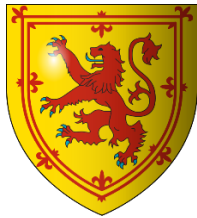


ADVENTURES IN FILBAR™



HOF4 - CONVENTION CHARACTER SHEETS 4TH LEVEL

Presented within this guide are twelve different RPG characters. These PCs are 'suggested' characters for the Filbar Campaign Series – 4th level. If you are using these sheets in that capacity, then you as DM, may pick and choose which you make available to the players at your table or you may have the players pick. Feel free to change name/sexes on the sheets to best fit your table!

If you are looking for some NPCs for an adventure the alignments should be changed to best fit the usage of the characters. For either purpose you may assume that each of these characters have a basic amount of supplies as shown in the player's handbook (shown below).

Along with basic supplies carried by each PC, half the group should have at least a +1 offensive/defensive item (sword, ring, shield, etc.) with the other half carrying a minor magic item. For convention purposes the group should also possess at least two potions of a useful nature.

Aaba-Dor	M	Tiefling	Druid	Acolyte
Calomar	M	Human	Wizard	Sage
Eggor the Pirate	M	Mt. Dwarf	Fighter	Sailor
Gorf of Xeno	F	1/2 Orc	Barbarian	Outlander
Hoppenstance	M	High Elf	Ranger	Outlander
Jo-Hoven	M	1/2 Elf	Sorcerer	Soldier
Kallandra	F	Human	Bard	Entertainer
Lady Yleen	F	Human	Paladin	Noble
Ogdin	M	Human	Cleric	Acolyte
OmaGina	F	Halfling	Warlock	Artisan
Sigmund	M	Rock Gnome	Rogue	Criminal
Wu-Tang	F	Dragonborn	Monk	Hermit

Pack #1

- 5 lb. Backpack
- 7 lb. Bedroll
- 1 lb. Censer and incense
- 1 lb. Mess kit
- 20 lb. Rations (1 day) x 10
- 3 lb. Pole (10', flexible)
- 1 lb. Writing supplies
- 1 lb. Tinderbox
- 10 lb. Torches x 10
- 3 lb. Vestments
- 5 lb. Waterskins x 1
- Holly and mistletoe (druid focus)
- 1 lb. Holy symbol (silver)

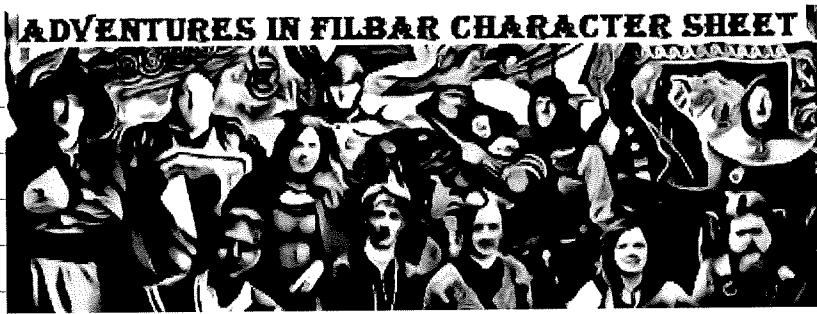
58 lb. Total

Pack #2

- 1 lb. Tools (thief, craftsman, artisan)
- 2 lb. Musical instrument (non-magical)
- 5 lb. Backpack
- 3 lb. Blanket, winter x 1
- 5 lb. Crowbar
- 3 lb. Hammer
- 3 lb. Pitons (bag of 4) x 10
- 20 lb. Rations (1 day) x 10
- 10 lb. Rope (50', hempen) x 1
- 1 lb. Tinderbox
- 10 lb. Torches x 10

- 5 lb. Waterskins x 1

91 lb. Total



CHARACTER Aaba-Dor
 SEX & RACE Male tiefling
 CLASS 1 Druid
 CLASS 2 _____
 BACKGROUND Acolyte

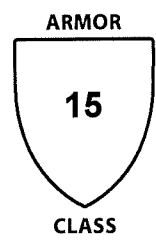
LEVEL	4
ALIGNMENT	NG
SIZE	M
HEIGHT	6'0
WEIGHT	220

	SCORE	MODIFIER	SAVING THROW
STRENGTH	18	4	<input type="radio"/> 4
DEXTERITY	13	1	<input type="radio"/> 1
CONSTITUTION	16	3	<input type="radio"/> 3
INTELLIGENCE	11	-	<input type="radio"/> 2
WISDOM	18	4	<input type="radio"/> 6
CHARISMA	9	-1	<input type="radio"/> -1

CURRENT HIT POINTS	
TEMPORARY HIT POINTS	

MAX HP	40
HIT DICE	d8
SUCCESSFUL DEATH SAVES	<input type="radio"/> <input type="radio"/> <input type="radio"/>
FAILED DEATH SAVES	<input type="radio"/> <input type="radio"/> <input type="radio"/>

PROFICIENCY BONUS	2
PASSIVE PERCEPTION	16



ARMOR WORN
 SHIELD CARRIED
 DEXTERITY (CAPPED)
 MISC ITEMS & SKILLS
 SPECIAL DEFENSES
 STEALTH DISADVANTAGE

	AC MODIFIER
Hide	
Wood	
DC14 vs. Wisdom / +6	
Hellish Rebuke x1 (short rest regains)	

ACROBATICS	<input type="radio"/> 1
ANIMAL HANDLING	<input type="radio"/> 4
ARCANA	<input type="radio"/> -
ATHLETICS	<input type="radio"/> 4
DECEPTION	<input type="radio"/> -1
HISTORY	<input type="radio"/> -
INSIGHT	<input type="radio"/> 4
INTIMIDATION	<input type="radio"/> -1
INVESTIGATION	<input type="radio"/> -
MEDICINE	<input type="radio"/> 4
NATURE	<input type="radio"/> -
PERCEPTION	<input type="radio"/> 6
PERFORMANCE	<input type="radio"/> -1
PERSUASION	<input type="radio"/> -1
RELIGION	<input type="radio"/> 2
SLEIGHT OF HAND	<input type="radio"/> 1
STEALTH	<input type="radio"/> 1
SURVIVAL	<input type="radio"/> 6

INITIATIVE SPEED EXTRA ATTACKS SPECIAL POWER USES/POINTS

WEAPON/ATTACK	ATTACK	DAMAGE	CRIT/SAVE	RANGE
Sickle	+6	1d4 +4		
Scimitar	+6	1d6 +4		

LIGHT ARMOR	<input type="radio"/>
MEDIUM ARMOR	<input checked="" type="radio"/>
HEAVY ARMOR	<input type="radio"/>
SHIELDS	<input checked="" type="radio"/>
SIMPLE WEAPONS	<input type="radio"/>
MARTIAL WEAPONS	<input type="radio"/>

FEATURES, FEATS & NOTES	
Wild shape (2x, regain uses with short	rest); challenge rating 1/4, no fly or swim speed.

PROFICIENCIES & LANGUAGES
Common
Druidic
Dwarvish
Elvish
Infernal

Aaba-Dor Spell List

- **Guidance - Cantrips**
- **Action:** 1 Action
- **Range:** Touch
- **Duration:** Concentration, up to 1 minute
- You touch one willing creature. Once before the spell ends, the target can roll a d4 and add the number rolled to one ability check of its choice. It can roll the die before or after making the ability check. The spell then ends.

- **Poison Spray**
- **Range:** 10 feet
- You extend your hand toward a creature you can see within range and project a puff of noxious gas from your palm. The creature must succeed on a Constitution saving throw or take 1d12 poison damage.

- **Thaumaturgy**
- **Range:** 30 feet
- **Duration:** 1 minute
- You manifest a minor wonder, a sign of supernatural power, within range. You create one of the following magical effects within range:
 - Your voice booms up to three times as loud as normal for 1 minute.
 - You cause flames to flicker, brighten, dim, or change color for 1 minute.
 - You cause harmless tremors in the ground for 1 minute.
 - You create an instantaneous sound that originates from a point of your choice within range, such as a rumble of thunder, the cry of a raven, or ominous whispers.
 - You instantaneously cause an unlocked door or window to fly open or slam shut.
 - You alter the appearance of your eyes for 1 minute.

If you cast this spell multiple times, you can have up to three of its 1-minute effects active at a time, and you can dismiss such an effect as an action.

- **Thorn Whip**
- **Range:** 30 feet
- You create a long, vine-like whip covered in thorns that lashes out at your command toward a creature in range. Make a melee spell attack against the target. If the attack hits, the creature takes 1d6 piercing damage, and if the creature is Large or smaller, you pull the creature up to 10 feet closer to you.

- **Level 1**

-

- **Charm Person**

- **Range:** 30 feet

- **Duration:** 1 hour

- You attempt to charm a humanoid you can see within range. It must make a Wisdom saving throw, and does so with advantage if you or your companions are fighting it. If it fails the saving throw, it is charmed by you until the spell ends or until you or your companions do anything harmful to it. The charmed creature regards you as a friendly acquaintance. When the spell ends, the creature knows it was charmed by you.

- **Cure Wounds**

- **Range:** Touch

- A creature you touch regains a number of hit points equal to 1d8 + your spellcasting ability modifier. This spell has no effect on undead or constructs.

- **Detect Magic (Ritual)**

- **Range:** Self (30-foot Sphere)

- **Duration:** Concentration, up to 10 minutes

- For the duration, you sense the presence of magic within 30 feet of you. If you sense magic in this way, you can use your action to see a faint aura around any visible creature or object in the area that bears magic, and you learn its school of magic, if any.

The spell can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

- **Entangle**

- **Range:** 90 feet

- **Duration:** Concentration, up to 1 minute

- Grasping weeds and vines sprout from the ground in a 20-foot square starting from a point within range. For the duration, these plants turn the ground in the area into difficult terrain.

A creature in the area when you cast the spell must succeed on a Strength saving throw or be restrained by the entangling plants until the spell ends. A creature restrained by the plants can use its action to make a Strength check against your spell save DC. On a success, it frees itself.

