

CHARACTER NAME

Ranger 1

CLASS & LEVEL

Human

RACE

Hermit

BACKGROUND

Neutral Good

ALIGNMENT

PLAYER NAME

EXPERIENCE POINTS

(-1 w/o two weapons)
(+2 w/ shield)

STRENGTH
+3
16

DEXTERITY
+3
16

CONSTITUTION
+1
12

INTELLIGENCE
-1
8

WISDOM
+1
13

CHARISMA
-1
8

INSPIRATION

+2 PROFICIENCY BONUS

SAVING THROWS

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

SKILLS

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

15 ARMOR CLASS

+3 INITIATIVE

30' SPEED

Hit Point Maximum 11

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1d10 HIT DICE

SUCCESSES FAILURES DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

ATTACKS & SPELLCASTING

NAME	ATK BONUS	DAMAGE/TYPE
Shortsword (main)	+5	1d6+3 pierce
Shortsword (off)	+5	1d6 pierce
Longbow (2h)	+5	1d8+3 pierce

Longbow range is 150'/600'

Variant human:
Prof. in Perception
Feat: Dual wielder
Dual wielder:
+1 AC if two 1h weapons held
Weapons don't need to be light
Favored enemy: Giants:
Adv. on Wis (Survival) checks related to giants
Adv. on Int checks related to giants
Favored terrain: Forest:
While in forest:
Party travels normal speed if you lead
Can't get lost except by magical means
Foraging improves
Tracking improves
Passive Perception active while foraging/tracking/navigating/etc.
Hermit: Discovery

13 PASSIVE WISDOM (PERCEPTION)

OTHER PROFICIENCIES & LANGUAGES

Light & medium armor & shields
Simple & martial weapons
Herbalism kit
Common & Giant languages

EQUIPMENT

- Leather armor
- 2 shortswords
- Longbow
- 20 arrows
- Explorer's pack
- Scroll case stuffed w/ notes
- Winter blanket
- Herbalism kit
- Common clothes
- Belt pouch

CHARACTER NAME

Rogue 1
CLASS & LEVEL

Human
RACE

Urchin
BACKGROUND

Chaotic Neutral
ALIGNMENT

PLAYER NAME

EXPERIENCE POINTS

STRENGTH
-1
8

DEXTERITY
+3
16

CONSTITUTION
+2
14

INTELLIGENCE
+1
13

WISDOM
-1
8

CHARISMA
+1
12

INSPIRATION

+2 PROFICIENCY BONUS

SAVING THROWS

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

SKILLS

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

14 ARMOR CLASS

+8 INITIATIVE

30' SPEED

Hit Point Maximum 10

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1d8 HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME ATK BONUS DAMAGE/TYPE

Shortsword (main) +5 1d6+3 slash

Dagger (off) +5 1d4 slash

Dart (off) +5 1d4 pierce

Dagger and darts can be thrown (range 20'/60')
+3 dmg for dagger/dart if used in main hand

ATTACKS & SPELLCASTING

Variant human:
Prof. in Investigation
Feat: Alert
Alert:
+5 to initiative
Can't be surprised while conscious
Other creatures don't gain advantage on attack rolls against you if you don't see them

Expertise: Stealth, Thieves' Tools
Double proficiency bonus for these ability checks

Sneak attack:
Once per turn, deal 1d6 extra damage to one creature you hit with an attack if you have advantage on the roll. Or: if ally is adjacent, foe is not incapacitated, and you don't have disadvantage.

City Secrets:
Travel through city twice as fast as speed would normally allow

FEATURES & TRAITS

9 PASSIVE WISDOM (PERCEPTION)

OTHER PROFICIENCIES & LANGUAGES

Light armor
Simple weapons, hand crossbows, longswords, rapiers, shortswords
Thieves' tools
Common & Goblin languages

EQUIPMENT

- Studded leather armor
- Shortsword
- Dagger
- Dart x4
- Burglar's pack
- Thieves' tools
- Small knife
- Map of city you grew up in
- Pet mouse
- Token to remember parents
- Common clothes
- Belt pouch

CHARACTER NAME

Fighter 1

CLASS & LEVEL

Human

RACE

Outlander

BACKGROUND

Chaotic Neutral

ALIGNMENT

PLAYER NAME

EXPERIENCE POINTS

STRENGTH

+3

16

DEXTERITY

+3

16

CONSTITUTION

+2

14

INTELLIGENCE

-1

8

WISDOM

0

10

CHARISMA

0

10

INSPIRATION

+2 PROFICIENCY BONUS

SAVING THROWS

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

SKILLS

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

(-2 w/o shield)

