- +2 Acrobatics (Dex)
- +4AD Animal Handling (Wis)
- Arcana (Int)
- +7 Athletics (Str)
- Deception (Cha)
- History (Int)
- +1 Insight (Wis)
- +3 Intimidation (Cha)
- Investigation (Int)
- +1 Medicine (Wis)
- Nature (Int)
- +4 Perception (Wis)
- Performance (Cha)
- AD Persuasion (Cha)
- Religion (Int)
- +2 Sleight of Hand (Dex)
- +2 Stealth (Dex)
- +1 Survival (Wis)

17 ARMOR CLASS

+2 INITIATIVE

40' SPEED

Hit Point Maximum 67

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 7

d10 (6) HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

**ATTACKS & SPELLCASTING**

NAME	ATK BONUS	DAMAGE/TYPE
sabre	+7	1d8 + 6
longbow*	+4	1d8 + 2
hndxbow*	+4	1d6 + 2
handaxe*	+5	1d8 + 3

\*handaxe range 20/60  
\*longbow 2-hand, heavy, range 150/600  
\*hand crossbow 2-hand, light, loading, range 30/120

**EXTRA ATTACK**

14 PASSIVE WISDOM (PERCEPTION)

Common, Elven

Armor: all, shield

Weapons: simple/martial

Tools: dice, vehicles (land)

**OTHER PROFICIENCIES & LANGUAGES**

**EQUIPMENT**

- CP 100 scalemail, sabre, hand crossbow, bolts (20), longbow, arrows (20), handaxe (2)
- SP
- EP warhorse, insignia of rank, trophy taken from fallen enemy, bone dice, common clothes, pouch
- CP
- PP backpack, bedroll, mess kit, tinderbox, torches (10), 10 day rations, waterskin, 50' rope

**FIGHTING STYLE**  
Defense  
While you are wearing armor, you gain a +1 bonus to AC.

**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.

**ACTION SURGE**  
Starting at 2nd level, 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. Starting at 17th level, you can use it twice before a rest, but only once on the same turn.

**CAVALRY WEAPONS: HAFT OR HILT**  
Issued upon the entrance to training, sabers are the typical dragoon's weapon of choice. These weapons share the length and weight of a longsword, with the curvature of a scimitar, and were designed to be light enough for use in one hand, but not for two-weapon combat. A cavalry weapon can be any one-handed weapon that deals bludgeoning, piercing, or slashing damage and doesn't have the light or finesse properties. In the hands of a dragoon, it deals 1d8 damage, regardless of its damage die.

In trained hands, the saber is a graceful and deadly weapon but even a seasoned fighter might find them clumsy when dealing with its balance. Certain cultures dragoons might favor raiding axes or falchions but it is common practice for units to be familiar with the weapons and tactics of their counterparts.

**ELEVATED CONTROL**  
While cavalry traditionally refers to a mounted soldier on horseback, many armies cultivate whatever animal is best suited to the purpose in that region. While unusual, it isn't unheard of for camels, elephants, or even giant reptiles to serve such a purpose in wartime. When you choose this archetype at 3rd level, you have advantage on Wisdom (Animal Handling) and Charisma (Persuasion) checks made to influence any beast with the capacity to be used as a mount.

OVER --->

**FEATURES & TRAITS**



AGE	HEIGHT	WEIGHT
EYES	SKIN	HAIR

CHARACTER NAME

CHARACTER APPEARANCE

**Warhorse**  
Large beast, unaligned

Armor Class 11  
Hit Points 19 (3d10 + 3)  
Speed 70 ft.

STR 18 (+4) DEX 12 (+1) CON 13 (+1) INT 2 (-4)  
WIS 12 (+1) CHA 7 (-2)

Senses Passive Perception 11  
Languages --  
Challenge 1/2 (100 XP)

**Trampling Charge.** If the horse moves at least 20 feet straight toward a creature and then hits it with a hooves attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the horse can make another attack with its hooves against it as a bonus action.

**Actions**  
Hooves. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) bludgeoning damage.

NAME

SYMBOL

ALLIES & ORGANIZATIONS

**Military Rank**  
You have a military rank from your career as a soldier. Soldiers loyal to your former military organization still recognize your authority and influence, and they defer to you if they are of a lower rank. You can invoke your rank to exert influence over other soldiers and requisition simple equipment or horses for temporary use. You can also usually gain access to friendly military encampments and fortresses where your rank is recognized.

CHARACTER BACKSTORY

**VERSATILE COMBATANT**  
At 3rd level, through rigorous training your mastery of cavalry weapons makes you effective in heavy armor, but even more so in medium or light armor, allowing a rakish freedom to press a tactical advantage in any situation. In exchange for heavy armor's protection, mounted or not, you gain maneuverability and precision. When wearing medium armor, you add double your Strength modifier to damage rolls with your cavalry weapon and your speed increases by 5 feet. While you are mounted, the speed of your mount also increases by 5 feet.

When unarmored, or wearing light armor, your proficiency bonus is doubled for any attack rolls you make with your cavalry weapon, in addition to the benefits of wearing medium armor, and your speed increases by an additional 5 feet, to a total of 10 feet. While you are mounted, the speed of your mount also increases in this way.

Additionally, when you use the Attack action to attack with a cavalry weapon, you can use a bonus action to attack with a loaded one-handed ranged weapon you are holding. Being within 5 feet of a hostile creature doesn't impose disadvantage on this ranged attack.

ADDITIONAL FEATURES & TRAITS

**LINE BREAKER (DC 15)**  
At 7th level, you have learned to identify the break points in the enemy's line and can clear the way for your allies to follow. When you take the Attack action, you can forgo one of your attacks and use your Move action to move least 20 feet in a straight line. When you do so, each creature in your path must make a Strength saving throw with a DC equal to 8 + your proficiency bonus + your Strength modifier. On a failed save, a creature is pushed 5 feet in a direction of your choice and falls prone.

Creatures have disadvantage on this saving throw if you are mounted.

TREASURE



## Fighter 6 - Runeguard Soldier (Infantry)

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Bronze Dragonborn

RACE

ALIGNMENT

FACTION

CHARACTER NAME

**STRENGTH**

18

+3

**DEXTERITY**

15

+2

**CONSTITUTION**

15

+2

**INTELLIGENCE**

10

-

**WISDOM**

10

-

**CHARISMA**

11

-

INSPIRATION

+3 PROFICIENCY BONUS

**SAVING THROWS**

- +7 Strength
- +2 Dexterity
- +5 Constitution
- Intelligence
- Wisdom
- Charisma

**SKILLS**

- +5 Acrobatics (Dex)
- Animal Handling (Wis)
- +3 Arcana (Int)
- +7 Athletics (Str)
- Deception (Cha)
- History (Int)
- Insight (Wis)
- +3 Intimidation (Cha)
- Investigation (Int)
- Medicine (Wis)
- Nature (Int)
- +3 Perception (Wis)
- Performance (Cha)
- Persuasion (Cha)
- +3 Religion (Int)
- +2 Sleight of Hand (Dex)
- +2DA Stealth (Dex)
- Survival (Wis)

16 ARMOR CLASS

+2 INITIATIVE

30' SPEED

Hit Point Maximum 60

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 7

d10 (6) HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

**ATTACKS & SPELLCASTING**

NAME	ATK BONUS	DAMAGE/TYPE
grtsword*	+7	2d6 + 4
handaxe*	+7	1d6 + 4
hvyxbow*	+5	1d6 + 2

\*greatsword heavy, 2-handed, reroll 1 and 2 on damage  
 \*handaxe range 20/60  
 \*heavy crossbow 2-hand, light, loading, range 30/120

**EXTRA ATTACK**

13 PASSIVE WISDOM (PERCEPTION)

Common, Draconic

Armor: all, shield

Weapons: simple/martial

Tools: dice, vehicles (land)

**OTHER PROFICIENCIES & LANGUAGES**

**EQUIPMENT**

- CP 90 chainmail, greatsword, heavy
- SP warhorse, insignia of rank, trophy taken from fallen enemy, bone dice, common clothes, pouch
- EP
- CP
- PP backpack, bedroll, mess kit, tinderbox, torches (10), 10 day rations, waterskin, 50' rope

**DRAGON ANCESTRY - BRONZE**

**BREATH WEAPON** - Lightning, 5X30 line  
 DC 11 Dex save

**DAMAGE RESISTANCE** - Lightning

**FIGHTING STYLE**  
 Great Weapon,  
 When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2.

**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.

**ACTION SURGE (1)**  
 Starting at 2nd level, 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. Starting at 17th level, you can use it twice before a rest, but only once on the same turn.

**MASTER RUNES**  
 When you choose this archetype at 3rd level, you learn five master runes; Ild (fire), Kalt (frost), Ond (spirit), Stein (Stone), and Vind (wind).  
 While these names are known to you as the basis for empowering your equipment, their application continues to require diligent study, constant trial, and repeated error to evoke the unique properties from each variant invocation.

**RUNESCRIP**  
 At 3rd level, you gain proficiency in the Arcana and Religion skills. Additionally, you double your proficiency bonus when making Intelligence checks that involve identifying magical writing, such as arcane sigils or divine text.

**Eyes of the Arcanist (3)**  
 Starting at 7th level, if you spend at least 1 minute observing the flow of magic in the immediate area, you can detect familiar patterns in the weave. The DM tells you the general location of magic writing used in rite or ritual within 60 feet of you, whether active or dormant, and you know the type (arcane, divine, or otherwise) of any script you sense but not its exact purpose or power. You can use this feature a number of times a day equal to your proficiency bonus.

OVER --->

**FEATURES & TRAITS**





AGE	HEIGHT	WEIGHT
EYES	SKIN	HAIR

CHARACTER NAME

CHARACTER APPEARANCE

**Runecraft**  
 At 3rd level, you learn augmentations that utilize the master runes to enhance your martial prowess. Their effects are based on how you invoke them, generating defensive properties to thwart your foes' advance or deal decisive blows.

**Ritual Crafting.** Each runic combination must be inscribed and empowered into your equipment over the course of 8 hours, which can be done during a long rest. Each piece of equipment must be within your reach throughout the ritual, at the conclusion of which, you infuse a part of your being into the runes, causing them to glow slightly with your own spiritual essence.

The rune's power fades if it moves more than 100 feet away from you and can't be used by anyone other than you.

NAME

---

SYMBOL

ALLIES & ORGANIZATIONS

**Military Rank**  
 You have a military rank from your career as a soldier. Soldiers loyal to your former military organization still recognize your authority and influence, and they defer to you if they are of a lower rank. You can invoke your rank to exert influence over other soldiers and requisition simple equipment or horses for temporary use. You can also usually gain access to friendly military encampments and fortresses where your rank is recognized.

CHARACTER BACKSTORY

**Runic Augmentations. DC**  
 You learn three runic augmentations of your choice, which are detailed under "Runic Augmentations" below. Each augmentation is specific to its master rune; for instance, if you learn the Sokn augmentation of the Ild master rune, you don't gain the ability to use the Sokn augmentation with other master runes unless you also learn that specific combination.

Once you activate one of your runic augmentations, you must finish a short or long rest before you can use it again.

**Augmentation Activation.**  
 During your turn, you can activate a single runic augmentation by focusing on the rune's power. You can activate one of these augmentations on your turn using your bonus action to empower your attacks (Sokn), your reaction to entrench your defenses (Vard) or skillfully enhance another ability (Hagr) with your action.

Activating a rune requires concentration, which lasts a number of rounds equal to your proficiency bonus + your Constitution modifier (minimum of 3). While you concentrate on a rune, you can cast spells but you can't concentrate on a rune and a spell at the same time. You gain the ability to concentrate on two runes at once at 10th level..

ADDITIONAL FEATURES & TRAITS

**Runescript**  
 At 3rd level, you gain proficiency in the Arcana and Religion skills. Additionally, you double your proficiency bonus when making Intelligence checks that involve identifying magical writing, such as arcane sigils or divine text.

TREASURE

Monk 6 - Way of Atonement Acolyte

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Chultan Human

RACE

ALIGNMENT

FACTION

CHARACTER NAME

**STRENGTH**  
11

**DEXTERITY**  
16  
+3

**CONSTITUTION**  
14  
+2

**INTELLIGENCE**  
11

**WISDOM**  
16  
+3

**CHARISMA**  
12  
+1

**INSPIRATION**

+3 **PROFICIENCY BONUS**

**SAVING THROWS**

- +4 Strength
- +7 Dexterity
- +1 Constitution
- +1 Intelligence
- +4 Wisdom
- +2 Charisma

**SKILLS**

- +6 Acrobatics (Dex)
- +3 Animal Handling (Wis)
- Arcana (Int)
- Athletics (Str)
- +1 Deception (Cha)
- History (Int)
- +6 Insight (Wis)
- +1 Intimidation (Cha)
- Investigation (Int)
- +3 Medicine (Wis)
- Nature (Int)
- +3 Perception (Wis)
- +1 Performance (Cha)
- +1 Persuasion (Cha)
- +3 Religion (Int)
- +3 Sleight of Hand (Dex)
- +6 Stealth (Dex)
- +3 Survival (Wis)

16 **ARMOR CLASS**

+3 **INITIATIVE**

45' **SPEED**

Hit Point Maximum 45

**CURRENT HIT POINTS**

**TEMPORARY HIT POINTS**

Total 6

d8 (5) **HIT DICE**

SUCCESSES

FAILURES

**DEATH SAVES**

NAME	ATK BONUS	DAMAGE/TYPE
club *	+6	1d6 + 3
darts *	+6	1d4 + 3
unarmed*	+6	1d6 + 3

\*club monk weapon, 1-hand (magical, +1 att/dam), +1 AC  
\*darts finesse, range 20/60  
\*unarmed magical

**ATTACKS & SPELLCASTING**

13 **PASSIVE WISDOM (PERCEPTION)**

common, goblin, grung, vegipygmy

Weapons: simple, shortswords

Tools: woodcarver's tools

**OTHER PROFICIENCIES & LANGUAGES**

CP 0 club, darts (10)

SP holy symbol, prayerbook, incense (5), burlap vestments, pouch

EP

GP a backpack, a bedroll, a mess kit, a tinderbox, 10 torches, 10 days of rations, a waterskin, 50 feet of hempen rope

PP

**EQUIPMENT**

**UNARMORED DEFENSE**  
Beginning at 1st level, while you are wearing no armor and not wielding a shield, your AC equals 10 + your Dexterity modifier + your Wisdom modifier.