- **Jump**

- **Range:** Touch

- **Duration:** 1 minute

- You touch a creature. The creature's jump distance is tripled until the spell ends.
- **Speak with Animals (Ritual)**
- **Duration:** 10 minutes
- You gain the ability to comprehend and verbally communicate with beasts for the duration. The knowledge and awareness of many beasts is limited by their intelligence, but at minimum, beasts can give you information about nearby locations and monsters, including whatever they can perceive or have perceived within the past day.
- **Level 2**
 - **Barkskin**
 - **Duration:** Concentration, up to 1 hour
 - You touch a willing creature. Until the spell ends, the target's skin has a rough, bark-like appearance, and the target's AC can't be less than 16, regardless of what kind of armor it is wearing.
 - **Flame Blade**
 - **Action:** 1 Bonus Action
 - **Duration:** Concentration, up to 10 minutes
 - You evoke a fiery blade in your free hand. The blade is similar in size and shape to a scimitar, and it lasts for the duration. If you let go of the blade, it disappears, but you can evoke the blade again as a bonus action.
You can use your action to make a melee spell attack with the fiery blade. On a hit, the target takes 3d6 fire damage.
 - **Flaming Sphere**
 - **Range:** 60 feet
 - A 5-foot-diameter sphere of fire appears in an unoccupied space of your choice within range and lasts for the duration. Any creature that ends its turn within 5 feet of the sphere must make a Dexterity saving throw. The creature takes 2d6 fire damage on a failed save, or half as much damage on a successful one.
As a bonus action, you can move the sphere up to 30 feet. If you ram the sphere into a creature, that creature must make the saving throw against the sphere's damage, and the sphere stops moving this turn.

ADVENTURES IN FILBAR CHARACTER SHEET



CHARACTER Eggor the Pirate
 SEX & RACE Male mountain dwarf
 CLASS 1 Fighter
 CLASS 2 _____
 BACKGROUND Sailor

LEVEL	4
ALIGNMENT	N
SIZE	S
HEIGHT	4'8
WEIGHT	220

	SCORE	MODIFIER	SAVING THROW
STRENGTH	20	5	<input type="radio"/> 7
DEXTERITY	16	3	<input type="radio"/> 3
CONSTITUTION	15	2	<input type="radio"/> 4
INTELLIGENCE	8	-1	<input type="radio"/> -1
WISDOM	7	-2	<input type="radio"/> -2
CHARISMA	12	1	<input type="radio"/> 1

CURRENT HIT POINTS
TEMPORARY HIT POINTS

MAX HP	33
HIT DICE	10
SUCCESSFUL DEATH SAVES	<input type="radio"/> <input type="radio"/> <input type="radio"/>
FAILED DEATH SAVES	<input type="radio"/> <input type="radio"/> <input type="radio"/>

	MODIFIER
PROFICIENCY BONUS	2
PASSIVE PERCEPTION	8
ACROBATICS	<input type="radio"/> 3
ANIMAL HANDLING	<input type="radio"/> -
ARCANA	<input type="radio"/> 1
ATHLETICS	<input type="radio"/> 8
DECEPTION	<input type="radio"/> 1
HISTORY	<input type="radio"/> -1
INSIGHT	<input type="radio"/> -2
INTIMIDATION	<input type="radio"/> 1
INVESTIGATION	<input type="radio"/> 1
MEDICINE	<input type="radio"/> -2
NATURE	<input type="radio"/> 1
PERCEPTION	<input type="radio"/> -2
PERFORMANCE	<input type="radio"/> 1
PERSUASION	<input type="radio"/> 1
RELIGION	<input type="radio"/> -1
SLEIGHT OF HAND	<input type="radio"/> 3
STEALTH	<input type="radio"/> 3
SURVIVAL	<input type="radio"/> -
LIGHT ARMOR	<input type="radio"/>
MEDIUM ARMOR	<input type="radio"/>
HEAVY ARMOR	<input checked="" type="radio"/>
SHIELDS	<input checked="" type="radio"/>
SIMPLE WEAPONS	<input type="radio"/>
MARTIAL WEAPONS	<input type="radio"/>

ARMOR

18

CLASS

ARMOR WORN _____
 SHIELD CARRIED _____
 DEXTERITY (CAPPED) _____
 MISC ITEMS & SKILLS _____
 SPECIAL DEFENSES _____
 STEALTH DISADVANTAGE

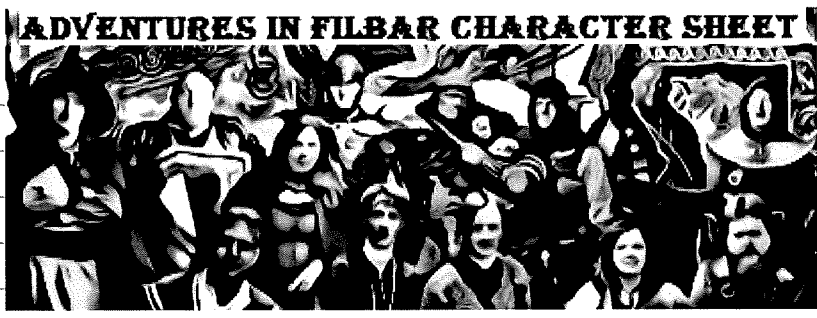
	AC MODIFIER
Chain Mail	
Steel Shield	

INITIATIVE 3 SPEED 25 EXTRA ATTACKS SPECIAL POWER USES/POINTS

WEAPON/ATTACK	ATTACK	DAMAGE	CRIT/SAVE	RANGE
Club	+5	1d4 +5		
Battle Axe	+7	1d12 +5		
Light Crossbow	+5	1d8 +3		

FEATURES, FEATS & NOTES	
re-roll 1s and 2s on damage when using a two-handed	
Second Wind ~	As an action, regain hit points equal to 1d10 + your fighter level
Action Surge	use it to take an extra action on a turn.

PROFICIENCIES & LANGUAGES
Common
Dwarvish



CHARACTER Gorf of Xeno
 SEX & RACE Female half-orc
 CLASS 1 Barbarian
 CLASS 2 _____
 BACKGROUND Outlander

LEVEL 4
 ALIGNMENT N
 SIZE M
 HEIGHT 6'1
 WEIGHT 190

	SCORE	MODIFIER	SAVING THROW
STRENGTH	17	3	<input type="radio"/> 5
DEXTERITY	14	2	<input type="radio"/> 2
CONSTITUTION	16	3	<input type="radio"/> 5
INTELLIGENCE	8	-1	<input type="radio"/> -1
WISDOM	10	-	<input type="radio"/> -
CHARISMA	12	1	<input type="radio"/> 1

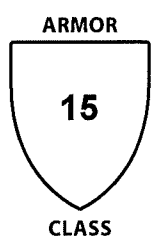
CURRENT HIT POINTS

TEMPORARY HIT POINTS

MAX HP 42
 HIT DICE 12
 SUCCESSFUL DEATH SAVES
 FAILED DEATH SAVES

PROFICIENCY BONUS 2
 PASSIVE PERCEPTION 12

- ACROBATICS 2
- ANIMAL HANDLING -
- ARCANA -1
- ATHLETICS 5
- DECEPTION 1
- HISTORY -1
- INSIGHT -
- INTIMIDATION 3
- INVESTIGATION -1
- MEDICINE -
- NATURE 1
- PERCEPTION 2
- PERFORMANCE 1
- PERSUASION 1
- RELIGION -1
- SLEIGHT OF HAND 2
- STEALTH 2
- SURVIVAL 2



	AC MODIFIER
ARMOR WORN	None
SHIELD CARRIED	None
DEXTERITY (CAPPED)	
MISC ITEMS & SKILLS	Plays the Lute (non-magical)
SPECIAL DEFENSES	3 times (1 min) -+2 damage -resistant to bludgeoning, piercing, slashing damage.
STEALTH DISADVANTAGE <input type="radio"/>	Raised by wolves...literally & a drinker (angry Red Sonja)

INITIATIVE +2 SPEED 30 EXTRA ATTACKS SPECIAL POWER USES/POINTS

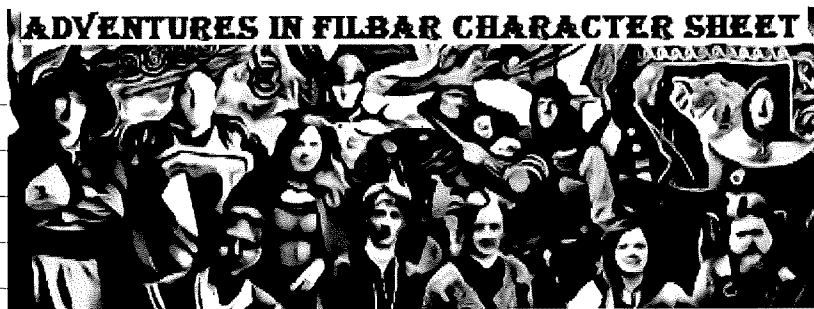
WEAPON/ATTACK	ATTACK	DAMAGE	CRIT/SAVE	RANGE
Great Axe	+5	1d12 +3		
Javelin (4)	+5	1d6 +3		
Hand Axe	+5	1d6 +3		

FEATURES, FEATS & NOTES

Reckless Attack -On your first attack of your turn, weapon attacks that use Strength but all attack	you can go reckless which gives you advantage on melee rolls against you have advantage.
Danger Sense - Advantage on Dex saving	hrows on things you can see like traps and spells
Totem Spirit ~ Bear: Gain resistance on all damage	except psychic
Relentless Endurance - When you hit 0 hp you drop	to one hp. Long rest to reset this ability

PROFICIENCIES & LANGUAGES

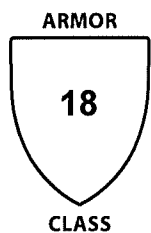
Common
Orc
Sylvan



CHARACTER Hoppenstance
 SEX & RACE Male high elf
 CLASS 1 Ranger
 CLASS 2 _____
 BACKGROUND Outlander