16 **ARMOR CLASS**

+3 **INITIATIVE**

30' **SPEED**

Hit Point Maximum 12

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1d10 **HIT DICE**

SUCCESSES ○○○○

FAILURES ○○○○

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

ATTACKS & SPELLCASTING

NAME	ATK BONUS	DAMAGE/TYPE
Longsword (1h)	+5	1d8+5 slash
Longbow	+5	1d8+3 pierce

Longbow range 150'/600'

Variant human:

- Prof. in Stealth
- Feat: Resilient

Resilient:

- Prof. in Dex saving throws

Dueling fighting style:

- +2 dmg when wielding single 1h melee weapon

Second wind:

- Recover 1d10+3 HP as bonus action
- Once per rest

12 **PASSIVE WISDOM (PERCEPTION)**

All weapons and armor
Musical instrument
Common, Draconic, & Cold Tongue langs.
Wanderer:
excellent recall of maps/geography
good at foraging and hunting

OTHER PROFICIENCIES & LANGUAGES

EQUIPMENT

- CE Leather armor
- CE Shield
- SE Longsword
- SE Longbow
- EF 20 arrows
- EF Explorer's pack
- CE Hunting trap
- CE 10 Trophy from dead animal
- CE Traveling clothes
- CE Belt pouch

CHARACTER NAME

Fighter 1
CLASS & LEVEL

Soldier
BACKGROUND

PLAYER NAME

Mountain Dwarf
RACE

Neutral Good
ALIGNMENT

EXPERIENCE POINTS

STRENGTH
+3
17

DEXTERITY
+1
13

CONSTITUTION
+3
17

INTELLIGENCE
-1
9

WISDOM
-1
8

CHARISMA
0
11

INSPIRATION

+2 PROFICIENCY BONUS

● +5 Strength
○ +1 Dexterity *adv. vs.*
● +5 Constitution *poison!*
○ -1 Intelligence
○ -1 Wisdom
○ 0 Charisma

SAVING THROWS

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

SKILLS

(-2 w/o shield)

18 ARMOR CLASS

+1 INITIATIVE

25' SPEED

Hit Point Maximum 13

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1d10 HIT DICE

SUCCESSES ○○○○

FAILURES ○○○○

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME	ATK BONUS	DAMAGE/TYPE
Battleaxe (1h)	+5	1d8+5 slash
Handaxe (1h)	+5	1d6+5 slash

Handaxe can be thrown (range 20'/60')

Two-weapon fighting with handaxes:
-2 dmg main, -5 dmg off

ATTACKS & SPELLCASTING

Dwarven resilience:
Advantage to saving throws vs poison
Resistant to poison: 1/2 dmg
Dueling fighting style:
+2 dmg when wielding single 1h melee weapon
Second wind:
Recover 1d10+3 HP as bonus action
Once per rest
Darkvision 60'
Soldier rank: infantry

FEATURES & TRAITS

11 PASSIVE WISDOM (PERCEPTION)

All weapons and armor
Smith's tools
Stonecunning:
add'l +Prof for History checks on stonework
Dice games
Land vehicles
Common & Dwarvish languages

OTHER PROFICIENCIES & LANGUAGES

Chain mail
Shield
Battleaxe
2 handaxes
Dungeoneer's pack
Rank insignia
Broken blade (trophy)
Set of bone dice
Common clothes
Belt pouch

10

EQUIPMENT

CHARACTER NAME

Wizard 1
CLASS & LEVEL
High elf
RACE

Sage
BACKGROUND
Chaotic Good
ALIGNMENT
PLAYER NAME
EXPERIENCE POINTS

STRENGTH
-1
8

DEXTERITY
+3
16

CONSTITUTION
+2
14

INTELLIGENCE
+3
16

WISDOM
0
10

CHARISMA
-1
8

INSPIRATION

+2 PROFICIENCY BONUS

SAVING THROWS

- 1 Strength
- +3 Dexterity
- +2 Constitution
- +5 Intelligence
- +2 Wisdom *adv. vs.*
- 1 Charisma *charm!*

SKILLS

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

(+3 w/ Mage Armor)