**MARTIAL ARTS**  
At 1st level, your practice of martial arts gives you mastery of combat styles that use unarmed strikes and monk weapons, which are shortswords and any simple melee weapons that don't have the two-handed or heavy property.

You gain the following benefits while you are unarmed or wielding only monk weapons and you aren't wearing armor or wielding a shield:  
--You can use Dexterity instead of Strength for the attack and damage rolls of your unarmed strikes and monk weapons.  
--You can roll a d4 in place of the normal damage of your unarmed strike or monk weapon. This die changes as you gain monk levels, as shown in the Martial Arts column of the Monk table.  
--When you use the Attack action with an unarmed strike or a monk weapon on your turn, you can make one unarmed strike as a bonus action. For example, if you take the Attack action and attack with a quarterstaff, you can also make an unarmed strike as a bonus action, assuming you haven't already taken a bonus action this turn.

**Ki (DC 14)**  
Starting at 2nd level, your training allows you to harness the mystic energy of ki. Your access to this energy is represented by a number of ki points. Your monk level determines the number of points you have, as shown in the Ki Points column of the Monk table.

You can spend these points to fuel various ki features. You start knowing three such features: Flurry of Blows, Patient Defense, and Step of the Wind. You learn more ki features as you gain levels in this class.

When you spend a ki point, it is unavailable until you finish a short or long rest, at the end of which you draw all of your expended ki back into yourself. You must spend at least 30 minutes of the rest meditating to regain your ki points.

Some of your ki features require your target to make a saving throw to resist the feature's effects. The saving throw DC is calculated as follows:

Ki save DC = 8 + your proficiency bonus + your Wisdom modifier

**Flurry of Blows.**  
Immediately after you take the Attack action on your turn, you can spend 1 ki point to make two unarmed strikes as a bonus action.

**Patient Defense.**  
You can spend 1 ki point to take the Dodge action as a bonus action on your turn.

**Step of the Wind.**  
You can spend 1 ki point to take the Disengage or Dash action as a bonus action on your turn, and your jump distance is doubled for the turn.

OVER --->

**FEATURES & TRAITS**



AGE	HEIGHT	WEIGHT
EYES	SKIN	HAIR

CHARACTER NAME

CHARACTER APPEARANCE

**UNARMORED MOVEMENT**  
Starting at 2nd level, your speed increases by 10 feet while you are not wearing armor or wielding a shield. This bonus increases when you reach certain monk levels, as shown in the Monk table.  
At 9th level, you gain the ability to move along vertical surfaces and across liquids on your turn without falling during the move.

**SLOW FALL (30 points reduced)**  
Beginning at 4th level, you can use your reaction when you fall to reduce any falling damage you take by an amount equal to five times your monk level.

**EXTRA ATTACK**  
Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

NAME

SYMBOL

ALLIES & ORGANIZATIONS

**Shelter of the Faithful**  
As an acolyte, you command the respect of those who share your faith, and you can perform the religious ceremonies of your deity. You and your adventuring companions can expect to receive free healing and care at a temple, shrine, or other established presence of your faith, though you must provide any material components needed for spells. Those who share your religion will support you (but only you) at a modest lifestyle.

You might also have ties to a specific temple dedicated to your chosen deity or pantheon, and you have a residence there. This could be the temple where you used to serve, if you remain on good terms with it, or a temple where you have found a new home. While near your temple, you can call upon the priests for assistance, provided the assistance you ask for is not hazardous and you remain in good standing with your temple.

CHARACTER BACKSTORY

**DEFLECT MISSILES (damage reduced 1d10 + 9)**  
Starting at 3rd level, you can use your reaction to deflect or catch the missile when you are hit by a ranged weapon attack. When you do so, the damage you take from the attack is reduced by 1d10 + your Dexterity modifier + your monk level.  
If you reduce the damage to 0, you can catch the missile if it is small enough for you to hold in one hand and you have at least one hand free. If you catch a missile in this way, you can spend 1 ki point to make a ranged attack with the weapon or piece of ammunition you just caught, as part of the same reaction. You make this attack with proficiency, regardless of your weapon proficiencies, and the missile counts as a monk weapon for the attack, which has a normal range of 20 feet and a long range of 60 feet.

**KI-EMPOWERED STRIKES**  
Starting at 6th level, your unarmed strikes count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

ADDITIONAL FEATURES & TRAITS

**STUNNING STRIKE DC 14**  
Starting at 5th level, you can interfere with the flow of ki in an opponent's body. When you hit another creature with a melee weapon attack, you can spend 1 ki point to attempt a stunning strike. The target must succeed on a Constitution saving throw or be stunned until the end of your next turn.

TREASURE



AGE	HEIGHT	WEIGHT
EYES	SKIN	HAIR

CHARACTER NAME

CHARACTER APPEARANCE

**UNARMORED MOVEMENT**  
Starting at 2nd level, your speed increases by 10 feet while you are not wearing armor or wielding a shield. This bonus increases when you reach certain monk levels, as shown in the Monk table.  
At 9th level, you gain the ability to move along vertical surfaces and across liquids on your turn without falling during the move.

**SLOW FALL (30 points reduced)**  
Beginning at 4th level, you can use your reaction when you fall to reduce any falling damage you take by an amount equal to five times your monk level.

**EXTRA ATTACK**  
Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

NAME

SYMBOL

ALLIES & ORGANIZATIONS

**Shelter of the Faithful**  
As an acolyte, you command the respect of those who share your faith, and you can perform the religious ceremonies of your deity. You and your adventuring companions can expect to receive free healing and care at a temple, shrine, or other established presence of your faith, though you must provide any material components needed for spells. Those who share your religion will support you (but only you) at a modest lifestyle.

You might also have ties to a specific temple dedicated to your chosen deity or pantheon, and you have a residence there. This could be the temple where you used to serve, if you remain on good terms with it, or a temple where you have found a new home. While near your temple, you can call upon the priests for assistance, provided the assistance you ask for is not hazardous and you remain in good standing with your temple.

CHARACTER BACKSTORY

**DEFLECT MISSILES (damage reduced 1d10 + 9)**  
Starting at 3rd level, you can use your reaction to deflect or catch the missile when you are hit by a ranged weapon attack. When you do so, the damage you take from the attack is reduced by 1d10 + your Dexterity modifier + your monk level.  
If you reduce the damage to 0, you can catch the missile if it is small enough for you to hold in one hand and you have at least one hand free. If you catch a missile in this way, you can spend 1 ki point to make a ranged attack with the weapon or piece of ammunition you just caught, as part of the same reaction. You make this attack with proficiency, regardless of your weapon proficiencies, and the missile counts as a monk weapon for the attack, which has a normal range of 20 feet and a long range of 60 feet.

**KI-EMPOWERED STRIKES**  
Starting at 6th level, your unarmed strikes count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

ADDITIONAL FEATURES & TRAITS

**STUNNING STRIKE DC 14**  
Starting at 5th level, you can interfere with the flow of ki in an opponent's body. When you hit another creature with a melee weapon attack, you can spend 1 ki point to attempt a stunning strike. The target must succeed on a Constitution saving throw or be stunned until the end of your next turn.

TREASURE

Monk 6 - Way of Empathy Hermit

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Half Elf

RACE

ALIGNMENT

FACTION

CHARACTER NAME

**STRENGTH**  
13  
+1

**DEXTERITY**  
16  
+3

**CONSTITUTION**  
12  
+1

**INTELLIGENCE**  
10  
-

**WISDOM**  
15  
+2

**CHARISMA**  
12  
+1

INSPIRATION

+3 PROFICIENCY BONUS

**SAVING THROWS**

- +4 Strength
- +6 Dexterity
- +1 Constitution
- Intelligence
- +2 Wisdom
- +1 Charisma

**SKILLS**

- +6 Acrobatics (Dex)
- +2 Animal Handling (Wis)
- Arcana (Int)
- +4 Athletics (Str)
- +1 Deception (Cha)
- History (Int)
- +6 Insight (Wis)
- +1 Intimidation (Cha)
- Investigation (Int)
- +5 Medicine (Wis)
- Nature (Int)
- +2 Perception (Wis)
- +1 Performance (Cha)
- +1 Persuasion (Cha)
- +3 Religion (Int)
- +3 Sleight of Hand (Dex)
- +6 Stealth (Dex)
- +2 Survival (Wis)

15 ARMOR CLASS

+3 INITIATIVE

45' SPEED

Hit Point Maximum 39

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 6

d8 (5) HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

NAME	ATK BONUS	DAMAGE/TYPE
shortsrwd*	+6	1d6 + 3
darts *	+6	1d4 + 3
unarmed*	+6	1d4 + 3

\*shortsword finesse, light  
\*darts finesse, range 20/60  
\*unarmed are magical

On an attack action you attack twice instead of once

Bonus action: when attack with unarmed or monk weapon make another attack

**ATTACKS & SPELLCASTING**

13 PASSIVE WISDOM (PERCEPTION)

Common, Elvish, Auran, Draconic

Weapons: simple, shortswords

Tools: herbalism kit

**OTHER PROFICIENCIES & LANGUAGES**

75 CP

shortsword, darts (10)

SP scroll case of notes, a mess kit, a tinderbox, 10 torches, 10 days of rations, a waterskin, 50' rope.

EP

GP a backpack, a bedroll, a mess kit, a tinderbox, 10 torches, 10 days of rations, a waterskin, 50 feet of hempen rope

PP

**EQUIPMENT**

**DARKVISION 60'**

**FEY ANCESTRY.**  
You have advantage on saving throws against being charmed, and magic can't put you to sleep.

**SKILL VERSATILITY.**  
You gain proficiency in two skills of your choice.

**UNARMORED DEFENSE**  
Beginning at 1st level, while you are wearing no armor and not wielding a shield, your AC equals 10 + your Dexterity modifier + your Wisdom modifier.

**MARTIAL ARTS**  
At 1st level, your practice of martial arts gives you mastery of combat styles that use unarmed strikes and monk weapons, which are shortswords and any simple melee weapons that don't have the two-handed or heavy property.

You gain the following benefits while you are unarmed or wielding only monk weapons and you aren't wearing armor or wielding a shield:

- You can use Dexterity instead of Strength for the attack and damage rolls of your unarmed strikes and monk weapons.
- You can roll a d4 in place of the normal damage of your unarmed strike or monk weapon. This die changes as you gain monk levels, as shown in the Martial Arts column of the Monk table.
- When you use the Attack action with an unarmed strike or a monk weapon on your turn, you can make one unarmed strike as a bonus action. For example, if you take the Attack action and attack with a quarterstaff, you can also make an unarmed strike as a bonus action, assuming you haven't already taken a bonus action this turn.

**OVER --->**

**FEATURES & TRAITS**







AGE	HEIGHT	WEIGHT
EYES	SKIN	HAIR

CHARACTER NAME

CHARACTER APPEARANCE

**KI (DC 14, 6)**  
 Starting at 2nd level, your training allows you to harness the mystic energy of ki. Your access to this energy is represented by a number of ki points. Your monk level determines the number of points you have, as shown in the Ki Points column of the Monk table.  
 You can spend these points to fuel various ki features. You start knowing three such features: Flurry of Blows, Patient Defense, and Step of the Wind. You learn more ki features as you gain levels in this class.  
 When you spend a ki point, it is unavailable until you finish a short or long rest, at the end of which you draw all of your expended ki back into yourself. You must spend at least 30 minutes of the rest meditating to regain your ki points.

**Flurry of Blows.**  
 Immediately after you take the Attack action on your turn, you can spend 1 ki point to make two unarmed strikes as a bonus action.

**Patient Defense.**  
 You can spend 1 ki point to take the Dodge action as a bonus action on your turn.

**Step of the Wind.**  
 You can spend 1 ki point to take the Disengage or Dash action as a bonus action on your turn, and your jump distance is doubled for the turn.

NAME

SYMBOL

ALLIES & ORGANIZATIONS

**Life of Seclusion**  
 What was the reason for your isolation, and what changed to allow you to end your solitude?

**Life of Seclusion**  
 What was the reason for your isolation, and what changed to allow you to end your solitude?

I was the caretaker of an ancient ruin or relic. You were attacked by powerful undead and the relic was stolen.

**Discovery**  
 The quiet seclusion of your extended hermitage gave you access to a unique and powerful discovery.

You learned the true nature of the relic you protected.

CHARACTER BACKSTORY

**UNARMORED MOVEMENT**  
 Starting at 2nd level, your speed increases by 10 feet while you are not wearing armor or wielding a shield. This bonus increases when you reach certain monk levels, as shown in the Monk table.  
 At 9th level, you gain the ability to move along vertical surfaces and across liquids on your turn without falling during the move.

**DEFLECT MISSILES (damage reduced 1d10 + 9)**  
 Starting at 3rd level, you can use your reaction to deflect or catch the missile when you are hit by a ranged weapon attack. When you do so, the damage you take from the attack is reduced by 1d10 + your Dexterity modifier + your monk level.  
 If you reduce the damage to 0, you can catch the missile if it is small enough for you to hold in one hand and you have at least one hand free. If you catch a missile in this way, you can spend 1 ki point to make a ranged attack with the weapon or piece of ammunition you just caught, as part of the same reaction. You make this attack with proficiency, regardless of your weapon proficiencies, and the missile counts as a monk weapon for the attack, which has a normal range of 20 feet and a long range of 60 feet.