LEVEL	4
ALIGNMENT	LN
SIZE	M
HEIGHT	5' 9
WEIGHT	155

	SCORE	MODIFIER	SAVING THROW	CURRENT HIT POINTS	MAX HP	PROFICIENCY BONUS	MODIFIER
STRENGTH	15	2	<input type="radio"/> 4	TEMPORARY HIT POINTS	32	PROFICIENCY BONUS	2
DEXTERITY	17	3	<input type="radio"/> 5		HIT DICE	PASSIVE PERCEPTION	12
CONSTITUTION	15	2	<input type="radio"/> 2		10	ACROBATICS	<input type="radio"/> 3
INTELLIGENCE	10	-	<input type="radio"/> -		SUCCESSFUL DEATH SAVES	ANIMAL HANDLING	<input type="radio"/> 2
WISDOM	11	-	<input type="radio"/> -		<input type="radio"/> <input type="radio"/> <input type="radio"/>	ARCANA	<input type="radio"/> -
CHARISMA	10	-	<input type="radio"/> -		FAILED DEATH SAVES	ATHLETICS	<input type="radio"/> 4
						DECEPTION	<input type="radio"/> -
						HISTORY	<input type="radio"/> -
						INSIGHT	<input type="radio"/> 2
						INTIMIDATION	<input type="radio"/> -
						INVESTIGATION	<input type="radio"/> -
						MEDICINE	<input type="radio"/> -
						NATURE	<input type="radio"/> -
						PERCEPTION	<input type="radio"/> 2
						PERFORMANCE	<input type="radio"/> -
						PERSUASION	<input type="radio"/> -
						RELIGION	<input type="radio"/> -
						SLEIGHT OF HAND	<input type="radio"/> 3
						STEALTH	<input type="radio"/> 5
						SURVIVAL	<input type="radio"/> 2
						LIGHT ARMOR	<input type="radio"/>
						MEDIUM ARMOR	<input checked="" type="radio"/>
						HEAVY ARMOR	<input type="radio"/>
						SHIELDS	<input checked="" type="radio"/>
						SIMPLE WEAPONS	<input type="radio"/>
						MARTIAL WEAPONS	<input type="radio"/>



ARMOR WORN	AC MODIFIER
Scale Mail	10
SHIELD CARRIED Wood	2
DEXTERITY (CAPPED)	3
MISC ITEMS & SKILLS	
SPECIAL DEFENSES	
STEALTH DISADVANTAGE <input type="radio"/>	

INITIATIVE SPEED EXTRA ATTACKS SPECIAL POWER USES/POINTS

WEAPON/ATTACK	ATTACK	DAMAGE	CRIT/SAVE	RANGE
Unarmed	+4	1 +2		
Daggers (2)	+5	1d4 +3		20/60
Short Bow	+7	1d6 +3		80/320
Short Swords (2)	+5	1d6 +3		
Long Bow	+7	1d8 +3		150/600

FEATURES, FEATS & NOTES	
Knows Cure Wounds/Fog Cloud/Jump	
• Advantage on saving throws against being charmed;	immune to magical sleep
• Trance: Instead of sleeping, spend four hours in a sleep-like	state but remain fully aware of surroundings.
• Wood Elves can attempt to hide in the wilderness	even when lightly obscured
Accepted Colossus Slayer as path	

PROFICIENCIES & LANGUAGES
Common
Bullywug
Elvish
Gnoll
Orc

Hoppenstance – Ranger Spell List

• Level 1

•

○ **Alarm (Ritual)**

○ **Duration:** 8 hours

○ You set an alarm against unwanted intrusion. Choose a door, a window, or an area within range that is no larger than a 20-foot cube. Until the spell ends, an alarm alerts you whenever a Tiny or larger creature touches or enters the warded area. When you cast the spell, you can designate creatures that won't set off the alarm. You also choose whether the alarm is mental or audible.

A mental alarm alerts you with a ping in your mind if you are within 1 mile of the warded area. This ping awakens you if you are sleeping.

An audible alarm produces the sound of a hand bell for 10 seconds within 60 feet.

•

○ **Fog Cloud**

○ **Range:** 120 feet

○ **Duration:** Concentration, up to 1 hour

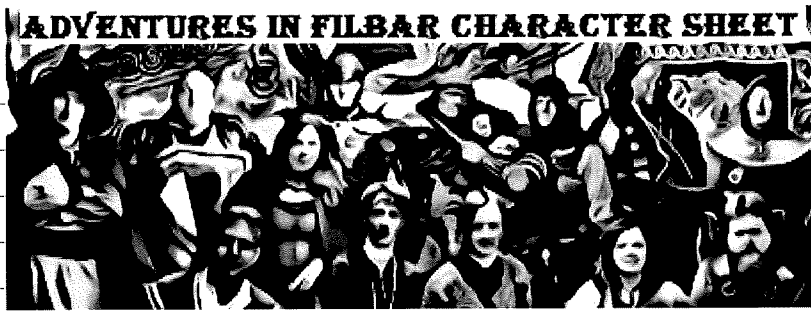
○ You create a 20-foot-radius sphere of fog centered on a point within range. The sphere spreads around corners, and its area is heavily obscured. It lasts for the duration or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it.

•

○ **Jump**

○ **Duration:** 1 minute

○ You touch a creature. The creature's jump distance is tripled until the spell ends.



CHARACTER Jo-Hoven
 SEX & RACE Male half-elf
 CLASS 1 Sorcerer
 CLASS 2 _____
 BACKGROUND Soldier

LEVEL	4
ALIGNMENT	N
SIZE	M
HEIGHT	5'6
WEIGHT	170

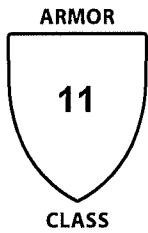
	SCORE	MODIFIER	SAVING THROW
STRENGTH	11	-	<input type="radio"/> -
DEXTERITY	13	1	<input type="radio"/> 1
CONSTITUTION	9	-1	<input type="radio"/> 1
INTELLIGENCE	12	1	<input type="radio"/> 1
WISDOM	11	-	<input type="radio"/> -
CHARISMA	19	4	<input type="radio"/> 6

CURRENT HIT POINTS
<div style="border: 1px solid black; width: 100%; height: 100%; display: flex; align-items: center; justify-content: center;"> TEMPORARY HIT POINTS </div>

MAX HP	16
HIT DICE	6
SUCCESSFUL DEATH SAVES	<input type="radio"/> <input type="radio"/> <input type="radio"/>
FAILED DEATH SAVES	<input type="radio"/> <input type="radio"/> <input type="radio"/>

PROFICIENCY BONUS	2
PASSIVE PERCEPTION	10

ACROBATICS	<input type="radio"/> 1
ANIMAL HANDLING	<input type="radio"/> -
ARCANA	<input type="radio"/> 3
ATHLETICS	<input type="radio"/> -
DECEPTION	<input type="radio"/> 6
HISTORY	<input type="radio"/> 1
INSIGHT	<input type="radio"/> -
INTIMIDATION	<input type="radio"/> 6
INVESTIGATION	<input type="radio"/> 3
MEDICINE	<input type="radio"/> -
NATURE	<input type="radio"/> 1
PERCEPTION	<input type="radio"/> -
PERFORMANCE	<input type="radio"/> 4
PERSUASION	<input type="radio"/> 6
RELIGION	<input type="radio"/> 1
SLEIGHT OF HAND	<input type="radio"/> 1
STEALTH	<input type="radio"/> 3
SURVIVAL	<input type="radio"/> -



	AC MODIFIER
ARMOR WORN	-
SHIELD CARRIED	-
DEXTERITY (CAPPED)	1
MISC ITEMS & SKILLS	
SPECIAL DEFENSES	DC14 vs. Charisma/+6
STEALTH DISADVANTAGE	<input type="radio"/>

INITIATIVE	1	SPEED	30	EXTRA ATTACKS		SPECIAL POWER	USES/POINTS
						Sorcerer Pts	4

WEAPON/ATTACK	ATTACK	DAMAGE	CRIT/SAVE	RANGE
Unarmed	+2	1		
Daggers (2)	+3	1d4 +1		20/60
Light Crossbow	+3	1d8 +1		80/320

FEATURES, FEATS & NOTES	
First level castings 4/day	Second level castings 3/day
Advantages on charmed saves immune to sleep	
Roll for a surge when you cast a spell of level 1 or higher	
Once per day, gain advantage on one attack roll.	If the DM makes you roll a wild surge, you regain the use of this feature.

LIGHT ARMOR	<input type="radio"/>
MEDIUM ARMOR	<input type="radio"/>
HEAVY ARMOR	<input type="radio"/>
SHIELDS	<input type="radio"/>
SIMPLE WEAPONS	<input type="radio"/>
MARTIAL WEAPONS	<input type="radio"/>

PROFICIENCIES & LANGUAGES
Common
Elvish
Goblin
Orc

Jo-Hoven – Sorcerer Spell List

• Cantrips

•

○ **Acid Splash**

○ **Range:** 60 feet

○ You hurl a bubble of acid. Choose one creature within range, or choose two creatures within range that are within 5 feet of each other. A target must succeed on a Dexterity saving throw or take 1d6 acid damage.

•

○ **Blade Ward**

○ **Abjuration Cantrip**

○ **Duration:** 1 round

○ You extend your hand and trace a sigil of warding in the air. Until the end of your next turn, you have resistance against bludgeoning, piercing, and slashing damage dealt by weapon attacks.

•

○ **Chill Touch**

○ **Range:** 120 feet

○ You create a ghostly, skeletal hand in the space of a creature within range. Make a ranged spell attack against the creature to assail it with the chill of the grave. On a hit, the target takes 1d8 necrotic damage, and it can't regain hit points until the start of your next turn. Until then, the hand clings to the target.

If you hit an undead target, it also has disadvantage on attack rolls against you until the end of your next turn.

•

○ **Dancing Lights**

○ **Range:** 120 feet

○ **Duration:** Concentration, up to 1 minute

○ You create up to four torch-sized lights within range, making them appear as torches, lanterns, or glowing orbs that hover in the air for the duration. You can also combine the four lights into one glowing vaguely humanoid form of Medium size. Whichever form you choose, each light sheds dim light in a 10-foot radius.

As a bonus action on your turn, you can move the lights up to 60 feet to a new spot within range. A light must be within 20 feet of another light created by this spell, and a light winks out if it exceeds the spell's range.

•

- **Fire Bolt**
- **Range:** 120 feet
- You hurl a mote of fire at a creature or object within range. Make a ranged spell attack against the target. On a hit, the target takes 1d10 fire damage. A flammable object hit by this spell ignites if it isn't being worn or carried.
-

- **Level 1**

- **Fog Cloud**
- **Range:** 120 feet
- You create a 20-foot-radius sphere of fog centered on a point within range. The sphere spreads around corners, and its area is heavily obscured. It lasts for the duration or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it.
-
- **Jump**
- **Duration:** 1 minute
- You touch a creature. The creature's jump distance is tripled until the spell ends.
-
- **Mage Armor**
- **Duration:** 8 hours
- You touch a willing creature who isn't wearing armor, and a protective magical force surrounds it until the spell ends. The target's base AC becomes 13 + its Dexterity modifier. The spell ends if the target dons armor or if you dismiss the spell as an action.
-

- **Level 2**

- **Crown of Madness**
- **Range:** 120 feet
- **Duration:** Concentration, up to 1 minute
- One humanoid of your choice that you can see within range must succeed on a Wisdom saving throw or become charmed by you for the duration. While the target is charmed in this way, a twisted crown of jagged iron appears on its head, and a madness glows in its eyes.
The charmed target must use its action before moving on each of its turns to make a melee attack against a creature other than itself that you

mentally choose. The target can act normally on its turn if you choose no creature or if none are within its reach.