13 ARMOR CLASS

+3 INITIATIVE

30' SPEED

Hit Point Maximum 8

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1d6 HIT DICE

SUCCESSSES FAILURES DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

ATTACKS & SPELLCASTING

NAME	ATK BONUS	DAMAGE/TYPE
Dagger (1h)	+5	1d4+3 pierce
Crossbow (2h)	+5	1d8+3 pierce
Shocking Grasp	+5	1d8 lightning
Magic Missile	N/A	3x 1d4+1 force

Crossbow range is 80'/320'

Shocking grasp: adv. against metal armor; hit: target can't take reactions til start of next turn

Fey ancestry:
Adv. on saving throws vs. charm
Cannot be put to sleep

Trance:
Trance for 4 hrs = sleep for 8 hrs

Darkvision: 60'

Arcane Recovery:
Can recover 1 level's worth of spell slots per day after short rest

Sage: Researcher:
Even if you don't know the answer, you usually know where to find it

13 PASSIVE WISDOM (PERCEPTION)

OTHER PROFICIENCIES & LANGUAGES

Daggers, darts, slings, quarterstaves, light crossbows
Common, Elvish, Infernal, Sylvan, & Undercommon languages

EQUIPMENT

- Dagger
- Light crossbow
- 20 bolts
- Rod (arcane focus)
- Explorer's pack
- Spellbook
- Bottle of black ink
- Small knife
- Letter from dead colleague
- Common clothes
- Belt pouch



Wizard

SPELLCASTING CLASS

Int

SPELLCASTING ABILITY

13

SPELL SAVE DC

+5

SPELL ATTACK BONUS

0

CANTRIPS

- Minor Illusion
- Shocking Grasp
- Prestidigitation
- Mage Hand

3

6

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

2

7

- Find Familiar
- Mage Armor
- Sleep
- Shield
- Detect Magic
- Magic Missile

4

8

2

5

9

SPELLS KNOWN

NAME _____ 0 CR / LEVEL		SKILLS & SAVING THROWS Perception: +3 <i>(see Keen Sight)</i> Stealth: +3 _____ _____ _____	
Owl (Fey) <small>RACE</small>	Unaligned <small>ALIGNMENT</small>		
<div style="border: 1px solid black; padding: 5px; width: 40px; margin: 0 auto;"> 11 <small>ARMOR CLASS</small> </div>	<div style="border: 1px solid black; padding: 5px; width: 60px; margin: 0 auto;"> <small>INITIATIVE</small> </div>	<div style="border: 1px solid black; padding: 5px; width: 60px; margin: 0 auto;"> 60' <i>(5' on ground)</i> <small>SPEED</small> </div>	
ACTIONS: Talons (melee weapon attack): <i>+3 to hit, reach 5', one target</i> <i>Hit: 1 slash</i> _____ _____ _____		HP MAX: <div style="text-align: center; font-size: 24pt; font-weight: bold;">1</div> <small>CURRENT HP</small>	<div style="text-align: center; font-size: 24pt; font-weight: bold;">0</div> <small>TEMP HP</small> <small>PROF. BONUS</small>
INVENTORY / LOOT _____ _____ _____ _____ _____ _____ _____		BONUS ACTIONS: _____ _____ _____ REACTIONS: _____ _____	
LANGUAGES: RESISTANCES: IMMUNITIES: SENSES:		ADDITIONAL FEATURES AND TRAITS Darkvision: 120' Flyby: <i>no atk. of opp. when flying out of reach</i> Keen Sight/Hearing: <i>adv. on Perception checks using sight/hearing</i>	

STRENGTH
-4
3

DEXTERITY
+1
13

CONSTITUTION
-1
8

INTELLIGENCE
-4
2

WISDOM
+1
12

CHARISMA
-2
7

CHARACTER NAME _____

Fighter 1
CLASS & LEVEL

Lightfoot Halfling
RACE

Criminal
BACKGROUND

Chaotic Neutral
ALIGNMENT

PLAYER NAME _____

EXPERIENCE POINTS _____

STRENGTH
-1
8

DEXTERITY
+3
16

CONSTITUTION
+2
14

INTELLIGENCE
+1
12

WISDOM
+1
12

CHARISMA
+2
14

INSPIRATION _____

+2 PROFICIENCY BONUS

SAVING THROWS

- +1 Strength
- +3 Dexterity
- +4 Constitution
- +1 Intelligence
- +1 Wisdom *adv. vs.*
- +2 Charisma *frighten!*