**SLOW FALL (REDUCE DAMAGE BY 30 POINTS)**  
 Beginning at 4th level, you can use your reaction when you fall to reduce any falling damage you take by an amount equal to five times your monk level.

ADDITIONAL FEATURES & TRAITS

**EXTRA ATTACK**  
 Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

**STUNNING STRIKE DC 13**  
 Starting at 5th level, you can interfere with the flow of ki in an opponent's body. When you hit another creature with a melee weapon attack, you can spend 1 ki point to attempt a stunning strike. The target must succeed on a Constitution saving throw or be stunned until the end of your next turn.

OVER --->

TREASURE



AGE	HEIGHT	WEIGHT
EYES	SKIN	HAIR

CHARACTER NAME

CHARACTER APPEARANCE

**KI (DC 14, 6)**  
 Starting at 2nd level, your training allows you to harness the mystic energy of ki. Your access to this energy is represented by a number of ki points. Your monk level determines the number of points you have, as shown in the Ki Points column of the Monk table.  
 You can spend these points to fuel various ki features. You start knowing three such features: Flurry of Blows, Patient Defense, and Step of the Wind. You learn more ki features as you gain levels in this class.  
 When you spend a ki point, it is unavailable until you finish a short or long rest, at the end of which you draw all of your expended ki back into yourself. You must spend at least 30 minutes of the rest meditating to regain your ki points.

**Flurry of Blows.**  
 Immediately after you take the Attack action on your turn, you can spend 1 ki point to make two unarmed strikes as a bonus action.

**Patient Defense.**  
 You can spend 1 ki point to take the Dodge action as a bonus action on your turn.

**Step of the Wind.**  
 You can spend 1 ki point to take the Disengage or Dash action as a bonus action on your turn, and your jump distance is doubled for the turn.

NAME

SYMBOL

ALLIES & ORGANIZATIONS

**Life of Seclusion**  
 What was the reason for your isolation, and what changed to allow you to end your solitude?

**Life of Seclusion**  
 What was the reason for your isolation, and what changed to allow you to end your solitude?

I was the caretaker of an ancient ruin or relic. You were attacked by powerful undead and the relic was stolen.

**Discovery**  
 The quiet seclusion of your extended hermitage gave you access to a unique and powerful discovery.

You learned the true nature of the relic you protected.

CHARACTER BACKSTORY

**UNARMORED MOVEMENT**  
 Starting at 2nd level, your speed increases by 10 feet while you are not wearing armor or wielding a shield. This bonus increases when you reach certain monk levels, as shown in the Monk table.  
 At 9th level, you gain the ability to move along vertical surfaces and across liquids on your turn without falling during the move.

**DEFLECT MISSILES (damage reduced 1d10 + 9)**  
 Starting at 3rd level, you can use your reaction to deflect or catch the missile when you are hit by a ranged weapon attack. When you do so, the damage you take from the attack is reduced by 1d10 + your Dexterity modifier + your monk level.  
 If you reduce the damage to 0, you can catch the missile if it is small enough for you to hold in one hand and you have at least one hand free. If you catch a missile in this way, you can spend 1 ki point to make a ranged attack with the weapon or piece of ammunition you just caught, as part of the same reaction. You make this attack with proficiency, regardless of your weapon proficiencies, and the missile counts as a monk weapon for the attack, which has a normal range of 20 feet and a long range of 60 feet.

**SLOW FALL (REDUCE DAMAGE BY 30 POINTS)**  
 Beginning at 4th level, you can use your reaction when you fall to reduce any falling damage you take by an amount equal to five times your monk level.

ADDITIONAL FEATURES & TRAITS

**EXTRA ATTACK**  
 Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

**STUNNING STRIKE DC 13**  
 Starting at 5th level, you can interfere with the flow of ki in an opponent's body. When you hit another creature with a melee weapon attack, you can spend 1 ki point to attempt a stunning strike. The target must succeed on a Constitution saving throw or be stunned until the end of your next turn.

OVER --->

TREASURE

Paladin 7 - Predation

Soldier

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Half-Orc

RACE

ALIGNMENT

FACTION

CHARACTER NAME

**STRENGTH**

18

+4

**DEXTERITY**

10

-

**CONSTITUTION**

14

+2

**INTELLIGENCE**

10

-

**WISDOM**

10

-

**CHARISMA**

15

+2

INSPIRATION

+3 PROFICIENCY BONUS

**SAVING THROWS**

- +4 Strength
- Dexterity
- +2 Constitution
- Intelligence
- +3 Wisdom
- +5 Charisma

**SKILLS**

- +3 Acrobatics (Dex)
- Animal Handling (Wis)
- Arcana (Int)
- +7 Athletics (Str)
- +2 Deception (Cha)
- History (Int)
- +3 Insight (Wis)
- +8 Intimidation (Cha)
- Investigation (Int)
- Medicine (Wis)
- Nature (Int)
- Perception (Wis)
- +2 Performance (Cha)
- +2 Persuasion (Cha)
- Religion (Int)
- Sleight of Hand (Dex)
- +3DA Stealth (Dex)
- Survival (Wis)

16 ARMOR CLASS

- INITIATIVE

30' SPEED

Hit Point Maximum 60

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 7

d10 (6) HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

**ATTACKS & SPELLCASTING**

NAME	ATK BONUS	DAMAGE/TYPE
greataxe*	+7	1d12 + 4
warhammer*	+7	1d8 + 4
javelins*	+7	1d6 + 4

\*greataxe heavy, 2 hand  
 \*warhammer versatile (1d10)  
 \*javelin throw (range 30/120)

Extra attack

Roll 1 and 2 on damage die when using a weapon with 2 hands

Immune to disease

CRIT 1 extra die

Disadvantage on stealth checks

10 PASSIVE WISDOM (PERCEPTION)

common, orc

tools: card deck, vehicles (land), thief's tools

armor: all armor, shield

weapons: simple/martial

**OTHER PROFICIENCIES & LANGUAGES**

**EQUIPMENT**

- 65 chainmail armor, greataxe, warhammer, javelins (5)
- insignia of rank, deck of cards, common clothes
- holy symbol, backpack, a bedroll, a mess kit, a tinderbox, 10 torches, 10 days of rations, a waterskin, 50' of hempen rope.

**FEATURES & TRAITS**

**DARKVISION 60'**

**MENACING.**  
You gain proficiency in the Intimidation skill.

**RELENTLESS ENDURANCE.** When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. You can't use this feature again until you finish a long rest.

**SAVAGE ATTACKS.**  
When you score a critical hit with a melee weapon attack, you can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

**DIVINE SENSE (3)**  
The presence of strong evil registers on your senses like a noxious odor, and powerful good rings like heavenly music in your ears. As an action, you can open your awareness to detect such forces. Until the end of your next turn, you know the location of any celestial, fiend, or undead within 60 feet of you that is not behind total cover. You know the type (celestial, fiend, or undead) of any being whose presence you sense, but not its identity (the vampire Count Strahd von Zarovich, for instance). Within the same radius, you also detect the presence of any place or object that has been consecrated or desecrated, as with the hallow spell.  
You can use this feature a number of times equal to 1 + your Charisma modifier. When you finish a long rest, you regain all expended uses.

**LAY ON HANDS (35 POINTS)**  
Your blessed touch can heal wounds. You have a pool of healing power that replenishes when you take a long rest. With that pool, you can restore a total number of hit points equal to your paladin level x 5.  
As an action, you can touch a creature and draw power from the pool to restore a number of hit points to that creature, up to the maximum amount remaining in your pool.  
Alternatively, you can expend 5 hit points from your pool of healing to cure the target of one disease or neutralize one poison affecting it. You can cure multiple diseases and neutralize multiple poisons with a single use of Lay on Hands, expending hit points separately for each one.  
This feature has no effect on undead and constructs.

OVER --->





AGE	HEIGHT	WEIGHT
EYES	SKIN	HAIR

CHARACTER NAME

CHARACTER APPEARANCE

**FIGHTING STYLE**  
 At 2nd level, you adopt a style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

**Great Weapon Fighting.**  
 When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll. The weapon must have the two-handed or versatile property for you to gain this benefit.

ALLIES & ORGANIZATIONS

NAME

SYMBOL

**Military Rank**  
 You have a military rank from your career as a soldier. Soldiers loyal to your former military organization still recognize your authority and influence, and they defer to you if they are of a lower rank. You can invoke your rank to exert influence over other soldiers and requisition simple equipment or horses for temporary use. You can also usually gain access to friendly military encampments and fortresses where your rank is recognized.

CHARACTER BACKSTORY

**SPELLCASTING**  
 By 2nd level, you have learned to draw on divine magic through meditation and prayer to cast spells as a cleric does. See chapter 10 for the general rules of spellcasting and chapter 11 (or the Spells Listing) for the paladin spell list.

**Preparing and Casting Spells**  
 The Paladin table shows how many spell slots you have to cast your spells. To cast one of your paladin spells of 1st level or higher, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

You prepare the list of paladin spells that are available for you to cast, choosing from the paladin spell list. When you do so, choose a number of paladin spells equal to your Charisma modifier + half your paladin level, rounded down (minimum of one spell). The spells must be of a level for which you have spell slots.

You can change your list of prepared spells when you finish a long rest. Preparing a new list of paladin spells requires time spent in prayer and meditation: at least 1 minute per spell level for each spell on your list.

**Spellcasting Ability**  
 Charisma is your spellcasting ability for your paladin spells, since their power derives from the strength of your convictions. You use your Charisma whenever a spell refers to your spellcasting ability.

ADDITIONAL FEATURES & TRAITS

**OATH SPELLS**  
 Paladin Level Spells  
 3rd command, protection from evil and good  
 5th enthrall, pass without trace  
 9th hypnotic pattern, nondetection  
 13th compulsion, Mordenkainen's private sanctum  
 17th dominate person, teleportation circle

**DIVINE SMITE**  
 Starting at 2nd level, when you hit a creature with a melee weapon attack, you can expend one spell slot to deal radiant damage to the target, in addition to the weapon's damage. The extra damage is 2d8 for a 1st-level spell slot, plus 1d8 for each spell level higher than 1st, to a maximum of 5d8. The damage increases by 1d8 if the target is an undead or a fiend.

OVER --->

TREASURE



AGE	HEIGHT	WEIGHT
EYES	SKIN	HAIR

CHARACTER NAME

CHARACTER APPEARANCE

### FIGHTING STYLE

At 2nd level, you adopt a style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

**Great Weapon Fighting.**  
When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll. The weapon must have the two-handed or versatile property for you to gain this benefit.

NAME

---

SYMBOL

ALLIES & ORGANIZATIONS

### Military Rank

You have a military rank from your career as a soldier. Soldiers loyal to your former military organization still recognize your authority and influence, and they defer to you if they are of a lower rank. You can invoke your rank to exert influence over other soldiers and requisition simple equipment or horses for temporary use. You can also usually gain access to friendly military encampments and fortresses where your rank is recognized.

CHARACTER BACKSTORY

### SPELLCASTING

By 2nd level, you have learned to draw on divine magic through meditation and prayer to cast spells as a cleric does. See chapter 10 for the general rules of spellcasting and chapter 11 (or the Spells Listing) for the paladin spell list.

**Preparing and Casting Spells**  
The Paladin table shows how many spell slots you have to cast your spells. To cast one of your paladin spells of 1st level or higher, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

You prepare the list of paladin spells that are available for you to cast, choosing from the paladin spell list. When you do so, choose a number of paladin spells equal to your Charisma modifier + half your paladin level, rounded down (minimum of one spell). The spells must be of a level for which you have spell slots.

You can change your list of prepared spells when you finish a long rest. Preparing a new list of paladin spells requires time spent in prayer and meditation: at least 1 minute per spell level for each spell on your list.

**Spellcasting Ability**  
Charisma is your spellcasting ability for your paladin spells, since their power derives from the strength of your convictions. You use your Charisma whenever a spell refers to your spellcasting ability.

ADDITIONAL FEATURES & TRAITS

### OATH SPELLS

Paladin Level Spells

- 3rd command, protection from evil and good
- 5th enthrall, pass without trace
- 9th hypnotic pattern, nondetection
- 13th compulsion, Mordenkainen's private sanctum
- 17th dominate person, teleportation circle

**DIVINE SMITE**  
Starting at 2nd level, when you hit a creature with a melee weapon attack, you can expend one spell slot to deal radiant damage to the target, in addition to the weapon's damage. The extra damage is 2d8 for a 1st-level spell slot, plus 1d8 for each spell level higher than 1st, to a maximum of 5d8. The damage increases by 1d8 if the target is an undead or a fiend.