On your subsequent turns, you must use your action to maintain control over the target, or the spell ends. Also, the target can make a Wisdom saving throw at the end of each of its turns. On a success, the spell ends.

•

○ **Hold Person**

○ **Range:** 60 feet

○ **Duration:** Concentration, up to 1 minute

○ Choose a humanoid that you can see within range. The target must succeed on a Wisdom saving throw or be paralyzed for the duration. At the end of each of its turns, the target can make another Wisdom saving throw. On a success, the spell ends on the target.

•

○ **Mirror Image**

○ **Duration:** 1 minute

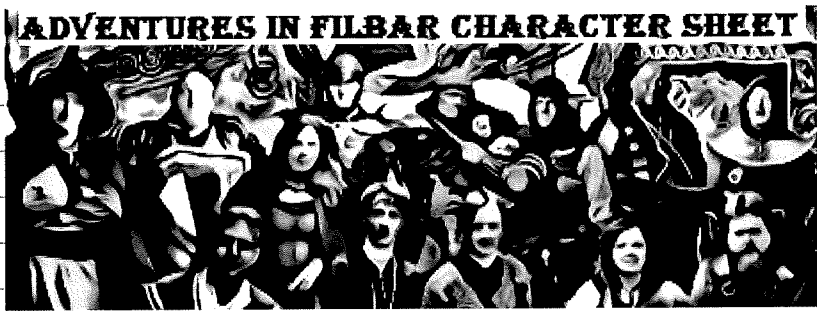
○ Three illusory duplicates of yourself appear in your space. Until the spell ends, the duplicates move with you and mimic your actions, shifting position so it's impossible to track which image is real. You can use your action to dismiss the illusory duplicates.

Each time a creature targets you with an attack during the spell's duration, roll a d20 to determine whether the attack instead targets one of your duplicates.

If you have three duplicates, you must roll a 6 or higher to change the attack's target to a duplicate. With two duplicates, you must roll an 8 or higher. With one duplicate, you must roll an 11 or higher.

A duplicate's AC equals 10 + your Dexterity modifier. If an attack hits a duplicate, the duplicate is destroyed. A duplicate can be destroyed only by an attack that hits it. It ignores all other damage and effects. The spell ends when all three duplicates are destroyed.

A creature is unaffected by this spell if it can't see, if it relies on senses other than sight, such as blindsight, or if it can perceive illusions as false, as with truesight.



CHARACTER Ogdin
 SEX & RACE Male human
 CLASS 1 Cleric
 CLASS 2 _____
 BACKGROUND Acolyte

LEVEL	4
ALIGNMENT	LN
SIZE	M
HEIGHT	6'3
WEIGHT	230

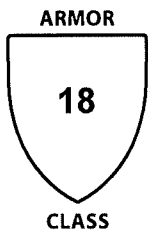
	SCORE	MODIFIER	SAVING THROW
STRENGTH	16	3	<input type="radio"/> 3
DEXTERITY	12	1	<input type="radio"/> 1
CONSTITUTION	17	3	<input type="radio"/> 3
INTELLIGENCE	8	-1	<input type="radio"/> -1
WISDOM	18	4	<input type="radio"/> 6
CHARISMA	14	2	<input type="radio"/> 4

CURRENT HIT POINTS
<div style="border: 1px solid black; width: 100%; height: 100%; display: flex; align-items: center; justify-content: center;"> TEMPORARY HIT POINTS </div>

MAX HP	37
HIT DICE	d8
SUCCESSFUL DEATH SAVES	<input type="radio"/> <input type="radio"/> <input type="radio"/>
FAILED DEATH SAVES	<input type="radio"/> <input type="radio"/> <input type="radio"/>

PROFICIENCY BONUS	2
PASSIVE PERCEPTION	14

ACROBATICS	<input type="radio"/> 1
ANIMAL HANDLING	<input type="radio"/> 6
ARCANA	<input type="radio"/> -1
ATHLETICS	<input type="radio"/> 3
DECEPTION	<input type="radio"/> 2
HISTORY	<input type="radio"/> -1
INSIGHT	<input type="radio"/> 6
INTIMIDATION	<input type="radio"/> 2
INVESTIGATION	<input type="radio"/> -1
MEDICINE	<input type="radio"/> 6
NATURE	<input type="radio"/> -1
PERCEPTION	<input type="radio"/> 4
PERFORMANCE	<input type="radio"/> 2
PERSUASION	<input type="radio"/> 2
RELIGION	<input type="radio"/> 1
SLEIGHT OF HAND	<input type="radio"/> 1
STEALTH	<input type="radio"/> 1
SURVIVAL	<input type="radio"/> 4



ARMOR WORN _____
 SHIELD CARRIED _____
 DEXTERITY (CAPPED) _____
 MISC ITEMS & SKILLS _____
 SPECIAL DEFENSES _____
 STEALTH DISADVANTAGE

	AC MODIFIER
Chain	6
Steel	2
	1
War Cleric	
Spells 4/4/3 + Domain Spells	

INITIATIVE SPEED EXTRA ATTACKS SPECIAL POWER USES/POINTS

WEAPON/ATTACK	ATTACK	DAMAGE	CRIT/SAVE	RANGE
Mace	+5	1d6 +3		
Flail	+5	1d8 +3		
Warhammer	+5	1d8 +3		
Bolas DC14 vs. Dexterity to escape or hobbled	+5	1 +3		30/90

FEATURES, FEATS & NOTES	
Guided Strike. Add +10 to an attack roll, after	you see the roll but before you are told whether it hit.
Channel Divinity	

PROFICIENCIES & LANGUAGES
Common
Dwarvish
Halfling
Thieves Cant

Ogdin – War Cleric Spell List

• Cantrips

•

○ **Light**

○ **Duration:** 1 hour

- You touch one object that is no larger than 10 feet in any dimension. Until the spell ends, the object sheds bright light in a 20-foot radius and dim light for an additional 20 feet. The light can be colored as you like. Completely covering the object with something opaque blocks the light. The spell ends if you cast it again or dismiss it as an action.

If you target an object held or worn by a hostile creature, that creature must succeed on a Dexterity saving throw to avoid the spell.

•

○ **Mending**

- This spell repairs a single break or tear in an object you touch, such as a broken chain link, two halves of a broken key, a torn cloak, or a leaking wineskin. As long as the break or tear is no larger than 1 foot in any dimension, you mend it, leaving no trace of the former damage.

This spell can physically repair a magic item or construct, but the spell can't restore magic to such an object.

•

○ **Sacred Flame**

○ **Range:** 60 feet

- Flame-like radiance descends on a creature that you can see within range. The target must succeed on a Dexterity saving throw or take 1d8 radiant damage. The target gains no benefit from cover for this saving throw.

•

○ **Spare the Dying**

○ **Range:** Touch

- You touch a living creature that has 0 hit points. The creature becomes stable. This spell has no effect on undead or constructs.

• Level 1

•

○ **Bane**

○ **Range:** 30 feet

- **Duration:** Concentration, up to 1 minute
- Up to three creatures of your choice that you can see within range must make Charisma saving throws. Whenever a target that fails this saving throw makes an attack roll or a saving throw before the spell ends, the target must roll a d4 and subtract the number rolled from the attack roll or saving throw.

•

- **Command**

- **Range:** 60 feet
- **Duration:** 1 round
- You speak a one-word command to a creature you can see within range. The target must succeed on a Wisdom saving throw or follow the command on its next turn. The spell has no effect if the target is undead, if it doesn't understand your language, or if your command is directly harmful to it.

Some typical commands and their effects follow. You might issue a command other than one described here. If you do so, the DM determines how the target behaves. If the target can't follow your command, the spell ends.

•

- **Cure Wounds**

- **Range:** Touch
- A creature you touch regains a number of hit points equal to 1d8 + your spellcasting ability modifier. This spell has no effect on undead or constructs.

•

- **Divine Favour**

- **Action:** 1 Bonus Action
- **Range:** Self
- **Duration:** Concentration, up to 1 minute
- Your prayer empowers you with divine radiance. Until the spell ends, your weapon attacks deal an extra 1d4 radiant damage on a hit.

•

- **Healing Word**

- **Range:** 60 feet
- A creature of your choice that you can see within range regains hit points equal to 1d4 + your spellcasting ability modifier. This spell has no effect on undead or constructs.

- **Shield of Faith**
- **Action:** 1 Bonus Action
- **Duration:** Concentration, up to 10 minutes
- A shimmering field appears and surrounds a creature of your choice within range, granting it a +2 bonus to AC for the duration.
-

- **Level 2**

-
- **Blindness/Deafness**
- **Range:** 30 feet
- You can blind or deafen a foe. Choose one creature that you can see within range to make a Constitution saving throw. If it fails, the target is either blinded or deafened (your choice) for the duration. At the end of each of its turns, the target can make a Constitution saving throw. On a success, the spell ends.

-
- **Hold Person**
- **Range:** 60 feet
- **Duration:** Concentration, up to 1 minute
-
- Choose a humanoid that you can see within range. The target must succeed on a Wisdom saving throw or be paralyzed for the duration. At the end of each of its turns, the target can make another Wisdom saving throw. On a success, the spell ends on the target.

-
- **Magic Weapon**
- **2nd level Transmutation**
- **Range:** Touch
- **Duration:** Concentration, up to 1 hour
- You touch a nonmagical weapon. Until the spell ends, that weapon becomes a magic weapon with a +1 bonus to attack rolls and damage rolls.

-
- **Silence (Ritual)**
- **Range:** 120 feet
- **Duration:** Concentration, up to 10 minutes
- For the duration, no sound can be created within or pass through a 20-foot-radius sphere centered on a point you choose within range. Any creature or object entirely inside the sphere is immune to thunder damage,

and creatures are deafened while entirely inside it. Casting a spell that includes a verbal component is impossible there.