SKILLS

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

(+2 w/ shield)

12 ARMOR CLASS +3 INITIATIVE 25' SPEED

Hit Point Maximum 12

CURRENT HIT POINTS _____

TEMPORARY HIT POINTS _____

Total 1d10 HIT DICE

SUCCESSES ○○○○

FAILURES ○○○○

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME	ATK BONUS	DAMAGE/TYPE
Rapier (1h)	+5	1d8+3 pierce
Crossbow (2h)	+7	1d8+3 pierce

Crossbow range: 80'/320'

ATTACKS & SPELLCASTING

Lucky:
If you roll 1 on d20 for attack, check, or save: can reroll, but must use new number

Brave:
Adv. on save vs. frighten

Nimbleness:
Can move through space of creature Med or larger

Naturally stealthy:
Can hide behind Med creature or larger

Archery fighting style:
+2 to atk. rolls with ranged weapons

Second wind:
Recover 1d10+3 HP as bonus action
Once per rest

Criminal Contact:
You can generally get messages to your underworld liaison

FEATURES & TRAITS

11 PASSIVE WISDOM (PERCEPTION)

Other Proficiencies & Languages

All armor and weapons
Thieves' tools
Gaming set
Common & Halfling languages

OTHER PROFICIENCIES & LANGUAGES

EQUIPMENT

- CE Leather armor
- SF Rapier
- CE Shield
- SF Light crossbow
- CE 20 bolts
- SF Explorer's pack
- CE Crowbar
- CE 15 Dark clothes w/ hood
- CE Belt pouch

CHARACTER NAME _____

Cleric 1

CLASS & LEVEL

Human

RACE

Sailor

BACKGROUND

Chaotic Neutral

ALIGNMENT

PLAYER NAME _____

EXPERIENCE POINTS _____

STRENGTH
+3
16

DEXTERITY
-1
8

CONSTITUTION
+2
14

INTELLIGENCE
0
10

WISDOM
+3
16

CHARISMA
0
10

INSPIRATION _____

PROFICIENCY BONUS +2

SAVING THROWS

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

SKILLS

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

ARMOR CLASS 18

INITIATIVE -1

SPEED 30'

Hit Point Maximum 10

CURRENT HIT POINTS _____

TEMPORARY HIT POINTS _____

HIT DICE Total 1d8

DEATH SAVES SUCCESSSES FAILURES

PERSONALITY TRAITS _____

IDEALS _____

BONDS _____

FLAWS _____

ATTACKS & SPELLCASTING

NAME	ATK BONUS	DAMAGE/TYPE
Greatsword (2h)	+5	2d6+3 slash
Mace (1h)	+5	1d6+3 bludgeon
Belaying pin (1h)	+5	1d4+3 bludgeon
Guiding Bolt	+5	4d6 radiant

Two-weapon fighting: -3 dmg offhand
Can attack twice with one weapon
(see War Domain)

Variant human:
Prof. in Medicine
Feat: Heavy armor master
Heavy armor master:
+1 Str
-3 dmg from bludgeon/pierce/slash while wearing heavy armor
War Domain:
Prof. in martial weapons
Prof. in heavy armor
If you use Attack action, can make one weapon attack as bonus action
Ship's Passage:
Can generally secure free passage on ships
Deity: Trithereon (the Summoner)
God of liberty, individualism, retribution
Favors self-defense, questioning authority
Despises tyranny and servitude
"No ruler feels entirely secure when a shrine to Trithereon lies within their borders."

PASSIVE WISDOM (PERCEPTION) 15

OTHER PROFICIENCIES & LANGUAGES

Light, medium, heavy armor & shields
Simple & martial weapons
Navigator's tools
Water vehicles
Common & Orcish languages

EQUIPMENT

- Chain mail
- Greatsword
- Mace
- Shield
- Priest's pack
- Holy symbol (triskelion)
- Belaying pin (club)
- 50' silk rope
- Small stone with hole
- Common clothes
- Belt pouch



Cleric

SPELLCASTING CLASS

Wis

SPELLCASTING ABILITY

13

SPELL SAVE DC

+5

SPELL ATTACK BONUS

0

CANTRIPS

- Guidance
- Spare the Dying
- Light

3

6

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

2

PREPARED

- Cure Wounds
- Healing Word
- Divine Favor
- Shield of Faith
- Guiding Bolt
- Protection from Evil & Good

4

7

8

2

5

9

SPELLS KNOWN