OVER --->

TREASURE



Paladin 7 - Providence Noble

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Chultan Human

RACE

ALIGNMENT

FACTION

CHARACTER NAME

**STRENGTH**  
16  
+3

**DEXTERITY**  
12  
+1

**CONSTITUTION**  
14  
+2

**INTELLIGENCE**  
11  
-

**WISDOM**  
12  
+1

**CHARISMA**  
15  
+2

INSPIRATION

+3 PROFICIENCY BONUS

SAVING THROWS

- +3 Strength
- Dexterity
- +2 Constitution
- Intelligence
- +4 Wisdom
- +5 Charisma

SKILLS

- Acrobatics (Dex)
- +1 Animal Handling (Wis)
- Arcana (Int)
- +6 Athletics (Str)
- +2 Deception (Cha)
- +3 History (Int)
- +1 Insight (Wis)
- +5 Intimidation (Cha)
- Investigation (Int)
- +1 Medicine (Wis)
- Nature (Int)
- +1 Perception (Wis)
- +2 Performance (Cha)
- +5 Persuasion (Cha)
- Religion (Int)
- +1 Sleight of Hand (Dex)
- +1 Stealth (Dex)
- +1 Survival (Wis)

18 ARMOR CLASS

+1 INITIATIVE

30' SPEED

Hit Point Maximum 60

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 7

d10 (6) HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

ATTACKS & SPELLCASTING

NAME	ATK BONUS	DAMAGE/TYPE
greatsword*	+6	2d6 + 3
javelin*	+6	1d6 + 3

\*greatsword heavy, 2 handed  
\*javelin thrown (range 30/120)

Reroll 1 or 2 when using a 2 handed melee weapon

Immune to disease

**DIVINE SENSE (3)**  
The presence of strong evil registers on your senses like a noxious odor, and powerful good rings like heavenly music in your ears. As an action, you can open your awareness to detect such forces. Until the end of your next turn, you know the location of any celestial, fiend, or undead within 60 feet of you that is not behind total cover. You know the type (celestial, fiend, or undead) of any being whose presence you sense, but not its identity (the vampire Count Strahd von Zarovich, for instance). Within the same radius, you also detect the presence of any place or object that has been consecrated or desecrated, as with the hallow spell.  
You can use this feature a number of times equal to 1 + your Charisma modifier. When you finish a long rest, you regain all expended uses.

**LAY ON HANDS (35 POINTS)**  
Your blessed touch can heal wounds. You have a pool of healing power that replenishes when you take a long rest. With that pool, you can restore a total number of hit points equal to your paladin level x 5.  
As an action, you can touch a creature and draw power from the pool to restore a number of hit points to that creature, up to the maximum amount remaining in your pool. Alternatively, you can expend 5 hit points from your pool of healing to cure the target of one disease or neutralize one poison affecting it. You can cure multiple diseases and neutralize multiple poisons with a single use of Lay on Hands, expending hit points separately for each one.  
This feature has no effect on undead and constructs.

**FIGHTING STYLE**  
At 2nd level, you adopt a style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

**Great Weapon Fighting**  
When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll. The weapon must have the two-handed or versatile property for you to gain this benefit.

**AURA OF PROTECTION**  
Starting at 6th level, whenever you or a friendly creature within 10 feet of you must make a saving throw, the creature gains a bonus to the saving throw equal to your Charisma modifier (with a minimum bonus of +1). You must be conscious to grant this bonus.

10 PASSIVE WISDOM (PERCEPTION)

OTHER PROFICIENCIES & LANGUAGES

Common, Chultan, Abyssal

Armor: all armor, shield

Weapons: simple/martial

Tools: Gaming set

EQUIPMENT

- CP 65 greatsword, javelins (5), chainmail, shield
- SP fine clothes, signet ring, scroll of pedigree
- EP
- CP bedroll, a mess kit, a tinderbox, 10 torches, 10 days of rations, a waterskin, 50 feet of hempen rope
- PP

OVER --->

FEATURES & TRAITS



AGE	HEIGHT	WEIGHT
EYES	SKIN	HAIR

CHARACTER NAME

CHARACTER APPEARANCE

**SPELLCASTING**  
 By 2nd level, you have learned to draw on divine magic through meditation and prayer to cast spells as a cleric does. See chapter 10 for the general rules of spellcasting and chapter 11 (or the Spells Listing) for the paladin spell list.

**Preparing and Casting Spells**  
 The Paladin table shows how many spell slots you have to cast your spells. To cast one of your paladin spells of 1st level or higher, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

You prepare the list of paladin spells that are available for you to cast, choosing from the paladin spell list. When you do so, choose a number of paladin spells equal to your Charisma modifier + half your paladin level, rounded down (minimum of one spell). The spells must be of a level for which you have spell slots.

You can change your list of prepared spells when you finish a long rest. Preparing a new list of paladin spells requires time spent in prayer and meditation: at least 1 minute per spell level for each spell on your list.

NAME

---

SYMBOL

**ALLIES & ORGANIZATIONS**

**Position of Privilege**  
 Thanks to your noble birth, people are inclined to think the best of you. You are welcome in high society, and people assume you have the right to be wherever you are. The common folk make every effort to accommodate you and avoid your displeasure, and other people of high birth treat you as a member of the same social sphere. You can secure an audience with a local noble if you need to.

CHARACTER BACKSTORY

**Spellcasting Ability**  
 Charisma is your spellcasting ability for your paladin spells, since their power derives from the strength of your convictions. You use your Charisma whenever a spell refers to your spellcasting ability.

**OATH OF PROVIDENCE SPELLS**  
 Each oath has a list of associated spells. You gain access to these spells at the levels specified in the oath description. Once you gain access to an oath spell, you always have it prepared. Oath spells don't count against the number of spells you can prepare each day.

Paladin Level	Spells
3rd	bles, divine favor
5th	aid, augury
9th	bestow curse, clairvoyance
13th	death ward, divination
17th	commune, legend lore

**ADDITIONAL FEATURES & TRAITS**

**CHANNEL DIVINITY (1)**  
**Predestination.**  
 You can use your Channel Divinity to invoke the divine to smile upon your allies. When one creature within 60 feet of you that you can see makes a saving throw, you can use your reaction to grant the creature advantage on the save, using your Channel Divinity. If the effect allows the creature to take only half damage on a successful save, the creature instead takes no damage on a successful save, and only half as much damage on a failed one.

**Kiss of Calamity.**  
 As an action, your Channel Divinity can be used to besiege your enemies with bad luck. Each unfriendly creature that can see or hear you within 30 feet of you must make a Charisma saving throw, gaining disadvantage on all saving throws for 1 minute on a failure. You must be conscious for this feature to have effect.

**FAVOR THE BOLD (2)**  
 Beginning at 7th level, your good fortune guides your hand. Once per turn when you miss with an attack, you can choose to hit instead. When you use this feature, the creature takes extra radiant damage equal to your Charisma modifier (minimum of 1). You can use this feature a number of times equal to your Charisma modifier (a minimum of once).  
 You regain any expended uses when you finish a long rest.

OVER --->

**TREASURE**



Ranger 7 - Burghal Explorer Urchin

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Forest Gnome

RACE

ALIGNMENT

FACTION

CHARACTER NAME

**STRENGTH**  
10

**DEXTERITY**  
16  
+3

**CONSTITUTION**  
13  
+1

**INTELLIGENCE**  
12  
+1

**WISDOM**  
16  
+3

**CHARISMA**  
10

INSPIRATION

+3 PROFICIENCY BONUS

**SAVING THROWS**

- +3 Strength
- +6 Dexterity
- +1 Constitution
- +1 Intelligence
- +3 Wisdom
- Charisma

**SKILLS**

- +3 Acrobatics (Dex)
- +3 Animal Handling (Wis)
- +1 Arcana (Int)
- +3 Athletics (Str)
- Deception (Cha)
- +1 History (Int)
- +6 Insight (Wis)
- Intimidation (Cha)
- +1 Investigation (Int)
- +3 Medicine (Wis)
- +1 Nature (Int)
- +6 Perception (Wis)
- Performance (Cha)
- Persuasion (Cha)
- +1 Religion (Int)
- +6 Sleight of Hand (Dex)
- +6 Stealth (Dex)
- +3 Survival (Wis)

14 ARMOR CLASS

+3 INITIATIVE

25' SPEED

Hit Point Maximum 53

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 7

d10 (6) HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

**ATTACKS & SPELLCASTING**

NAME	ATK BONUS	DAMAGE/TYPE
javelin*	+2/8	1d6
1/4 staff*	+3	1d6
longbow*	+8	1d8 + 3

\*javelin throw (+8) range 20/60  
 \*quarterstaff versatile 2hand (1d8)  
 \*longbow ammo, heavy, 2hand, range 150/600

grazing strike: 1d4 extra, extra conditions

Extra Attack

16 PASSIVE WISDOM (PERCEPTION)

common, gnomish,

tools: disguise kit, thief's tools

armor: light/medium, shields

weapon: simple/martial

**OTHER PROFICIENCIES & LANGUAGES**

**EQUIPMENT**

- CP 55 leather armor, javelin, quarterstaff, longbow, arrows (20)
- SP small knife, map of Port Nyanzaru, a pet mouse, token to remember your parents, common clothes, pouch
- EP
- CP
- PP a backpack, a bedroll, a mess kit, a tinderbox, 10 torches, 10 days of rations, a waterskin, and 50 feet of hempen rope.

**DARKVISION 60'**

**GNOME CUNNING.**  
You have advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

**NATURAL ILLUSIONIST.**  
You know the minor illusion cantrip. Intelligence is your spellcasting ability for it.

**SPEAK WITH SMALL BEASTS.**  
Through sounds and gestures, you can communicate simple ideas with Small or smaller beasts. Forest gnomes love animals and often keep squirrels, badgers, rabbits, moles, woodpeckers, and other creatures as beloved pets.

**FAVORED ENEMY (UNDEAD, FIEND)**  
Beginning at 1st level, you have significant experience studying, tracking, hunting, and even talking to a certain type of enemy.  
Choose a type of favored enemy: aberrations, beasts, celestials, constructs, dragons, elementals, fey, fiends, giants, monstrosities, oozes, plants, or undead. Alternatively, you can select two races of humanoid (such as gnolls and orcs) as favored enemies.  
You have advantage on Wisdom (Survival) checks to track your favored enemies, as well as on Intelligence checks to recall information about them.  
When you gain this feature, you also learn one language of your choice that is spoken by your favored enemies, if they speak one at all.  
You choose one additional favored enemy, as well as an associated language, at 6th and 14th level. As you gain levels, your choices should reflect the types of monsters you have encountered on your adventures.

**NATURAL EXPLORER (URBAN, FOREST)**  
You are particularly familiar with one type of natural environment and are adept at traveling and surviving in such regions. Choose one type of favored terrain: arctic, coast, desert, forest, grassland, mountain, swamp, or the Underdark. When you make an Intelligence or Wisdom check related to your favored terrain, your proficiency bonus is doubled if you are using a skill that you're proficient in.  
While traveling for an hour or more in your favored terrain, you gain the following benefits:  
--Difficult terrain doesn't slow your group's travel.  
--Your group can't become lost except by magical means.  
--Even when you are engaged in another activity while traveling (such as foraging, navigating, or tracking), you remain alert to danger.  
--If you are traveling alone, you can move stealthily at a normal pace.  
--When you forage, you find twice as much food as you normally would.  
--While tracking other creatures, you also learn their exact number, their sizes, and how long ago they passed through the area.  
You choose additional favored terrain types at 6th and 10th level.

**OVER --->**

**FEATURES & TRAITS**



AGE	HEIGHT	WEIGHT
EYES	SKIN	HAIR

CHARACTER NAME

CHARACTER APPEARANCE

**FIGHTING STYLE**  
 At 2nd level, you adopt a particular style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

**Archery**  
 You gain a +2 bonus to attack rolls you make with ranged weapons.

NAME

SYMBOL

ALLIES & ORGANIZATIONS

**City Secrets**  
 You know the secret patterns and flow to cities and can find passages through the urban sprawl that others would miss. When you are not in combat, you (and companions you lead) can travel between any two locations in the city twice as fast as your speed would normally allow.

CHARACTER BACKSTORY

**SPELLCASTING**  
 By the time you reach 2nd level, you have learned to use the magical essence of nature to cast spells, much as a druid does. See chapter 10 for the general rules of spellcasting and chapter 11 (or the Spells Listing) for the ranger spell list.

**Spell Slots**  
 The Ranger table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.  
 For example, if you know the 1st-level spell animal friendship and have a 1st-level and a 2nd-level spell slot available, you can cast animal friendship using either slot.

**Spells Known of 1st Level and Higher**  
 You know two 1st-level spells of your choice from the ranger spell list.  
 The Spells Known column of the Ranger table shows when you learn more ranger spells of your choice. Each of these spells must be of a level for which you have spell slots. For instance, when you reach 5th level in this class, you can learn one new spell of 1st or 2nd level.  
 Additionally, when you gain a level in this class, you can choose one of the ranger spells you know and replace it with another spell from the ranger spell list, which also must be of a level for which you have spell slots.

ADDITIONAL FEATURES & TRAITS

**PRIMEVAL AWARENESS**  
 Beginning at 3rd level, you can use your action and expend one ranger spell slot to focus your awareness on the region around you. For 1 minute per level of the spell slot you expend, you can sense whether the following types of creatures are present within 1 mile of you (or within up to 6 miles if you are in your favored terrain): aberrations, celestials, dragons, elementals, fey, fiends, and undead. This feature doesn't reveal the creatures' location or number.

**BURGHAL MAGIC**  
 Starting at 3rd level, you learn an additional spell with you reach certain levels in this class, as shown in the Ruin Dweller Spells table. The spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.

RANGER LEVEL	SPELL
3rd	find familiar
5th	misty step
9th	tongues
13th	Mordenkainen's faithful hound
17th	animate objects

TREASURE

OVER --->



# Ranger (know 5)

SPELLCASTING CLASS

Wisdom

SPELLCASTING ABILITY

14

SPELL SAVE DC

+6

SPELL ATTACK BONUS

0

CANTRIPS

MINOR IMAGE

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

4

PREPARED

SPELL NAME

- FIND FAMILAR
- CURE WOUNDS
- HAIL OF THORNS
- HUNTER'S MARK

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

2

3

- MISTY STEP
- PASS WITHOUT TRACE
- BARBSKIN

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

3

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

4

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

5

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

6

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

7

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

8

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

9

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

SPELLS KNOWN





AGE	HEIGHT	WEIGHT
EYES	SKIN	HAIR

CHARACTER NAME

CHARACTER APPEARANCE

**FIGHTING STYLE**  
 At 2nd level, you adopt a particular style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

**Archery**  
 You gain a +2 bonus to attack rolls you make with ranged weapons.

NAME

SYMBOL

ALLIES & ORGANIZATIONS

**City Secrets**  
 You know the secret patterns and flow to cities and can find passages through the urban sprawl that others would miss. When you are not in combat, you (and companions you lead) can travel between any two locations in the city twice as fast as your speed would normally allow.