-

- **Spiritual Weapon**

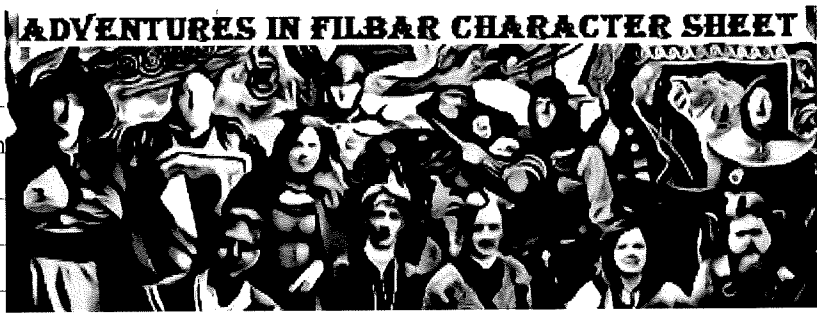
- **Range:** 60 feet

- **Duration:** 1 minute

- You create a floating, spectral weapon within range that lasts for the duration or until you cast this spell again. When you cast the spell, you can make a melee spell attack against a creature within 5 feet of the weapon. On a hit, the target takes force damage equal to 1d8 + your spellcasting ability modifier.

As a bonus action on your turn, you can move the weapon up to 20 feet and repeat the attack against a creature within 5 feet of it.

The weapon can take whatever form you choose. Clerics of deities who are associated with a particular weapon (as St. Cuthbert is known for his mace and Thor for his hammer) make this spell's effect resemble that weapon.



CHARACTER OmaGina
 SEX & RACE Female lightfoot halflin
 CLASS 1 Warlock
 CLASS 2 _____
 BACKGROUND Guild artisan

LEVEL 4
 ALIGNMENT NG
 SIZE S
 HEIGHT 2' 10"
 WEIGHT 36

	SCORE	MODIFIER	SAVING THROW
STRENGTH	5	-3	<input type="radio"/> -3
DEXTERITY	16	+3	<input type="radio"/> 3
CONSTITUTION	10	-	<input type="radio"/> 0
INTELLIGENCE	12	+1	<input type="radio"/> 1
WISDOM	13	+1	<input type="radio"/> 3
CHARISMA	19	+4	<input type="radio"/> 6

CURRENT HIT POINTS

TEMPORARY HIT POINTS

MAX HP 22

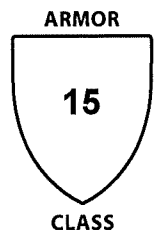
HIT DICE d6

SUCCESSFUL DEATH SAVES

FAILED DEATH SAVES

PROFICIENCY BONUS 2

PASSIVE PERCEPTION 11



ARMOR WORN _____

SHIELD CARRIED _____

DEXTERITY (CAPPED) _____

MISC ITEMS & SKILLS _____

SPECIAL DEFENSES _____

STEALTH DISADVANTAGE

	AC MODIFIER
Studded Leather	12
-	
	3
Halflings can reroll a natural 1 on any attack roll, ability check or saving throw.	
Halflings have advantage on saves against being frightened.	
• Lightfoot Halflings can attempt to hide even behind a creature one size larger.	

- ACROBATICS 3
- ANIMAL HANDLING 1
- ARCANA 1
- ATHLETICS -3
- DECEPTION 6
- HISTORY 1
- INSIGHT 3
- INTIMIDATION 4
- INVESTIGATION 1
- MEDICINE 1
- NATURE 3
- PERCEPTION 1
- PERFORMANCE 4
- PERSUASION 6
- RELIGION 1
- SLEIGHT OF HAND 3
- STEALTH 3
- SURVIVAL 1

INITIATIVE +3 SPEED 25 EXTRA ATTACKS SPECIAL POWER USES/POINTS

WEAPON/ATTACK	ATTACK	DAMAGE	CRIT/SAVE	RANGE
Club	-1	1d4 -3		
Hand Axe	-1	1d6 +3		20/60
Light Crossbow	+5	1d6 +3		80/320
Short Bow	+5	1d6 +3		80/320

FEATURES, FEATS & NOTES	
Snake familiar Str 2 (-4) Dex 16 (+3) Con 11 (+0) Int 1 (-5)	Wis 10 (+0) Cha 3 (-4) AC 13; HP 2; Speed 30
swim 30; blindsight 10 feet, pasive perception 10;	these familiars do not attack
2 spell slots recovered after short rest	
Fey Presence - Once per encounter can charm/fear	

- LIGHT ARMOR
- MEDIUM ARMOR
- HEAVY ARMOR
- SHIELDS
- SIMPLE WEAPONS
- MARTIAL WEAPONS

PROFICIENCIES & LANGUAGES

DC 14 vs. Charisma
Common
Gnoll
Halfling

OmaGina – Sorcerer Spell List

• Cantrips

•

○ **Chill Touch**

○ **Range:** 120 feet

- You create a ghostly, skeletal hand in the space of a creature within range. Make a ranged spell attack against the creature to assail it with the chill of the grave. On a hit, the target takes 1d8 necrotic damage, and it can't regain hit points until the start of your next turn. Until then, the hand clings to the target.

If you hit an undead target, it also has disadvantage on attack rolls against you until the end of your next turn.

•

○ **Eldritch Blast**

○ **Range:** 120 feet

- A beam of crackling energy streaks toward a creature within range. Make a ranged spell attack against the target. On a hit, the target takes 1d10 force damage.

•

○ **Prestidigitation**

○ **Range:** 10 feet

○ **Duration:** 1 hour

- This spell is a minor magical trick that novice spellcasters use for practice. You create one of the following magical effects within range:
- You create an instantaneous, harmless sensory effect, such as a shower of sparks, a puff of wind, faint musical notes, or an odd odor.
 - You instantaneously light or snuff out a candle, a torch, or a small campfire.
 - You instantaneously clean or soil an object no larger than 1 cubic foot.
 - You chill, warm, or flavor up to 1 cubic foot of nonliving material for 1 hour.
 - You make a color, a small mark, or a symbol appear on an object or a surface for 1 hour.
 - You create a nonmagical trinket or an illusory image that can fit in your hand and that lasts until the end of your next turn.

• Level 1

•

○ **Armor of Agathys**

○ **Duration:** 1 hour

- A protective magical force surrounds you, manifesting as a spectral frost that covers you and your gear. You gain 5 temporary hit points for the duration. If a creature hits you with a melee attack while you have these hit points, the creature takes 5 cold damage.

-

- **Charm Person**

- **Range:** 30 feet
- **Duration:** 1 hour
- You attempt to charm a humanoid you can see within range. It must make a Wisdom saving throw, and does so with advantage if you or your companions are fighting it. If it fails the saving throw, it is charmed by you until the spell ends or until you or your companions do anything harmful to it. The charmed creature regards you as a friendly acquaintance. When the spell ends, the creature knows it was charmed by you.

-

- **Hellish Rebuke**

- **Action:** 1 Reaction
- **Range:** 60 feet
- You point your finger, and the creature that damaged you is momentarily surrounded by hellish flames. The creature must make a Dexterity saving throw. It takes 2d10 fire damage on a failed save, or half as much damage on a successful one.

-

- **Level 2**

-

- **Calm Emotions**

- **Range:** 60 feet
- You attempt to suppress strong emotions in a group of people. Each humanoid in a 20-foot-radius sphere centered on a point you choose within range must make a Charisma 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 two effects.

You can suppress any effect causing a target to be charmed or frightened. When this spell ends, any suppressed effect resumes, provided that its duration has not expired in the meantime.

Alternatively, you can make a target indifferent about creatures of your choice that it is hostile toward. This indifference ends if the target is attacked or harmed by a spell or if it witnesses any of its friends being harmed. When the spell ends, the creature becomes hostile again, unless the DM rules otherwise.

-

- **Crown of Madness**

- **Range:** 120 feet

- **Duration:** Concentration, up to 1 minute

-

- One humanoid of your choice that you can see within range must succeed on a Wisdom saving throw or become charmed by you for the duration. While the target is charmed in this way, a twisted crown of jagged iron appears on its head, and a madness glows in its eyes.

The charmed target must use its action before moving on each of its turns to make a melee attack against a creature other than itself that you mentally choose. The target can act normally on its turn if you choose no creature or if none are within its reach.

On your subsequent turns, you must use your action to maintain control over the target, or the spell ends. Also, the target can make a Wisdom saving throw at the end of each of its turns. On a success, the spell ends.

-

- **Spider Climb**

- **Duration:** Concentration, up to 1 hour

- Until the spell ends, one willing creature you touch gains the ability to move up, down, and across vertical surfaces and upside down along ceilings, while leaving its hands free. The target also gains a climbing speed equal to its walking speed.

ADVENTURES IN FILBAR CHARACTER SHEET



CHARACTER Wu-Tang
 SEX & RACE Female dragonborn
 CLASS 1 Monk
 CLASS 2 _____
 BACKGROUND Hermit

LEVEL	4
ALIGNMENT	LN
SIZE	M
HEIGHT	6'5
WEIGHT	280

	SCORE	MODIFIER	SAVING THROW
STRENGTH	17	3	<input type="radio"/> 5
DEXTERITY	16	3	<input type="radio"/> 5
CONSTITUTION	15	2	<input type="radio"/> 2
INTELLIGENCE	11	0	<input type="radio"/> -
WISDOM	12	1	<input type="radio"/> 1
CHARISMA	5	-3	<input type="radio"/> -3

CURRENT HIT POINTS

TEMPORARY HIT POINTS

MAX HP 37

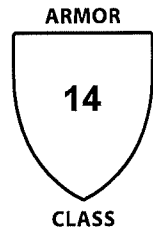
HIT DICE []

SUCCESSFUL DEATH SAVES

FAILED DEATH SAVES

	MODIFIER
PROFICIENCY BONUS	2
PASSIVE PERCEPTION	11

ACROBATICS	<input type="radio"/> 5
ANIMAL HANDLING	<input type="radio"/> 1
ARCANA	<input type="radio"/> -
ATHLETICS	<input type="radio"/> 5
DECEPTION	<input type="radio"/> -3
HISTORY	<input type="radio"/> -
INSIGHT	<input type="radio"/> 1
INTIMIDATION	<input type="radio"/> -3
INVESTIGATION	<input type="radio"/> -
MEDICINE	<input type="radio"/> 3
NATURE	<input type="radio"/> -
PERCEPTION	<input type="radio"/> 1
PERFORMANCE	<input type="radio"/> -3
PERSUASION	<input type="radio"/> -3
RELIGION	<input type="radio"/> 2
SLEIGHT OF HAND	<input type="radio"/> 3
STEALTH	<input type="radio"/> 3
SURVIVAL	<input type="radio"/> 1



	ARMOR WORN	AC MODIFIER
ARMOR WORN	-	
SHIELD CARRIED	-	
DEXTERITY (CAPPED)		3
MISC ITEMS & SKILLS	Ki Points - 4	
SPECIAL DEFENSES	Resistant to fire	
STEALTH DISADVANTAGE	<input type="radio"/>	

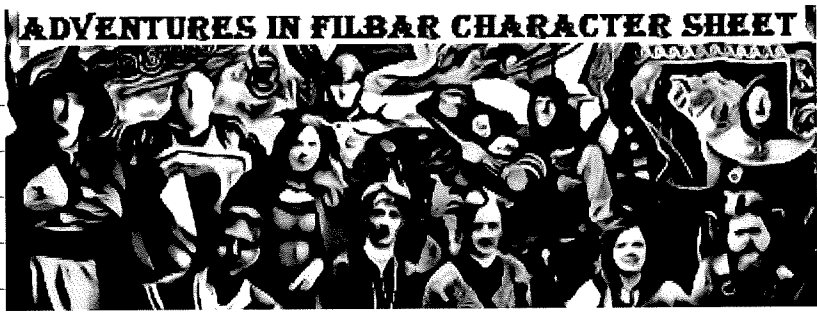
INITIATIVE 3 SPEED 40 EXTRA ATTACKS [] SPECIAL POWER Ki USES/POINTS 4

WEAPON/ATTACK	ATTACK	DAMAGE	CRIT/SAVE	RANGE
Unarmed Strike	+5	1d4 +3		
Quarterstaff	+5	1d6 +3		
Sickle	+5	1d4 +3		
Light Crossbow	+5	1d8 +3		80/320
10 Darts	+5	1d4 +3		30/120
Short Sword	+5	1d6 +3		
Breath - Line of Fire - short rest to recover (save vs. Dex)		2d6		

FEATURES, FEATS & NOTES	
Flurry of blows -- spend a ki point to make two additional	unarmed attacks as a bonus action
spend a ki point to make a dodge action	as a bonus on your turn
• Level 3: Deflect missiles	
• Level 4: Slow fall -- use your reaction to reduce falling	damage by 5x monk level

LIGHT ARMOR	<input type="radio"/>
MEDIUM ARMOR	<input type="radio"/>
HEAVY ARMOR	<input type="radio"/>
SHIELDS	<input type="radio"/>
SIMPLE WEAPONS	<input type="radio"/>
MARTIAL WEAPONS	<input type="radio"/>

PROFICIENCIES & LANGUAGES
Common
Draconic
Giant



CHARACTER Calomar
 SEX & RACE Male human
 CLASS 1 Wizard
 CLASS 2 _____
 BACKGROUND Sage

LEVEL	4
ALIGNMENT	NG
SIZE	M
HEIGHT	5'9
WEIGHT	135

	SCORE	MODIFIER	SAVING THROW
STRENGTH	9	-1	<input type="radio"/> -1
DEXTERITY	16	3	<input type="radio"/> 3
CONSTITUTION	11	-	<input type="radio"/> -
INTELLIGENCE	19	4	<input type="radio"/> 6
WISDOM	11	-	<input type="radio"/> 2
CHARISMA	15	2	<input type="radio"/> 2

CURRENT HIT POINTS
TEMPORARY HIT POINTS

MAX HP **18**

HIT DICE **d6**

SUCCESSFUL DEATH SAVES

FAILED DEATH SAVES

	MODIFIER
PROFICIENCY BONUS	2
PASSIVE PERCEPTION	10

ACROBATICS	<input type="radio"/> 3
ANIMAL HANDLING	<input type="radio"/> -
ARCANA	<input type="radio"/> 6
ATHLETICS	<input type="radio"/> -1
DECEPTION	<input type="radio"/> 2
HISTORY	<input type="radio"/> 6
INSIGHT	<input type="radio"/> 2
INTIMIDATION	<input type="radio"/> 2
INVESTIGATION	<input type="radio"/> 6
MEDICINE	<input type="radio"/> -
NATURE	<input type="radio"/> 4
PERCEPTION	<input type="radio"/> -
PERFORMANCE	<input type="radio"/> 2
PERSUASION	<input type="radio"/> 2
RELIGION	<input type="radio"/> 4
SLEIGHT OF HAND	<input type="radio"/> 3
STEALTH	<input type="radio"/> 3
SURVIVAL	<input type="radio"/> -

ARMOR

13

CLASS

ARMOR WORN _____

SHIELD CARRIED _____

DEXTERITY (CAPPED) _____

MISC ITEMS & SKILLS _____

SPECIAL DEFENSES _____

STEALTH DISADVANTAGE

	AC MODIFIER
Raven Familiar 2/14/8/2/12/6 AC12 HP1 Fly @ 50, can mimic	

INITIATIVE **3** SPEED **30** EXTRA ATTACKS

SPECIAL POWER USES/POINTS

WEAPON/ATTACK	ATTACK	DAMAGE	CRIT/SAVE	RANGE
Dagger (2)	+5	1d4 +3		20/60
Quarterstaff	+1	1d6 -1		
Sling	+5	1d6 +3		30/120

FEATURES, FEATS & NOTES	
Spell DC14 vs. Intelligence / +6	

LIGHT ARMOR	<input type="radio"/>
MEDIUM ARMOR	<input type="radio"/>
HEAVY ARMOR	<input type="radio"/>
SHIELDS	<input type="radio"/>
SIMPLE WEAPONS	<input type="radio"/>
MARTIAL WEAPONS	<input type="radio"/>

PROFICIENCIES & LANGUAGES

Common
Gnome
Orc
Goblin
Fey

Calomar the Investigator 4/4/3

• Cantrips

•

○ **Acid Splash**

○ **Range:** 60 feet

○ You hurl a bubble of acid. Choose one creature within range, or choose two creatures within range that are within 5 feet of each other. A target must succeed on a Dexterity saving throw or take 1d6 acid damage.

•

○ **Blade Ward**

○ **Range:** Self

○ **Duration:** 1 round

○ You extend your hand and trace a sigil of warding in the air. Until the end of your next turn, you have resistance against bludgeoning, piercing, and slashing damage dealt by weapon attacks.

•

○ **Chill Touch**

○ **Range:** 120 feet

○ You create a ghostly, skeletal hand in the space of a creature within range. Make a ranged spell attack against the creature to assail it with the chill of the grave. On a hit, the target takes 1d8 necrotic damage, and it can't regain hit points until the start of your next turn. Until then, the hand clings to the target.

If you hit an undead target, it also has disadvantage on attack rolls against you until the end of your next turn.

•

○ **Dancing Lights**

○ **Range:** 120 feet

○ **Duration:** Concentration, up to 1 minute

○ You create up to four torch-sized lights within range, making them appear as torches, lanterns, or glowing orbs that hover in the air for the duration. You can also combine the four lights into one glowing vaguely humanoid form of Medium size. Whichever form you choose, each light sheds dim light in a 10-foot radius.

As a bonus action on your turn, you can move the lights up to 60 feet to a new spot within range. A light must be within 20 feet of another light created by this spell, and a light winks out if it exceeds the spell's range.

- **Level 1**

-

- **Burning Hands**

- **Range:** Self (15-foot Cone)

- As you hold your hands with thumbs touching and fingers spread, a thin sheet of flames shoots forth from your outstretched fingertips. Each creature in a 15-foot cone must make a Dexterity saving throw. A creature takes 3d6 fire damage on a failed save, or half as much damage on a successful one.

The fire ignites any flammable objects in the area that aren't being worn or carried.

-

- **Mage Armor**

- **Duration:** 8 hours

- You touch a willing creature who isn't wearing armor, and a protective magical force surrounds it until the spell ends. The target's base AC becomes 13 + its Dexterity modifier. The spell ends if the target dons armor or if you dismiss the spell as an action.

-

- **Magic Missile**

- **Range:** 120 feet

- You create three glowing darts of magical force. Each dart hits a creature of your choice that you can see within range. A dart deals 1d4 + 1 force damage to its target. The darts all strike simultaneously, and you can direct them to hit one creature or several.

-

- **Shield**

- **Range:** Self

- **Duration:** 1 round

- An invisible barrier of magical force appears and protects you. Until the start of your next turn, you have a +5 bonus to AC, including against the triggering attack, and you take no damage from magic missile.

- **Level 2**

- - **Cloud of Daggers**

- **Range:** 60 feet
- **Duration:** Concentration, up to 1 minute
- You fill the air with spinning daggers in a cube 5 feet on each side, centered on a point you choose within range. A creature takes 4d4 slashing damage when it enters the spell's area for the first time on a turn or starts its turn there.

- - **Scorching Ray**

- **Range:** 120 feet
- You create three rays of fire and hurl them at targets within range. You can hurl them at one target or several. Make a ranged spell attack for each ray. On a hit, the target takes 2d6 fire damage.

- - **Web**

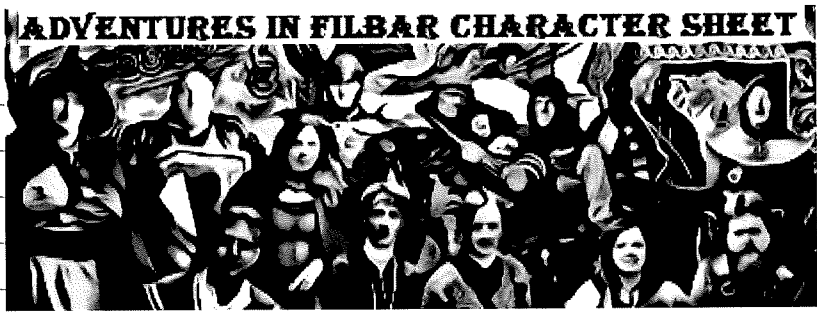
- **Range:** 60 feet
- **Duration:** Concentration, up to 1 hour
- You conjure a mass of thick, sticky webbing at a point of your choice within range. The webs fill a 20-foot cube from that point for the duration. The webs are difficult terrain and lightly obscure their area.

If the webs aren't anchored between two solid masses (such as walls or trees) or layered across a floor, wall, or ceiling, the conjured web collapses on itself, and the spell ends at the start of your next turn. Webs layered over a flat surface have a depth of 5 feet.