CHARACTER BACKSTORY

**SPELLCASTING**  
 By the time you reach 2nd level, you have learned to use the magical essence of nature to cast spells, much as a druid does. See chapter 10 for the general rules of spellcasting and chapter 11 (or the Spells Listing) for the ranger spell list.

**Spell Slots**  
 The Ranger table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.  
 For example, if you know the 1st-level spell animal friendship and have a 1st-level and a 2nd-level spell slot available, you can cast animal friendship using either slot.

**Spells Known of 1st Level and Higher**  
 You know two 1st-level spells of your choice from the ranger spell list.  
 The Spells Known column of the Ranger table shows when you learn more ranger spells of your choice. Each of these spells must be of a level for which you have spell slots. For instance, when you reach 5th level in this class, you can learn one new spell of 1st or 2nd level.  
 Additionally, when you gain a level in this class, you can choose one of the ranger spells you know and replace it with another spell from the ranger spell list, which also must be of a level for which you have spell slots.

ADDITIONAL FEATURES & TRAITS

**PRIMEVAL AWARENESS**  
 Beginning at 3rd level, you can use your action and expend one ranger spell slot to focus your awareness on the region around you. For 1 minute per level of the spell slot you expend, you can sense whether the following types of creatures are present within 1 mile of you (or within up to 6 miles if you are in your favored terrain): aberrations, celestials, dragons, elementals, fey, fiends, and undead. This feature doesn't reveal the creatures' location or number.

**BURGHAL MAGIC**  
 Starting at 3rd level, you learn an additional spell with you reach certain levels in this class, as shown in the Ruin Dweller Spells table. The spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.

RANGER LEVEL	SPELL
3rd	find familiar
5th	misty step
9th	tongues
13th	Mordenkainen's faithful hound
17th	animate objects

TREASURE

OVER --->

Ranger 7 - Wastland      Outlander - Trapper  
 CLASS & LEVEL      BACKGROUND      PLAYER NAME  
 Waterhevian Human  
 RACE      ALIGNMENT      FACTION

CHARACTER NAME

**STRENGTH**  
10

**DEXTERITY**  
16  
+3

**CONSTITUTION**  
14  
+2

**INTELLIGENCE**  
10

**WISDOM**  
17  
+3

**CHARISMA**  
10

INSPIRATION

+3 PROFICIENCY BONUS

SAVING THROWS

- +3 Strength
- +6 Dexterity
- +2 Constitution
- Intelligence
- +3 Wisdom
- Charisma

SKILLS

- +6 Acrobatics (Dex)
- +3 Animal Handling (Wis)
- Arcana (Int)
- +3 Athletics (Str)
- Deception (Cha)
- History (Int)
- +3 Insight (Wis)
- Intimidation (Cha)
- +3 Investigation (Int)
- +3 Medicine (Wis)
- Nature (Int)
- +6 Perception (Wis)
- Performance (Cha)
- Persuasion (Cha)
- Religion (Int)
- +3 Sleight of Hand (Dex)
- +6 Stealth (Dex)
- +6 Survival (Wis)

14 ARMOR CLASS      +3 INITIATIVE      30' SPEED

Hit Point Maximum 60

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 7

d10 (6) HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

ATTACKS & SPELLCASTING

NAME	ATK BONUS	DAMAGE/TYPE
shrtsword*	+6	1d6 + 3
longbow*	+6	1d8 + 3

\*shortsword finesse, light  
 \*longsbow ammo, 2hand, heavy, range 150/600

2 weapon fighting - two attacks +3 on damage for both

Extra Attack

Passive Investigation 15

21 PASSIVE WISDOM (PERCEPTION)

OTHER PROFICIENCIES & LANGUAGES

common, primordial, orc

tools: lyre

armor: light/medium, shield

weapons: simple/martial

EQUIPMENT

55 CP leather armor, shortsword (2), longbow (20)

SP staff, hunting trap, tooth from wereboar, traveler's clothes, pouch

EP

CP a backpack, a bedroll, a mess kit, a tinderbox, 10 torches, 10 days of rations, a waterskin, and 50 feet of hempen rope

PP

FEATURES & TRAITS

**FAVORED ENEMY (ABBERANTS, BEASTS)**  
 Beginning at 1st level, you have significant experience studying, tracking, hunting, and even talking to a certain type of enemy.  
 Choose a type of favored enemy: aberrations, beasts, celestials, constructs, dragons, elementals, fey, fiends, giants, monstrosities, oozes, plants, or undead. Alternatively, you can select two races of humanoid (such as gnolls and orcs) as favored enemies.  
 You have advantage on Wisdom (Survival) checks to track your favored enemies, as well as on Intelligence checks to recall information about them.  
 When you gain this feature, you also learn one language of your choice that is spoken by your favored enemies, if they speak one at all.  
 You choose one additional favored enemy, as well as an associated language, at 6th and 14th level. As you gain levels, your choices should reflect the types of monsters you have encountered on your adventures.

**NATURAL EXPLORER (UNDERDARK, DESERT)**  
 You are particularly familiar with one type of natural environment and are adept at traveling and surviving in such regions. Choose one type of favored terrain: arctic, coast, desert, forest, grassland, mountain, swamp, or the Underdark. When you make an Intelligence or Wisdom check related to your favored terrain, your proficiency bonus is doubled if you are using a skill that you're proficient in.  
 While traveling for an hour or more in your favored terrain, you gain the following benefits:  
 --Difficult terrain doesn't slow your group's travel.  
 --Your group can't become lost except by magical means.  
 --Even when you are engaged in another activity while traveling (such as foraging, navigating, or tracking), you remain alert to danger.  
 --If you are traveling alone, you can move stealthily at a normal pace.  
 --When you forage, you find twice as much food as you normally would.  
 --While tracking other creatures, you also learn their exact number, their sizes, and how long ago they passed through the area. You choose additional favored terrain types at 6th and 10th level.

OVER --->



AGE	HEIGHT	WEIGHT
EYES	SKIN	HAIR

CHARACTER NAME

CHARACTER APPEARANCE

**FIGHTING STYLE**

At 2nd level, you adopt a particular style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

**Two-Weapon Fighting**  
When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

NAME

SYMBOL

ALLIES & ORGANIZATIONS

**Wanderer**  
You have an excellent memory for maps and geography, and you can always recall the general layout of terrain, settlements, and other features around you. In addition, you can find food and fresh water for yourself and up to five other people each day, provided that the land offers berries, small game, water, and so forth.

CHARACTER BACKSTORY

**SPELLCASTING**

By the time you reach 2nd level, you have learned to use the magical essence of nature to cast spells, much as a druid does. See chapter 10 for the general rules of spellcasting and chapter 11 (or the Spells Listing) for the ranger spell list.

**Spell Slots**

The Ranger table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

For example, if you know the 1st-level spell animal friendship and have a 1st-level and a 2nd-level spell slot available, you can cast animal friendship using either slot.

**Spells Known of 1st Level and Higher**

You know two 1st-level spells of your choice from the ranger spell list.

The Spells Known column of the Ranger table shows when you learn more ranger spells of your choice. Each of these spells must be of a level for which you have spell slots. For instance, when you reach 5th level in this class, you can learn one new spell of 1st or 2nd level.

Additionally, when you gain a level in this class, you can choose one of the ranger spells you know and replace it with another spell from the ranger spell list, which also must be of a level for which you have spell slots.

ADDITIONAL FEATURES & TRAITS

**PRIMEVAL AWARENESS**

Beginning at 3rd level, you can use your action and expend one ranger spell slot to focus your awareness on the region around you. For 1 minute per level of the spell slot you expend, you can sense whether the following types of creatures are present within 1 mile of you (or within up to 6 miles if you are in your favored terrain): aberrations, celestials, dragons, elementals, fey, fiends, and undead. This feature doesn't reveal the creatures' location or number.

**EXTRA ATTACK**

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

TREASURE





AGE	HEIGHT	WEIGHT
EYES	SKIN	HAIR

CHARACTER NAME

CHARACTER APPEARANCE

### FIGHTING STYLE

At 2nd level, you adopt a particular style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

**Two-Weapon Fighting**  
When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

NAME

---

SYMBOL

ALLIES & ORGANIZATIONS

### Wanderer

You have an excellent memory for maps and geography, and you can always recall the general layout of terrain, settlements, and other features around you. In addition, you can find food and fresh water for yourself and up to five other people each day, provided that the land offers berries, small game, water, and so forth.

CHARACTER BACKSTORY

### SPELLCASTING

By the time you reach 2nd level, you have learned to use the magical essence of nature to cast spells, much as a druid does. See chapter 10 for the general rules of spellcasting and chapter 11 (or the Spells Listing) for the ranger spell list.

**Spell Slots**  
The Ranger table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.  
For example, if you know the 1st-level spell animal friendship and have a 1st-level and a 2nd-level spell slot available, you can cast animal friendship using either slot.

**Spells Known of 1st Level and Higher**  
You know two 1st-level spells of your choice from the ranger spell list.  
The Spells Known column of the Ranger table shows when you learn more ranger spells of your choice. Each of these spells must be of a level for which you have spell slots. For instance, when you reach 5th level in this class, you can learn one new spell of 1st or 2nd level.  
Additionally, when you gain a level in this class, you can choose one of the ranger spells you know and replace it with another spell from the ranger spell list, which also must be of a level for which you have spell slots.

ADDITIONAL FEATURES & TRAITS

### PRIMEVAL AWARENESS

Beginning at 3rd level, you can use your action and expend one ranger spell slot to focus your awareness on the region around you. For 1 minute per level of the spell slot you expend, you can sense whether the following types of creatures are present within 1 mile of you (or within up to 6 miles if you are in your favored terrain): aberrations, celestials, dragons, elementals, fey, fiends, and undead. This feature doesn't reveal the creatures' location or number.

**EXTRA ATTACK**  
Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

TREASURE

Rogue 6 - Divine Herald Acolyte

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Stout Halfling

RACE

ALIGNMENT

FACTION

CHARACTER NAME

**STRENGTH**

10

**DEXTERITY**

18

+4

**CONSTITUTION**

16

+3

**INTELLIGENCE**

10

**WISDOM**

13

+1

**CHARISMA**

10

INSPIRATION

+3 PROFICIENCY BONUS

SAVING THROWS

- Strength
- +7 Dexterity
- +3 Constitution
- Intelligence
- +1 Wisdom
- Charisma

SKILLS

- +4 Acrobatics (Dex)
- +1 Animal Handling (Wis)
- Arcana (Int)
- Athletics (Str)
- Deception (Cha)
- History (Int)
- +7 Insight (Wis)
- Intimidation (Cha)
- Investigation (Int)
- +1 Medicine (Wis)
- Nature (Int)
- +7 Perception (Wis)
- Performance (Cha)
- Persuasion (Cha)
- Religion (Int)
- +4 Sleight of Hand (Dex)
- +7 Stealth (Dex)
- +1 Survival (Wis)

15 ARMOR CLASS

+4 INITIATIVE

25' SPEED

Hit Point Maximum 51

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 6

d8 (5) HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

NAME ATK BONUS DAMAGE/TYPE

shortswrd	+5	1d6 + 3
dagger	+5	1d4 + 3
shortbow	+5	1d6 + 3

sneak attack : 3d6 radiant damage

\*shortsword finesse, light  
\*dagger finesse, light, thrown (20/60)  
\*shortbow Ammo, range (80/320), two handed

Theive's Tools +7

ATTACKS & SPELLCASTING

13 PASSIVE WISDOM (PERCEPTION)

common, halfling, goblin, abyssal

Armor: light

Weapons: simple, hand crossbow, longsword, rapier, shortsword

Tools: thieve's tools

OTHER PROFICIENCIES & LANGUAGES

45

shortsword, shortbow, arrows (20), dagger (2), leather armor

holy symbol, prayer book, incense (5), vestments, common clothes, pouch

a backpack, a bag of 1,000 ball bearings, 10 feet of string, a bell, 5 candles, a crowbar, a hammer, 10 pitons, a hooded lantern, 2 flasks of oil, 5 days rations, a tinderbox, a waterskin, 50' hemp rope.

EQUIPMENT

### LUCKY.

When you roll a 1 on the d20 for 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 .

### HALFLING NIMBLENESS.

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

### STOUT RESILIENCE.

You have advantage on saving throws against poison, and you have resistance against poison damage.

### EXPERTISE

At 1st level, choose two of your skill proficiencies, or one of your skill proficiencies and your proficiency with thieves' tools. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies.

At 6th level, you can choose two more of your proficiencies (in skills or with thieves' tools) to gain this benefit.

### SNEAK ATTACK

Beginning at 1st level, you know how to strike subtly and exploit a foe's distraction. Once per turn, you can deal an extra 1d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon.

You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

The amount of the extra damage increases as you gain levels in this class, as shown in the Sneak Attack column of the Rogue table.

### THIEVE'S CANT

During your rogue training you learned thieves' cant, a secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation. Only another creature that knows thieves' cant understands such messages. It takes four times longer to convey such a message than it does to speak the same idea plainly.

In addition, you understand a set of secret signs and symbols used to convey short, simple messages, such as whether an area is dangerous or the territory of a thieves' guild, whether loot is nearby, or whether the people in an area are easy marks or will provide a safe house for thieves on the run.

### CUNNING ACTION

Starting at 2nd level, your quick thinking and agility allow you to move and act quickly. You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

### UNCANNY DODGE

Starting at 5th level, when an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

FEATURES & TRAITS





# Rogue (prepare 4)

SPELLCASTING CLASS

Wisdom

SPELLCASTING ABILITY

12

SPELL SAVE DC

+4

SPELL ATTACK BONUS

0

## CANTRIPS

Guidance

Resistance

Sacred Flame

Spare the Dying

3

6

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

3

PREPARED

SPELL NAME

- Bless
- Cure Wounds
- Healing Word
- Shield of Faith

4

7

8

5

9

SPELLS KNOWN



AGE	HEIGHT	WEIGHT
EYES	SKIN	HAIR

CHARACTER NAME

CHARACTER APPEARANCE

**Roguish Archetype: Divine Herald SPELLCASTING**

When you reach 3rd level, you gain the ability to cast spells. See chapter 10 for the general rules of spellcasting and chapter 11 for the cleric spell list.

**Cantrips.** You learn three cantrips of your choice from the cleric spell list. You learn another cleric cantrip of your choice at 10th level.

**Spell Slots.** The Divine Herald Spellcasting table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

NAME

---

SYMBOL

ALLIES & ORGANIZATIONS

**Shelter of the Faithful**

As an acolyte, you command the respect of those who share your faith, and you can perform the religious ceremonies of your deity. You and your adventuring companions can expect to receive free healing and care at a temple, shrine, or other established presence of your faith, though you must provide any material components needed for spells. Those who share your religion will support you (but only you) at a modest lifestyle.

You might also have ties to a specific temple dedicated to your chosen deity or pantheon, and you have a residence there. This could be the temple where you used to serve, if you remain on good terms with it, or a temple where you have found a new home. While near your temple, you can call upon the priests for assistance, provided the assistance you ask for is not hazardous and you remain in good standing with your temple.

CHARACTER BACKSTORY

**HARBINGER OF FAITH**

Starting at 3rd level, your Sneak Attack deals radiant damage instead of dealing the damage of the same type as your weapon.

Additionally, when you hit a creature with a weapon attack on your turn, you can instill doubt in your target, causing it to question its convictions. The target must make a successful Wisdom saving throw or suffer disadvantage on the next attack it makes within 1 minute. You can use this feature an amount of times equal to your Wisdom modifier (minimum of 1). You regain all uses after a long rest.

ADDITIONAL FEATURES & TRAITS

**DOGMA VOTARY**

At 3rd level, your studies have given you a wide knowledge of religion and its impact on life. Whenever you make an Intelligence (History or Religion) check to recall information about the gods or their worshipers, you are considered proficient in these skills and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

TREASURE

Sorcerer 6 - Fey

Noble

CLASS & LEVEL

BACKGROUND

PLAYER NAME

High Elf

RACE

ALIGNMENT

FACTION

CHARACTER NAME

**STRENGTH**  
10

**DEXTERITY**  
16  
+3

**CONSTITUTION**  
12  
+1

**INTELLIGENCE**  
14  
+2

**WISDOM**  
10

**CHARISMA**  
18  
+4

INSPIRATION

+3 PROFICIENCY BONUS

SAVING THROWS

- Strength
- +3 Dexterity
- +4 Constitution
- +2 Intelligence
- Wisdom
- +7 Charisma

SKILLS

- +3 Acrobatics (Dex)
- Animal Handling (Wis)
- +5 Arcana (Int)
- Athletics (Str)
- +7 Deception (Cha)
- +5 History (Int)
- Insight (Wis)
- +4 Intimidation (Cha)
- +2 Investigation (Int)
- Medicine (Wis)
- +5 Nature (Int)
- Perception (Wis)
- +4 Performance (Cha)
- +7 Persuasion (Cha)
- +2 Religion (Int)
- +3 Sleight of Hand (Dex)
- +3 Stealth (Dex)
- Survival (Wis)

13 ARMOR CLASS

+3 INITIATIVE

30' SPEED

Hit Point Maximum 32

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 6

d6 (4) HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

NAME ATK BONUS DAMAGE/TYPE

dagger\* +6 1d4 + 3

lgt xbow\* +6 1d8 + 3

\*dagger finesse, light, thrown (range 20/60)

\*light crossbow ammo (range 80/320), loading, two handed

ATTACKS & SPELLCASTING

10 PASSIVE WISDOM (PERCEPTION)

common, elvish, sylvan, draconic, primordial

Tools: gaming set (dice)

Weapon: daggers, darts, slings, quarterstaff, light crossbow

OTHER PROFICIENCIES & LANGUAGES

125

light crossbow, bolts (20), dagger (2)

fine clothes, signet ring, scroll of pedigree, pouch

arcane focus, backpack, a bedroll, a mess kit, a tinderbox, 10 torches, 10 days of rations, a waterskin, 50 feet of hempen rope.

EQUIPMENT

**DARKVISION 60'**

**FEY ANCESTRY.**  
You have advantage on saving throws against being charmed, and magic can't put you to sleep.

**SKILL VERSATILITY.**  
You gain proficiency in two skills of your choice.

**METAMAGIC**

**Quickened Spell.**  
When you cast a spell that has a casting time of 1 action, you can spend 2 sorcery points to change the casting time to 1 bonus action for this casting.

**Twinned Spell.**  
When you cast a spell that targets only one creature and doesn't have a range of self, you can spend a number of sorcery points equal to the spell's level to target a second creature in range with the same spell (1 sorcery point if the spell is a cantrip).

To be eligible, a spell must be incapable of targeting more than one creature at the spell's current level. For example, magic missile and scorching ray aren't eligible, but ray of frost and chromatic orb are.

FEATURES & TRAITS



# Sorcerer (know 7) Sorcery points (6)

SPELLCASTING CLASS

Charisma

SPELLCASTING ABILITY

15

SPELL SAVE DC

+7

SPELL ATTACK BONUS

0

CANTRIPS

- acid splash
- chill touch
- fire bolt
- ray of frost
- poison spray
- shocking grasp

3

3

- fireball
- haste
- lightning bolt

6

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

4

PREPARED

SPELL NAME

- magic missile
- mage armor

4

7

2

3

- hold person
- misty step

5

8

9

SPELLS KNOWN



AGE	HEIGHT	WEIGHT
EYES	SKIN	HAIR

CHARACTER NAME

CHARACTER APPEARANCE

**SPELLCASTING**  
 An event in your past, or in the life of a parent or ancestor, left an indelible mark on you, infusing you with arcane magic. This font of magic, whatever its origin, fuels your spells. See chapter 10 for the general rules of spellcasting and chapter 11 (or the Spells Listing) for the sorcerer spell list.

**Cantrips**  
 At 1st level, you know four cantrips of your choice from the sorcerer spell list. You learn additional sorcerer cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Sorcerer table.

**Spell Slots**  
 The Sorcerer table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these sorcerer spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

**ALLIES & ORGANIZATIONS**

NAME

SYMBOL

**Position of Privilege**  
 Thanks to your noble birth, people are inclined to think the best of you. You are welcome in high society, and people assume you have the right to be wherever you are. The common folk make every effort to accommodate you and avoid your displeasure, and other people of high birth treat you as a member of the same social sphere. You can secure an audience with a local noble if you need to.

CHARACTER BACKSTORY

**FONT OF MAGIC.**  
 At 2nd level, you tap into a deep wellspring of magic within yourself. This wellspring is represented by sorcery points, which allow you to create a variety of magical effects.

**Sorcery Points.**  
 You have 2 sorcery points, and you gain more as you reach higher levels, as shown in the Sorcery Points column of the Sorcerer table. You can never have more sorcery points than shown on the table for your level. You regain all spent sorcery points when you finish a long rest.

**Flexible Casting.**  
 You can use your sorcery points to gain additional spell slots, or sacrifice spell slots to gain additional sorcery points. You learn other ways to use your sorcery points as you reach higher levels.

**Creating Spell Slots.**  
 You can transform unexpended sorcery points into one spell slot as a bonus action on your turn. The Creating Spell Slots table shows the cost of creating a spell slot of a given level. You can create spell slots no higher in level than 5th.

Any spell slot you create with this feature vanishes when you finish a long rest.

ADDITIONAL FEATURES & TRAITS

**SORCERY ORIGIN - FEY**

**Wild Knowledge**  
 Starting at 1st level, you can speak, understand, and write Sylvan and gain proficiency in the Nature skill.

**Fey Magic**  
 Your link to nature allows you to learn spells from the druid class. When your Spellcasting feature lets you learn or replace a sorcerer cantrip or a sorcerer spell of 1st level or higher, you can choose the new spell from the druid spell list or the sorcerer spell list. You must otherwise obey all restrictions for selecting the spell, and it becomes a sorcerer spell for you.

**Nature's Armor**  
 Starting at 6th level, you can use a bonus action to make thorny vines cover your skin. The vines last for 1 hour. While this feature is active, your AC can't be less than 16, regardless of what kind of armor you wear, and creatures that hit you with melee attacks take piercing damage equal to half your sorcerer level (minimum 1). This damage counts as magical for the purpose of overcoming resistance and immunity to nonmagical damage. You must finish a short or long rest before you can use this feature again.

TREASURE

Warlock 6 - Chaos

Criminal - Burglar

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Rock Gnome

RACE

ALIGNMENT

FACTION

CHARACTER NAME

**STRENGTH**  
10

**DEXTERITY**  
12  
+1

**CONSTITUTION**  
16  
+3

**INTELLIGENCE**  
10

**WISDOM**  
13  
+1

**CHARISMA**  
16  
+3

INSPIRATION

+3 PROFICIENCY BONUS

SAVING THROWS

- Strength
- +1 Dexterity
- +3 Constitution
- Intelligence
- +4 Wisdom
- +6 Charisma

SKILLS

- +1 Acrobatics (Dex)
- +1 Animal Handling (Wis)
- +3 Arcana (Int)
- Athletics (Str)
- +6 Deception (Cha)
- History (Int)
- +1 Insight (Wis)
- +3 Intimidation (Cha)
- +3 Investigation (Int)
- +1 Medicine (Wis)
- Nature (Int)
- +1 Perception (Wis)
- +3 Performance (Cha)
- +3 Persuasion (Cha)
- Religion (Int)
- +1 Sleight of Hand (Dex)
- +4 Stealth (Dex)
- +1 Survival (Wis)

12 ARMOR CLASS

+1 INITIATIVE

25' SPEED

Hit Point Maximum 51

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 6

d8 (5) HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

ATTACKS & SPELLCASTING

NAME	ATK BONUS	DAMAGE/TYPE
mace	+3	1d6
lgt xbow*	+4	1d8 + 1
daggers*	+4	1d4 + 1

\*dagger finesse, light, thrown (range 20/60)  
\*light crossbow ammo (range 80/320), loading, two handed

11 PASSIVE WISDOM (PERCEPTION)

OTHER PROFICIENCIES & LANGUAGES

common, gnomish

Tools: tinker tools, thief's tools, game set (cards)

Weapon: simple

Armor: light

EQUIPMENT

- CP 95 leather armor, mace, light crossbow, bolts (20), dagger (2)
- SP
- EP crowbar, dark common clothing with hood, deck of cards, pouch
- CP
- PP arcane focus, backpack, a crowbar, a hammer, 10 pitons, 10 torches, a tinderbox, 10 days of rations, a waterskin, 50' hemp rope

FEATURES & TRAITS

**DARKVISION 60'**

**GNOME CUNNING.**  
You have advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

**ARTIFICER'S LORE.**  
Whenever you make an Intelligence (History) check related to magic items, alchemical objects, or technological devices, you can add twice your proficiency bonus, instead of any proficiency bonus you normally apply.

**TINKER.**  
You have proficiency with artisan's tools (tinker's tools). Using those tools, you can spend 1 hour and 10 gp worth of materials to construct a Tiny clockwork device (AC 5, 1 hp). The device ceases to function after 24 hours (unless you spend 1 hour repairing it to keep the device functioning), or when you use your action to dismantle it; at that time, you can reclaim the materials used to create it. You can have up to three such devices active at a time.  
When you create a device, choose one of the following options:

**Clockwork Toy.** This toy is a clockwork animal, monster, or person, such as a frog, mouse, bird, dragon, or soldier. When placed on the ground, the toy moves 5 feet across the ground on each of your turns in a random direction. It makes noises as appropriate to the creature it represents.

**Fire Starter.** The device produces a miniature flame, which you can use to light a candle, torch, or campfire. Using the device requires your action.

**Music Box.** When opened, this music box plays a single song at a moderate volume. The box stops playing when it reaches the song's end or when it is closed.

**PACT BOON**  
Pact of the Tome  
Your patron gives you a grimoire called a Book of Shadows. When you gain this feature, choose three cantrips from any class's spell list (the three needn't be from the same list). While the book is on your person, you can cast those cantrips at will. They don't count against your number of cantrips known. If they don't appear on the warlock spell list, they are nonetheless warlock spells for you.  
If you lose your Book of Shadows, you can perform a 1-hour ceremony to receive a replacement from your patron. This ceremony can be performed during a short or long rest, and it destroys the previous book. The book turns to ash when you die.





# Warlock (known 4)

SPELLCASTING CLASS

Charisma

SPELLCASTING ABILITY

12

SPELL SAVE DC

+4

SPELL ATTACK BONUS

0

## CANTRIPS

eldritch Blast

poison spray

vicious mockery

thorn whip

fire bolt

mage hand

3

3

counterspell

hypnotic pattern

bestow curse

blink

6

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

PREPARED

SPELL NAME

chaos bolt

Hex

RITUAL find familiar

RITUAL comprehend language

4

7

8

2

misty step

shatter

5

9

SPELLS KNOWN



AGE	HEIGHT	WEIGHT
EYES	SKIN	HAIR

CHARACTER NAME

CHARACTER APPEARANCE

**Weasel**  
Tiny beast, unaligned

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

ARMOR CLASS 13 HIT POINTS 1  
SPEED 30 ft.