Each creature that starts its turn in the webs or that enters them during its turn must make a Dexterity saving throw. On a failed save, the creature is restrained as long as it remains in the webs or until it breaks free.

A creature restrained by the webs can use its action to make a Strength check against your spell save DC. If it succeeds, it is no longer restrained.

The webs are flammable. Any 5-foot cube of webs exposed to fire burns away in 1 round, dealing 2d4 fire damage to any creature that starts its turn in the fire.



CHARACTER Kallandra
 SEX & RACE Female human
 CLASS 1 Bard
 CLASS 2 _____
 BACKGROUND Entertainer

LEVEL	4
ALIGNMENT	LN
SIZE	M
HEIGHT	5'9
WEIGHT	135

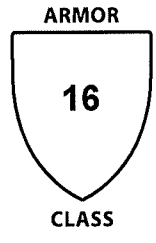
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STRENGTH	11	-	<input type="radio"/> -
DEXTERITY	15	2	<input type="radio"/> 4
CONSTITUTION	13	1	<input type="radio"/> 1
INTELLIGENCE	13	1	<input type="radio"/> 1
WISDOM	15	2	<input type="radio"/> 2
CHARISMA	20	5	<input type="radio"/> 7

CURRENT HIT POINTS
TEMPORARY HIT POINTS

MAX HP **30**
 HIT DICE **d8**
 SUCCESSFUL DEATH SAVES
 FAILED DEATH SAVES

PROFICIENCY BONUS	2
PASSIVE PERCEPTION	14

- ACROBATICS 4
- ANIMAL HANDLING 3
- ARCANA 3
- ATHLETICS 1
- DECEPTION 6
- HISTORY 5
- INSIGHT 4
- INTIMIDATION 6
- INVESTIGATION 2
- MEDICINE 3
- NATURE 2
- PERCEPTION 4
- PERFORMANCE 7
- PERSUASION 9
- RELIGION 2
- SLEIGHT OF HAND 3
- STEALTH 3
- SURVIVAL 4



ARMOR WORN
 SHIELD CARRIED
 DEXTERITY (CAPPED)
 MISC ITEMS & SKILLS
 SPECIAL DEFENSES
 STEALTH DISADVANTAGE

	AC MODIFIER
Studded Leather	+2
Bucker	+1
Spell DC15 vs. Charisma / +7	

INITIATIVE **2** SPEED **30** EXTRA ATTACKS SPECIAL POWER USES/POINTS

WEAPON/ATTACK	ATTACK	DAMAGE	CRIT/SAVE	RANGE
Dagger	+4	1d4 +2		20/60
Hand Axe	+2	1d6 +2		20/60
Short Sword	+4	1d6 +2		
Hand Crossbow	+4	1d6 +2		30/120
Net	+4	*		

FEATURES, FEATS & NOTES	
Bardic Inspiration -- on your turn as a bonus action	you can give one creature a d6, to add to a d20 already rolled but before results are known. Used 5x a day
Song of Rest d6	
Cutting Words - Use Bardic inspiration against	opponent (d20) provided they understand you

PROFICIENCIES & LANGUAGES
Common
Hobgoblin

Kallandra the Lorist 3/4/3

Cantrips

- - **Light**
 - **Evocation Cantrip**
 - **Action:** 1 Action
 - **Range:** Touch
 - **Components:** V, M (a firefly or phosphorescent moss)
 - **Duration:** 1 hour
 - **Of Class:** Bard, Cleric, Sorcerer, Wizard
 - You touch one object that is no larger than 10 feet in any dimension. Until the spell ends, the object sheds bright light in a 20-foot radius and dim light for an additional 20 feet. The light can be colored as you like. Completely covering the object with something opaque blocks the light. The spell ends if you cast it again or dismiss it as an action.

If you target an object held or worn by a hostile creature, that creature must succeed on a Dexterity saving throw to avoid the spell.

- - **Mage Hand**
 - **Conjuration Cantrip**
 - **Action:** 1 Action
 - **Range:** 30 feet
 - **Components:** V, S
 - **Duration:** 1 minute
 - **Of Class:** Bard, Sorcerer, Warlock, Wizard
 - A spectral, floating hand appears at a point you choose within range. The hand lasts for the duration or until you dismiss it as an action. The hand vanishes if it is ever more than 30 feet away from you or if you cast this spell again.

You can use your action to control the hand. You can use the hand to manipulate an object, open an unlocked door or container, stow or retrieve an item from an open container, or pour the contents out of a vial. You can move the hand up to 30 feet each time you use it.

The hand can't attack, activate magic items, or carry more than 10 pounds.

- **Minor Illusion**
- **Illusion Cantrip**
- **Action:** 1 Action
- **Range:** 30 feet
- **Components:** S, M (a bit of fleece)
- **Duration:** 1 minute
- **Of Class:** Bard, Sorcerer, Warlock, Wizard
- You create a sound or an image of an object within range that lasts for the duration. The illusion also ends if you dismiss it as an action or cast this spell again.

If you create a sound, its volume can range from a whisper to a scream. It can be your voice, someone else's voice, a lion's roar, a beating of drums, or any other sound you choose. The sound continues unabated throughout the duration, or you can make discrete sounds at different times before the spell ends.

If you create an image of an object—such as a chair, muddy footprints, or a small chest—it must be no larger than a 5-foot cube. The image can't create sound, light, smell, or any other sensory effect. Physical interaction with the image reveals it to be an illusion, because things can pass through it.

If a creature uses its action to examine the sound or image, the creature can determine that it is an illusion with a successful Intelligence (Investigation) check against your spell save DC. If a creature discerns the illusion for what it is, the illusion becomes faint to the creature.

- **Vicious Mockery**
- **Enchantment Cantrip**
- **Action:** 1 Action
- **Range:** 60 feet
- **Components:** V
- **Duration:** Instantaneous
- **Of Class:** Bard
- You unleash a string of insults laced with subtle enchantments at a creature you can see within range. If the target can hear you (though it need not understand you), it must succeed on a Wisdom saving throw or take 1d4 psychic damage and have disadvantage on the next attack roll it makes before the end of its next turn.

Level 1

- **Animal Friendship**
 - **1st level Enchantment**
 - **Action:** 1 Action
 - **Range:** 30 feet
 - **Components:** V, S, M (a morsel of food)
 - **Duration:** 24 hours
 - **Of Class:** Bard, Druid, Ranger
 - This spell lets you convince a beast that you mean it no harm. Choose a beast that you can see within range. It must see and hear you. If the beast's Intelligence is 4 or higher, the spell fails. Otherwise, the beast must succeed on a Wisdom saving throw or be charmed by you for the spell's duration. If you or one of your companions harms the target, the spell ends.
-
- **Comprehend Languages (Ritual)**
 - **1st level Divination**
 - **Action:** 1 Action
 - **Range:** Self
 - **Components:** V, S, M (a pinch of soot and salt)
 - **Duration:** 1 hour
 - **Of Class:** Bard, Sorcerer, Warlock, Wizard
 - For the duration, you understand the literal meaning of any spoken language that you hear. You also understand any written language that you see, but you must be touching the surface on which the words are written. It takes about 1 minute to read one page of text.

This spell doesn't decode secret messages in a text or a glyph, such as an arcane sigil, that isn't part of a written language.
-
- **Cure Wounds**
 - **1st level Evocation**
 - **Action:** 1 Action
 - **Range:** Touch
 - **Components:** V, S
 - **Duration:** Instantaneous
 - **Of Class:** Bard, Cleric, Druid, Paladin, Ranger
 - A creature you touch regains a number of hit points equal to 1d8 + your spellcasting ability modifier. This spell has no effect on undead or constructs.

- **Detect Magic (Ritual)**
- **1st level Divination**
- **Action:** 1 Action
- **Range:** Self (30-foot Sphere)
- **Components:** V, S
- **Duration:** Concentration, up to 10 minutes
- **Of Class:** Bard, Cleric, Druid, Paladin, Ranger, Sorcerer, Wizard
- For the duration, you sense the presence of magic within 30 feet of you. If you sense magic in this way, you can use your action to see a faint aura around any visible creature or object in the area that bears magic, and you learn its school of magic, if any.

The spell can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

- **Dissonant Whispers**
- **1st level Enchantment**
- **Action:** 1 Action
- **Range:** 60 feet
- **Components:** V
- **Duration:** Instantaneous
- **Of Class:** Bard
- You whisper a discordant melody that only one creature of your choice within range can hear, wracking it with terrible pain. The target must make a Wisdom saving throw. On a failed save, it takes 3d6 psychic damage and must immediately use its reaction, if available, to move as far as its speed allows away from you. The creature doesn't move into obviously dangerous ground, such as a fire or a pit. On a successful save, the target takes half as much damage and doesn't have to move away. A deafened creature automatically succeeds on the save.

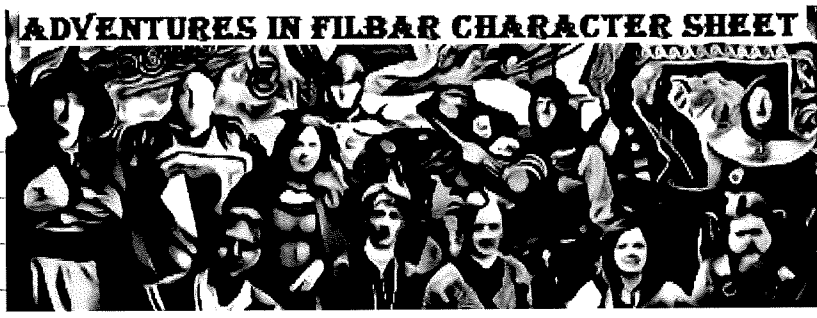
- **Feather Fall**
- **1st level Transmutation**
- **Action:** 1 Reaction
- **Range:** 60 feet
- **Components:** V, M (a small feather or piece of down)
- **Duration:** 1 minute
- **Of Class:** Bard, Sorcerer, Wizard
- Choose up to five falling creatures within range. A falling creature's rate of descent slows to 60 feet per round until the spell ends. If the creature lands before the spell ends, it takes no falling damage and can land on its feet, and the spell ends for that creature.

Second Level

- **Blindness/Deafness**
- **2nd level Necromancy**
- **Action:** 1 Action
- **Range:** 30 feet
- **Components:** V
- **Duration:** 1 minute
- **Of Class:** Bard, Cleric, Sorcerer, Wizard
- You can blind or deafen a foe. Choose one creature that you can see within range to make a Constitution saving throw. If it fails, the target is either blinded or deafened (your choice) for the duration. At the end of each of its turns, the target can make a Constitution saving throw. On a success, the spell ends.