Skills Perception +3, Stealth +5  
Senses Passive Perception 13

Keen Hearing and Smell. The weasel has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 1 piercing damage.

NAME

SYMBOL

ALLIES & ORGANIZATIONS

**Criminal Contact**  
You have a reliable and trustworthy contact who acts as your liaison to a network of other criminals. You know how to get messages to and from your contact, even over great distances; specifically, you know the local messengers, corrupt caravan masters, and seedy sailors who can deliver messages for you.

CHARACTER BACKSTORY

**ELDRITCH INVOCATIONS**  
Agonizing Blast.  
When you cast eldritch blast, add your Charisma modifier to the damage it deals on a hit.

Book of Ancient Secrets.  
You can now inscribe magical rituals in your Book of Shadows. Choose two 1st-level spells that have the ritual tag from any class's spell list (the two needn't be from the same list). The spells appear in the book and don't count against the number of spells you know. With your Book of Shadows in hand, you can cast the chosen spells as rituals. You can't cast the spells except as rituals, unless you've learned them by some other means. You can also cast a warlock spell you know as a ritual if it has the ritual tag.

On your adventures, you can add other ritual spells to your Book of Shadows. When you find such a spell, you can add it to the book if the spell's level is equal to or less than half your warlock level (rounded up) and if you can spare the time to transcribe the spell. For each level of the spell, the transcription process takes 2 hours and costs 50 gp for the rare inks needed to inscribe it.

One with Shadows  
When you are in an area of dim light or darkness, you can use your action to become invisible until you move or take an action or a reaction.

ADDITIONAL FEATURES & TRAITS

**STRINGS ATTACHED**  
When you take this pact at 1st level, you learn the strings your patron attached are greater than they seem. Each night, denizens from the chaotic planes visit you in your sleep to play cruel tricks but reward you with the sweetest of treats. When you finish a long rest, roll 1d6 to determine the "gifts" bestowed on you. When you roll for a new gift, it replaces the old one. (See "Chaos Patron Gifts" table in Xanathar's Lost Notes)

**TUMBLE THROUGH CHAOS**  
Starting at 6th level, you can conjure a portal to travel through the planes of chaos. You can cast dimension door with this feature without expending a spell slot or material components. However, denizens of that plane try to hamper your progress. When you use your action to use this feature in this way, you declare your intended destination and then roll 1d4 to determine how the denizens intervene. (See "Chaotic Intervention" table in Xanathar's Lost Notes)

TREASURE

Warlock 6 - Noble Genie Urchin

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Tiefling

RACE

ALIGNMENT

FACTION

CHARACTER NAME

**STRENGTH**  
10

**DEXTERITY**  
13  
+1

**CONSTITUTION**  
16  
+3

**INTELLIGENCE**  
12  
+1

**WISDOM**  
10

**CHARISMA**  
14  
+2

INSPIRATION

+3 PROFICIENCY BONUS

SAVING THROWS

- Strength
- +1 Dexterity
- +3 Constitution
- +1 Intelligence
- +3 Wisdom
- +5 Charisma

SKILLS

- +1 Acrobatics (Dex)
- Animal Handling (Wis)
- +4 Arcana (Int)
- Athletics (Str)
- +5 Deception (Cha)
- +1 History (Int)
- Insight (Wis)
- +2 Intimidation (Cha)
- +1 Investigation (Int)
- Medicine (Wis)
- +1 Nature (Int)
- Perception (Wis)
- +2 Performance (Cha)
- +2 Persuasion (Cha)
- +1 Religion (Int)
- +4 Sleight of Hand (Dex)
- +4 Stealth (Dex)
- Survival (Wis)

12 ARMOR CLASS

+1 INITIATIVE

30' SPEED

Hit Point Maximum 51

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 6

d8 (5) HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

NAME ATK BONUS DAMAGE/TYPE

sickle	+3	1d4
lgt xbow*	+4	1d8 + 1
daggers*	+4	1d4 + 1

\*dagger finesse, light, thrown (range 20/60)  
\*light crossbow ammo (range 80/320), loading, two handed

resistant to fire damage

ATTACKS & SPELLCASTING

10 PASSIVE WISDOM (PERCEPTION)

common, infernal, primordial

Tools: disguise kit, thief's tools

Weapon: simple

Armor: light

OTHER PROFICIENCIES & LANGUAGES

10

leather armor, mace, light crossbow, bolts (20), dagger (2)

small knife, map of city you grew up in, a pet mouse, token to remember your parents, common clothes, pouch

arcane focus, backpack, a crowbar, a hammer, 10 pitons, 10 torches, a tinderbox, 10 days of rations, a waterskin, 50' hemp rope

EQUIPMENT

**DARKVISION 30'**

**HELLISH RESISTANCE.**  
You have resistance to fire damage.

**INFERNAL LEGACY.**  
You know the thaumaturgy cantrip. When you reach 3rd level, you can cast the hellish rebuke spell as a 2nd-level spell once with this trait and regain the ability to do so when you finish a long rest. When you reach 5th level, you can cast the darkness spell once with this trait and regain the ability to do so when you finish a long rest. Charisma is your spellcasting ability for these spells.

**PACT BOON**  
Pact of the Tome  
Your patron gives you a grimoire called a Book of Shadows. When you gain this feature, choose three cantrips from any class's spell list (the three needn't be from the same list). While the book is on your person, you can cast those cantrips at will. They don't count against your number of cantrips known. If they don't appear on the warlock spell list, they are nonetheless warlock spells for you.

If you lose your Book of Shadows, you can perform a 1-hour ceremony to receive a replacement from your patron. This ceremony can be performed during a short or long rest, and it destroys the previous book. The book turns to ash when you die.

FEATURES & TRAITS



# Warlock (known 7)

SPELLCASTING CLASS

Charisma

SPELLCASTING ABILITY

13

SPELL SAVE DC

+5

SPELL ATTACK BONUS

0

## CANTRIPS

eldritch Blast

poison spray

vicious mockery

thorn whip

fire bolt

mage hand

thaumaturgy

mage armor

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

PREPARED

SPELL NAME

shield

Hex

RITUAL find familiar

RITUAL comprehend language

2

misty step

shatter

hellish rebuke ( 1 / long rest )

3

2

counterspell

fly

lightning bolt

4

6

7

8

9

SPELLS KNOWN



AGE	HEIGHT	WEIGHT
EYES	SKIN	HAIR

CHARACTER NAME

CHARACTER APPEARANCE

**Weasel**  
Tiny beast, unaligned

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

ARMOR CLASS 13 HIT POINTS 1 SPEED 30 ft.

Skills Perception +3, Stealth +5  
Senses Passive Perception 13

Keen Hearing and Smell. The weasel has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 1 piercing damage.

NAME

SYMBOL

ALLIES & ORGANIZATIONS

**City Secrets**  
You know the secret patterns and flow to cities and can find passages through the urban sprawl that others would miss. When you are not in combat, you (and companions you lead) can travel between any two locations in the city twice as fast as your speed would normally allow.

CHARACTER BACKSTORY

**ELDRITCH INVOCATIONS**  
Armor of Shadows  
You can cast mage armor on yourself at will, without expending a spell slot or material components.

Book of Ancient Secrets.  
You can now inscribe magical rituals in your Book of Shadows. Choose two 1st-level spells that have the ritual tag from any class's spell list (the two needn't be from the same list). The spells appear in the book and don't count against the number of spells you know. With your Book of Shadows in hand, you can cast the chosen spells as rituals. You can't cast the spells except as rituals, unless you've learned them by some other means. You can also cast a warlock spell you know as a ritual if it has the ritual tag.

On your adventures, you can add other ritual spells to your Book of Shadows. When you find such a spell, you can add it to the book if the spell's level is equal to or less than half your warlock level (rounded up) and if you can spare the time to transcribe the spell. For each level of the spell, the transcription process takes 2 hours and costs 50 gp for the rare inks needed to inscribe it.

Eyes of the Rune Keeper  
You can read all writing.

NOBLE PATRONAGE (efreeti - fire)  
At 1st level, your patron grants you the ability to speak Primordial. You also gain advantage on Intelligence (Arcana) checks made to identify portals to elemental planes and magical inscriptions or items created by other sha'irs, their patrons, or other genie-kind.

Additionally, you choose the one of the four types of noble genie to be your patron as shown on the Noble Genie Patrons table below. Your choice determines several of your class features as you gain level.

ADDITIONAL FEATURES & TRAITS

**GEN VIZIER**  
At 1st level, your patron assigns a lesser genie to accompany you during your travels. The type of gen is dependent upon your patron's genie type as defined on the Noble Genie Patron table. Your gen vizier isn't required to obey your commands, although it usually tries to the best of its ability, and doesn't participate in combat.

Your companion grants you the following benefits.

Spell Fetching. (d10 - 2) (2)  
You can send your gen to find and retrieve the knowledge of an additional spell you don't know. The spell must be of a level you can cast and can be from any class spell list. As a bonus action, you can request a spell for your gen to retrieve and it returns in a number of rounds equal to 1d12 minus your Charisma modifier (minimum of 1).

When the gen returns, it immediately imparts the spell knowledge to you at the beginning of your turn, which you can then cast normally by expending a spell slot. If you don't cast the spell within two rounds of receiving it, the spell knowledge disappears, and you can't use this feature again until you finish a long rest.

You can use this feature twice between long rests at 6th level and three times between long rests at 14th level.

**BARGAIN OF POWER**  
At 6th level, your gen vizier's familiarity with other beings, the magic they possess, and their desires speed its retrieval of the magic you desire. The dice for your Spell Fetching feature turns into a d10. At 14th level, it turns into a d8.

Additionally, you can expend one of these die, to gain advantage on a Charisma (Intimidation or Persuasion) check.

TREASURE

Wizard 6 - Beguiler

Charlatan

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Lightfoot Halfling

RACE

ALIGNMENT

FACTION

CHARACTER NAME

**STRENGTH**  
10

**DEXTERITY**  
16  
+3

**CONSTITUTION**  
15  
+2

**INTELLIGENCE**  
16  
+3

**WISDOM**  
10

**CHARISMA**  
11

INSPIRATION

+3 PROFICIENCY BONUS

**SAVING THROWS**

- Strength
- +3 Dexterity
- +2 Constitution
- +6 Intelligence
- +3 Wisdom
- +3 Charisma

**SKILLS**

- +3 Acrobatics (Dex)
- Animal Handling (Wis)
- +6 Arcana (Int)
- Athletics (Str)
- +6 Deception (Cha)
- +3 History (Int)
- +3 Insight (Wis)
- +3 Intimidation (Cha)
- +3 Investigation (Int)
- Medicine (Wis)
- +3 Nature (Int)
- Perception (Wis)
- +3 Performance (Cha)
- +6 Persuasion (Cha)
- +3 Religion (Int)
- +6 Sleight of Hand (Dex)
- +3 Stealth (Dex)
- Survival (Wis)

15 ARMOR CLASS

+3 INITIATIVE

25' SPEED

Hit Point Maximum 38

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 6

d6 (4) HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

NAME	ATK BONUS	DAMAGE/TYPE
dagger*	+6	1d4 + 3

\*dagger finesse, light, thrown (range 20/60)

+3 damage on a cantrip when you have advantage, the target has made a save against one of your enchantment or illusion, or an ally is within 5 feet of your target.

ATTACKS & SPELLCASTING

**LUCKY.**  
When you roll a 1 on the d20 for 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.

**HALFLING 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.

**SPELLCASTING**  
As a student of arcane magic, you have a spellbook containing spells that show the first glimmerings of your true power. See chapter 10 for the general rules of spellcasting and chapter 11 (or the Spells Listing) for the wizard spell list.

**Cantrips**  
At 1st level, you know three cantrips of your choice from the wizard spell list. You learn additional wizard cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Wizard table.

**Spellbook**  
At 1st level, you have a spellbook containing six 1st-level wizard spells of your choice. Your spellbook is the repository of the wizard spells you know, except your cantrips, which are fixed in your mind.

**Preparing and Casting Spells**  
You prepare the list of wizard spells that are available for you to cast. To do so, choose a number of wizard spells from your spellbook equal to your Intelligence modifier + your wizard level (minimum of one spell). The spells must be of a level for which you have spell slots.

**ARCANE RECOVERY**  
You have learned to regain some of your magical energy by studying your spellbook. Once per day when you finish a short rest, you can choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than half your wizard level (rounded up), and none of the slots can be 6th level or higher.  
For example, if you're a 4th-level wizard, you can recover up to two levels worth of spell slots. You can recover either a 2nd-level spell slot or two 1st-level spell slots.

10 PASSIVE WISDOM (PERCEPTION)

common, elvish, halfling

Tools: disguise kit, forgery kit

Weapon: daggers, darts, slings, quarterstaff, light crossbow

Armor: light

OTHER PROFICIENCIES & LANGUAGES

75 leather armor, dagger

fine clothes, disguise kit, weighted dice, pouch

arcane focus, backpack, a bedroll, a mess kit, a tinderbox, 10 torches, 10 days of rations, a waterskin, 50 feet of hempen rope, and spellbook

EQUIPMENT

OVER --->

FEATURES & TRAITS







AGE	HEIGHT	WEIGHT
EYES	SKIN	HAIR

CHARACTER NAME

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME

---

SYMBOL

**FAVORITE SCHEMES**  
I insinuate myself into people's lives to prey on their weakness and secure their fortunes.

**FALSE IDENTITY**  
You have created a second identity that includes documentation, established acquaintances, and disguises that allow you to assume that persona. Additionally, you can forge documents including official papers and personal letters, as long as you have seen an example of the kind of document or the handwriting you are trying to copy.

CHARACTER BACKSTORY

**ERUDITE ELUCIDATION**  
Beginning when you select this school at 2nd level, influencing and resisting others is just like solving any other puzzle to you. When you make a Charisma check or saving throw, you can add your Intelligence modifier to the result.