- **Hold Person**
- **2nd level Enchantment**
- **Action:** 1 Action
- **Range:** 60 feet
- **Components:** V, S, M (a small, straight piece of iron)
- **Duration:** Concentration, up to 1 minute
- **Of Class:** Bard, Cleric, Druid, Sorcerer, Warlock, Wizard
- Choose a humanoid that you can see within range. The target must succeed on a Wisdom saving throw or be paralyzed for the duration. At the end of each of its turns, the target can make another Wisdom saving throw. On a success, the spell ends on the target.

- **Shatter**
- **2nd level Evocation**
- **Action:** 1 Action
- **Range:** 60 feet
- **Components:** V, S, M (a chip of mica)
- **Duration:** Instantaneous
- **Of Class:** Bard, Sorcerer, Warlock, Wizard
- A sudden loud ringing noise, painfully intense, erupts from a point of your choice within range. Each creature in a 10-foot-radius sphere centered on that point must make a Constitution saving throw. A creature takes 3d8 thunder damage on a failed save, or half as much damage on a successful one. A creature made of inorganic material such as stone, crystal, or metal has disadvantage on this saving throw.
A nonmagical object that isn't being worn or carried also takes the damage if it's in the spell's area.



CHARACTER Lady Yleen
 SEX & RACE Female human
 CLASS 1 Paladin
 CLASS 2 _____
 BACKGROUND Noble

LEVEL	4
ALIGNMENT	LG
SIZE	M
HEIGHT	6'2
WEIGHT	170

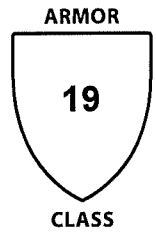
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DEXTERITY	15	2	<input type="radio"/> 2
CONSTITUTION	14	2	<input type="radio"/> 2
INTELLIGENCE	13	1	<input type="radio"/> 1
WISDOM	10	-	<input type="radio"/> 2
CHARISMA	16	3	<input type="radio"/> 5

CURRENT HIT POINTS
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TEMPORARY HIT POINTS

MAX HP	30
HIT DICE	d10
SUCCESSFUL DEATH SAVES	<input type="radio"/> <input type="radio"/> <input type="radio"/>
FAILED DEATH SAVES	<input type="radio"/> <input type="radio"/> <input type="radio"/>

PROFICIENCY BONUS	2
PASSIVE PERCEPTION	10

ACROBATICS	<input type="radio"/> 2
ANIMAL HANDLING	<input type="radio"/> -
ARCANA	<input type="radio"/> 1
ATHLETICS	<input type="radio"/> 6
DECEPTION	<input type="radio"/> 5
HISTORY	<input type="radio"/> 1
INSIGHT	<input type="radio"/> -
INTIMIDATION	<input type="radio"/> 3
INVESTIGATION	<input type="radio"/> 1
MEDICINE	<input type="radio"/> -
NATURE	<input type="radio"/> 1
PERCEPTION	<input type="radio"/> -
PERFORMANCE	<input type="radio"/> 3
PERSUASION	<input type="radio"/> 5
RELIGION	<input type="radio"/> 1
SLEIGHT OF HAND	<input type="radio"/> 2
STEALTH	<input type="radio"/> 4
SURVIVAL	<input type="radio"/> -



ARMOR
 ARMOR WORN _____
 SHIELD CARRIED _____
 DEXTERITY (CAPPED) _____
 MISC ITEMS & SKILLS _____
 SPECIAL DEFENSES _____
 STEALTH DISADVANTAGE

	AC MODIFIER
Chain Mail	6
Steel	2
Spell attack DC13 vs. Charisma/+5	

INITIATIVE SPEED EXTRA ATTACKS SPECIAL POWER USES/POINTS

WEAPON/ATTACK	ATTACK	DAMAGE	CRIT/SAVE	RANGE
Unarmed	+6	1+4		
Dagger	+6	1d4 +4		20/60
Javelin (5)	+4	1d6 +2		30/120
Long Sword	+6	1d8 +4		
Rapier	+6	1d8 +4		
Short Sword (2)	+6	1d6 +4		
Bolas	+6	1+4		30/90

FEATURES, FEATS & NOTES	
Divine sense -- use an action to detect holy / unholy	things within 60 feet and not behind a complete barrier
Lay on hands -- pool of hit points equal to 5 x paladin	level, to restore hp, cure disease or neutralize poison
Divine smite. Expend a spell slot to do extra	radiant / necrotic damage after hitting.
Immune to disease	
Oath spells and channel divinity	

LIGHT ARMOR	<input type="radio"/>
MEDIUM ARMOR	<input type="radio"/>
HEAVY ARMOR	<input checked="" type="radio"/>
SHIELDS	<input type="radio"/>
SIMPLE WEAPONS	<input type="radio"/>
MARTIAL WEAPONS	<input type="radio"/>

PROFICIENCIES & LANGUAGES
Common
Goblin

Lady Yleen Spells - 3

Protection from Evil and Good

Action: 1 Action

Range: Touch

Duration: Concentration, up to 10 minutes

The protection grants several benefits. Creatures of those types have disadvantage on attack rolls against the target. The target also can't be charmed, frightened, or possessed by them. If the target is already charmed, frightened, or possessed by such a creature, the target has advantage on any new saving throw against the relevant effect.

Sanctuary

Action: 1 Bonus Action

Range: 30 feet

Duration: 1 minute

You ward a creature within range against attack. Until the spell ends, any creature who targets the warded creature with an attack or a harmful spell must first make a Wisdom saving throw. On a failed save, the creature must choose a new target or lose the attack or spell. This spell doesn't protect the warded creature from area effects, such as the explosion of a fireball.

If the warded creature makes an attack or casts a spell that affects an enemy creature, this spell ends.

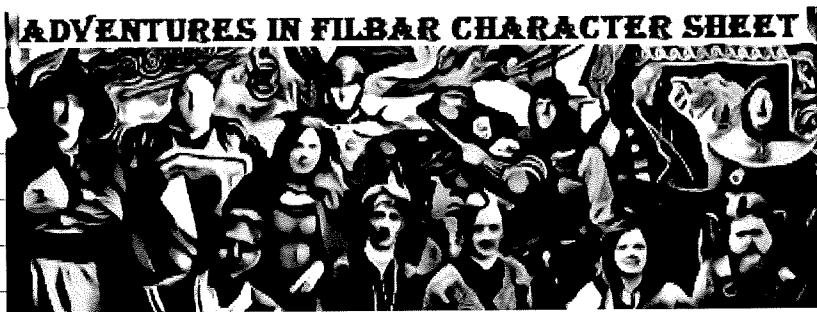
Shield of Faith

Action: 1 Bonus Action

Range: Self

Duration: Concentration, up to 10 minutes

A shimmering field appears and surrounds a creature of your choice within range, granting it a +2 bonus to AC for the duration.



CHARACTER Sigmund
 SEX & RACE Male rock gnome
 CLASS 1 Rogue
 CLASS 2 _____
 BACKGROUND Criminal

LEVEL	4
ALIGNMENT	N
SIZE	S
HEIGHT	3'8
WEIGHT	75

	SCORE	MODIFIER	SAVING THROW
STRENGTH	14	2	<input type="radio"/> 2
DEXTERITY	19	4	<input type="radio"/> 6
CONSTITUTION	8	-1	<input type="radio"/> -1
INTELLIGENCE	9	-1	<input type="radio"/> 1
WISDOM	10	-	<input type="radio"/> -
CHARISMA	10	-	<input type="radio"/> -

CURRENT HIT POINTS
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TEMPORARY HIT POINTS

MAX HP	19
HIT DICE	d6
SUCCESSFUL DEATH SAVES	<input type="radio"/> <input type="radio"/> <input type="radio"/>
FAILED DEATH SAVES	<input type="radio"/> <input type="radio"/> <input type="radio"/>

PROFICIENCY BONUS	2
PASSIVE PERCEPTION	12

ACROBATICS	<input type="radio"/> 6
ANIMAL HANDLING	<input type="radio"/> -
ARCANA	<input type="radio"/> -1
ATHLETICS	<input type="radio"/> 2
DECEPTION	<input type="radio"/> 2
HISTORY	<input type="radio"/> -1
INSIGHT	<input type="radio"/> 4
INTIMIDATION	<input type="radio"/> -
INVESTIGATION	<input type="radio"/> -1
MEDICINE	<input type="radio"/> -
NATURE	<input type="radio"/> -1
PERCEPTION	<input type="radio"/> 2
PERFORMANCE	<input type="radio"/> 2
PERSUASION	<input type="radio"/> -
RELIGION	<input type="radio"/> -1
SLEIGHT OF HAND	<input type="radio"/> 6
STEALTH	<input type="radio"/> 4
SURVIVAL	<input type="radio"/> -

ARMOR

16

CLASS

ARMOR WORN _____
 SHIELD CARRIED _____
 DEXTERITY (CAPPED) _____
 MISC ITEMS & SKILLS _____
 SPECIAL DEFENSES _____
 STEALTH DISADVANTAGE

ARMOR WORN	AC MODIFIER
Dragon Leather	+2

INITIATIVE SPEED EXTRA ATTACKS SPECIAL POWER USES/POINTS

WEAPON/ATTACK	ATTACK	DAMAGE	CRIT/SAVE	RANGE
Unarmed	+4	1+2		
Dagger (2)	+6	1d4 +4		20/60
Spear	+4	1d6 +2		20/60
Short Bow	+6	1d6 +4		80/320
Rapier	+6	1d6 +4		
Short Sword	+6	1d6 +4		
Hand Crossbow	+6	1d6 +4		30/120

FEATURES, FEATS & NOTES	
Sneak attack deals extra 1d6	
Cunning action -- take a second	action to dash, disengage or hide
Sneak attack deals extra 2d6	
Whenever you make an Intelligence (History) check related to magic items,	alchemical, technology, you can add twice your proficiency bonus.

LIGHT ARMOR	<input checked="" type="radio"/>
MEDIUM ARMOR	<input type="radio"/>
HEAVY ARMOR	<input type="radio"/>
SHIELDS	<input type="radio"/>
SIMPLE WEAPONS	<input type="radio"/>
MARTIAL WEAPONS	<input type="radio"/>

PROFICIENCIES & LANGUAGES

Common
Gnome