**SNEAK SPELL**  
Starting at 6th level, you know how to strike subtly with a spell and exploit a foe's distraction. Once per turn, you can deal extra damage equal to your Intelligence modifier (minimum of 1) to one creature you hit with a spell attack from a wizard cantrip if you have advantage on the attack roll or your target has made a saving throw against one of your enchantment or illusion spells since the beginning of your last turn.  
You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

The amount of the extra damage increases when you reach certain levels in this class: to double your Intelligence modifier at 11th level, and triple your Intelligence modifier at 17th level.

ADDITIONAL FEATURES & TRAITS

TREASURE

Wizard 6 - Mage Hunter Sage (Librarian)

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Chultan Human

RACE

ALIGNMENT

FACTION

CHARACTER NAME

**STRENGTH**  
11

**DEXTERITY**  
14  
+2

**CONSTITUTION**  
16  
+3

**INTELLIGENCE**  
16  
+3

**WISDOM**  
12  
+1

**CHARISMA**  
11

INSPIRATION

+3 PROFICIENCY BONUS

SAVING THROWS

- Strength
- +2 Dexterity
- +3 Constitution
- +6 Intelligence
- +4 Wisdom
- Charisma

SKILLS

- +2 Acrobatics (Dex)
- +1 Animal Handling (Wis)
- +6 Arcana (Int)
- Athletics (Str)
- Deception (Cha)
- +6 History (Int)
- +1 Insight (Wis)
- Intimidation (Cha)
- +6 Investigation (Int)
- +1 Medicine (Wis)
- +3 Nature (Int)
- +4 Perception (Wis)
- Performance (Cha)
- Persuasion (Cha)
- +6 Religion (Int)
- +2 Sleight of Hand (Dex)
- +2 Stealth (Dex)
- +1 Survival (Wis)

14 ARMOR CLASS

+2 INITIATIVE

30' SPEED

Hit Point Maximum 44

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 6

d6 (4) HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

ATTACKS & SPELLCASTING

NAME	ATK BONUS	DAMAGE/TYPE
mace	+6	1d6 + 3
dagger	+5	1d4 + 2

\*dagger finesse, light, thrown (range 20/60)  
\*mace can't be disarmed, magical

Bonus Action: Counter-weave, can teleport weapon to your hand as a bonus action,

Counter-weave: you have bonus to Save vs. Spells, you try to recall info about subject with a +3, range of target's spells are reduced by 10', target has a -3 to concentration checks.

12 PASSIVE WISDOM (PERCEPTION)

OTHER PROFICIENCIES & LANGUAGES

common, chultan, grung, goblin

Weapon: daggers, darts, slings, quarterstaff, light crossbow, mace

Armor: light

EQUIPMENT

- CP 80 studded leather armor, dagger, mace
- SP common clothes, bottle ink, quill, small knife, letter from colleague, pouch
- EP
- CP arcane focus, backpack, a bedroll, a mess kit, a tinderbox, 10 torches, 10 days of rations, a waterskin, 50 feet of hempen rope, and spellbook
- PP

SPELLCASTING

As a student of arcane magic, you have a spellbook containing spells that show the first glimmerings of your true power. See chapter 10 for the general rules of spellcasting and chapter 11 (or the Spells Listing) for the wizard spell list.

Cantrips

At 1st level, you know three cantrips of your choice from the wizard spell list. You learn additional wizard cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Wizard table.

Spellbook

At 1st level, you have a spellbook containing six 1st-level wizard spells of your choice. Your spellbook is the repository of the wizard spells you know, except your cantrips, which are fixed in your mind.

Preparing and Casting Spells

You prepare the list of wizard spells that are available for you to cast. To do so, choose a number of wizard spells from your spellbook equal to your Intelligence modifier + your wizard level (minimum of one spell). The spells must be of a level for which you have spell slots.

ARCANE RECOVERY

You have learned to regain some of your magical energy by studying your spellbook. Once per day when you finish a short rest, you can choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than half your wizard level (rounded up), and none of the slots can be 6th level or higher.

For example, if you're a 4th-level wizard, you can recover up to two levels worth of spell slots. You can recover either a 2nd-level spell slot or two 1st-level spell slots.

OVER ---->

FEATURES & TRAITS



# Wizard (prepare 9)

SPELLCASTING CLASS

Intelligence

SPELLCASTING ABILITY

14

SPELL SAVE DC

+6

SPELL ATTACK BONUS

0

## CANTRIPS

- BLADE WARD
- FIRE BOLT
- RAY OF FROST
- SHOCKING GRASP

3

2

- COUNTERSPELL
- FIREBALL
- HASTE

6

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

4

PREPARED

SPELL NAME

- BURNING HANDS
- MAGE MISSILES
- SHIELD

4

7

2

3

- FLAMING SPHERE
- RAY OF ENFEEBLEMENT
- INVISIBILITY

5

8

9

SPELLS KNOWN



AGE	HEIGHT	WEIGHT
EYES	SKIN	HAIR

CHARACTER NAME

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME

---

SYMBOL

**RESEARCHER**  
 When you attempt to learn or recall a piece of lore, if you do not know that information, you often know where and from whom you can obtain it. Usually, this information comes from a library, scriptorium, university, or a sage or other learned person or creature. Your DM might rule that the knowledge you seek is secreted away in an almost inaccessible place, or that it simply cannot be found. Unearthing the deepest secrets of the multiverse can require an adventure or even a whole campaign.

CHARACTER BACKSTORY

**ARCANIST INVESTIGATOR**  
 When you adopt this tradition at 2nd level, you gain proficiency with light armor, and you gain proficiency with one simple melee weapon of your choice. You also gain proficiency in the Perception skill if you don't already have it.

**COUNTER-WEAVE (2)**  
 Starting at 2nd level, you can hinder the effectiveness of a creature's magical prowess when you identify them as a magical threat. You can use a bonus action to place the counter-weave on a creature you can see within 30 feet of you, which lasts for 1 minute. It ends early if the creature dies, you die, or you are incapacitated. Until the counter-weave ends, the following conditions apply:

- You gain a bonus to saving throws against spells from a creature affected by counter-weave equal to your Intelligence modifier (minimum of 1).
- You double your ability score modifier to Wisdom (Survival) skill checks to track your quarry, as well as Intelligence checks to identify or recall information about your target.
- The range of your target's cantrips and spells is reduced by 10 feet or to the range of touch, whichever is greater.
- Your target's Constitution saving throws to maintain concentration on a spell is reduced by your Intelligence modifier (minimum of 1).

You can use this feature twice, after which you regain all expended uses when you finish a short or long rest.

ADDITIONAL FEATURES & TRAITS

**HUNTER'S ATTMAMENT**  
 At 6th level, you can forge a magical bond with a weapon you have chosen to combat renegade spellcasters and otherworldly beasts. Choose a melee weapon in which you are proficient. Performing the bonding ritual takes 1 hour, which may be done during a short rest. The weapon must be within your reach throughout the ritual.

You can't be disarmed of your bonded weapon unless you are incapacitated. If it is on the same plane of existence, you can summon that weapon as a bonus action on your turn, causing it to teleport instantly to your hand. If you attempt to bond to another weapon, you must break the bond with the first.

While your bond exists, you can use your spellcasting ability instead of Strength for the attack and damage rolls of melee attacks using that weapon. The weapon also becomes magical, if it isn't already. At 10th level, your effectiveness with the weapon improves as it gains a bonus of +1 to attack and damage rolls, and then again to a +2 bonus at 14th level.

TREASURE

Wizard 6 - Reconstruction Sage (Wizard's Apprentice)  
 CLASS & LEVEL BACKGROUND PLAYER NAME  
 Forest Gnome  
 RACE ALIGNMENT FACTION

CHARACTER NAME

**STRENGTH**  
10

**DEXTERITY**  
14  
+2

**CONSTITUTION**  
16  
+3

**INTELLIGENCE**  
17  
+3

**WISDOM**  
10

**CHARISMA**  
10

INSPIRATION

+3 PROFICIENCY BONUS

SAVING THROWS

- Strength
- +2 Dexterity
- +3 Constitution
- +6 Intelligence
- +3 Wisdom
- Charisma

SKILLS

- +2 Acrobatics (Dex)
- Animal Handling (Wis)
- +6 Arcana (Int)
- Athletics (Str)
- Deception (Cha)
- +6 History (Int)
- Insight (Wis)
- Intimidation (Cha)
- +6 Investigation (Int)
- +3 Medicine (Wis)
- +3 Nature (Int)
- Perception (Wis)
- Performance (Cha)
- Persuasion (Cha)
- +3 Religion (Int)
- +2 Sleight of Hand (Dex)
- +2 Stealth (Dex)
- Survival (Wis)

12 ARMOR CLASS

+2 INITIATIVE

25' SPEED

Hit Point Maximum 44

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 6

d6 (4) HIT DICE

SUCCESSES FAILURES DEATH SAVES

ATTACKS & SPELLCASTING

NAME	ATK BONUS	DAMAGE/TYPE
1/4 staff *	+3	1d4

\*quarterstaff versatile (1d8)

10 PASSIVE WISDOM (PERCEPTION)

Common, Gnomish, Elven, Dwarven

Weapon: daggers, darts, slings, quarterstaff, light crossbow

OTHER PROFICIENCIES & LANGUAGES

80 dagger

common clothes, bottle of ink, quill, small knife, letter from colleague, pouch

arcane focus, backpack, a bedroll, a mess kit, a tinderbox, 10 torches, 10 days of rations, a waterskin, 50 feet of hempen rope, and spellbook

EQUIPMENT

## DARKVISION 60'

### GNOME CUNNING.

You have advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

### NATURAL ILLUSIONIST.

You know the minor illusion cantrip. Intelligence is your spellcasting ability for it.

### SPEAK WITH SMALL BEASTS.

Through sounds and gestures, you can communicate simple ideas with Small or smaller beasts. Forest gnomes love animals and often keep squirrels, badgers, rabbits, moles, woodpeckers, and other creatures as beloved pets.

## SPELLCASTING

### Cantrips

At 1st level, you know three cantrips of your choice from the wizard spell list. You learn additional wizard cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Wizard table.

### Spellbook

At 1st level, you have a spellbook containing six 1st-level wizard spells of your choice. Your spellbook is the repository of the wizard spells you know, except your cantrips, which are fixed in your mind.

### Preparing and Casting Spells

The Wizard table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

You prepare the list of wizard spells that are available for you to cast. To do so, choose a number of wizard spells from your spellbook equal to your Intelligence modifier + your wizard level (minimum of one spell). The spells must be of a level for which you have spell slots.

FEATURES & TRAITS





# Wizard (Prepare 9)

SPELLCASTING CLASS

Intelligence

SPELLCASTING ABILITY

14

SPELL SAVE DC

+6

SPELL ATTACK BONUS

0

## CANTRIPS

MINOR IMAGE

RESISTANCE \*

SPARE THE DYING \*

FIRE BOLT

RAY OF FROST

SHOCKING GRASP

POISON SPRAY

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

4

PREPARED

SPELL NAME

CURE WOUNDS \*

BURNING HANDS

MAGIC MISSILE

THUNDERWAVE

3

3

COUNTERSPELL

FIREBALL

6

4

\* Can't be copied by other wizards, count as wizard's spells

WHEN YOU CAST A WIZARD'S SPELL THAT RESTORES

HIT POINTS THE TARGET ALSO HAS REGENERATION

FOR 1d4 ROUNDS. WHILE REGENERATING IMMUNE TO

DISEASE AND POISON

7

2

3

FLAMING SPHERE

MELF'S ACID ARROW

SCORCHING RAY

SHATTER

5

9

SPELLS KNOWN



AGE	HEIGHT	WEIGHT
EYES	SKIN	HAIR

CHARACTER NAME

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME

---

SYMBOL

**RESEARCHER**  
 When you attempt to learn or recall a piece of lore, if you do not know that information, you often know where and from whom you can obtain it. Usually, this information comes from a library, scriptorium, university, or a sage or other learned person or creature. Your DM might rule that the knowledge you seek is secreted away in an almost inaccessible place, or that it simply cannot be found. Unearthing the deepest secrets of the multiverse can require an adventure or even a whole campaign.

CHARACTER BACKSTORY

**ARCANE RECOVERY**  
 You have learned to regain some of your magical energy by studying your spellbook. Once per day when you finish a short rest, you can choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than half your wizard level (rounded up), and none of the slots can be 6th level or higher.

**CREATION SAVANT**  
 Beginning when you select this school at 2nd level, the gold and time you must spend to copy an evocation spell into your spellbook is halved.  
 Additionally, you learn two cantrips and add one 1st-level spell to your spellbook from the cleric spell list. These spells are wizard spells for you, but other wizards can't copy cleric spells from your spellbook into their own spellbooks.

**APPLIED RECONSTRUCTION**  
 Starting at 2nd level, you can reverse the destructive force of your evocation spells, transforming their power into healing energy. When you cast an evocation spell of 1st level or higher that targets only one creature, with an instantaneous duration, and doesn't require concentration, the target creature takes no damage and instead regains a number of hit points equal to half of the total. If the spell requires you to make an attack roll or requires a creature to make a saving throw, the creature can choose to be hit or fail the saving throw. The spell doesn't impose any status conditions. Undead and constructs cannot regain hit points in this way.

ADDITIONAL FEATURES & TRAITS

**PROLONGED REGENERATION**  
 Beginning at 6th level, when you cast a wizard spell that restores hit points, living creatures affected by the spell continues to regenerate over the next 1d4 rounds. The creature regains hit points equal to your Intelligence modifier at the start of its turn, provided it has at least 1 hit point remaining.  
 Additionally, while a creature is regenerates in this way, it's immune to disease and poison. If the creature is currently diseased or poisoned, any effects are suspended for the duration of its regeneration.

TREASURE