# Myrna

**Character Name:** Myrna

<table>
<thead>
<tr>
<th>Class &amp; Level</th>
<th>Background</th>
<th>Player Name</th>
</tr>
</thead>
<tbody>
<tr>
<td>Half-Elf</td>
<td>NG</td>
<td>0</td>
</tr>
</tbody>
</table>

**Racial Traits:**
- Fey Ancestry: Advantage on saves vs. charm and can't be put to sleep
- Skill Versatility

**Class Traits:**
- Bardic Inspiration (1d6)

**Spellcasting:**
- Spellcasting save DC 15
- +5 to hit with spell attacks
- Cantrips (2): mage hand, true strike
- Spells Known: 4
cure wounds, detect magic, sleep, speak with animals
- Spell Slots: 1st Level: 2

**Features & Traits:**

### Attributes

<table>
<thead>
<tr>
<th>Attribute</th>
<th>Strength</th>
<th>Dexterity</th>
<th>Constitution</th>
<th>Intelligence</th>
<th>Wisdom</th>
<th>Charisma</th>
</tr>
</thead>
<tbody>
<tr>
<td>Value</td>
<td>10</td>
<td>18</td>
<td>11</td>
<td>14</td>
<td>10</td>
<td>16</td>
</tr>
</tbody>
</table>

**Passive Wisdom (Perception):** 12

**Equipment:**

- Studded Leather armor
- 40 arrows in quiver
- Map of the Keep
- Lyre
- Pet hedgehog
- Thieves' tools
- Pack B

**Attacks & Spellcasting:**

<table>
<thead>
<tr>
<th>Name</th>
<th>ATK Bonus</th>
<th>Damage/Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>S. sword</td>
<td>+6</td>
<td>1d6 +4</td>
</tr>
<tr>
<td>S. Bow</td>
<td>+6</td>
<td>1d6 +4</td>
</tr>
<tr>
<td>2 daggers</td>
<td>+6</td>
<td>1d4 +4</td>
</tr>
</tbody>
</table>

**Skills:**

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

**Equipment:**

- Common
- Elvish
- Lizardfolk

- Disguise Tools
- Thieves' Tools
- Musical Instruments (lyre, harp, mandolin)

**Other Proficiencies & Languages:**

**AC:** 16

**Initiative:** +4

**Speed:** 30 ft.

**Hit Point Maximum:** 8

**Current Hit Points:** 8

**Temporary Hit Points:**

<table>
<thead>
<tr>
<th>Hit Dice</th>
<th>Total</th>
<th>Sucesses</th>
<th>Failures</th>
<th>Death Saves</th>
</tr>
</thead>
<tbody>
<tr>
<td>d8</td>
<td>1</td>
<td>0</td>
<td>0</td>
<td>0</td>
</tr>
</tbody>
</table>

**Features & Traits:**

- Speak bluntly, sometimes rudely, ignore others feelings, inquisitive
  - Personality Traits
- The folk of the Keep need to care for each other. Nobody else will in the borderlands
  - Ideals
- The Keep is my home and I'll defend it with my life
  - Bonds
- It's not stealing if I need it more than others
  - Flaws

**Savages:**

- Strength
- Dexterity
- Constitution
- Intelligence
- Wisdom
- Charisma

**Saving Throws:**

- Dexterity
- Constitution
- Wisdom
- Strength
- Charisma

**Features:**

- Inspiration

**Proficiency Bonus:** +2

**Saving Throws:**

- Strength
- Dexterity
- Constitution
- Intelligence
- Wisdom
- Charisma

**Equipment:**

- Studded Leather armor
- 40 arrows in quiver
- Map of the Keep
- Lyre
- Pet hedgehog
- Thieves' tools
- Pack B

**Features & Traits:**

- Common
- Elvish
- Lizardfolk

- Disguise Tools
- Thieves' Tools
- Musical Instruments (lyre, harp, mandolin)
Breccia
1st Level Cleric | Acolyte
CLASS & LEVEL | BACKGROUND
Hill Dwarf | LN
RACE | ALIGNMENT
LN | EXPERIENCE POINTS
0

**STRENGTH**
16
**DEXTERITY**
10
**CONSTITUTION**
12
**INTELLIGENCE**
9
**WISDOM**
14
**CHARISMA**
11

**Hit Point Maximum**
10
**Current Hit Points**
10

**ACRORUS CLASS**
14
**INITIATIVE**
+0
**SPEED**
25 ft.

**Hit Dice**

**NAME** | **ATT BONUS** | **DAMAGE/TYPE**
--- | --- | ---
Battle Axe | +5 | 1d10 +3
Hand axe | +5 | 1d6 +3

**Features & Traits**

- Easily offended, quick to judge, passionate about religion
- I trust that my deity will guide my actions (especially in battle)
- I prefer to convert evil-doers to my faith via the sharp end of my battle axe
- I judge others harshly, but myself even more severely

- **Ideals**
- **Bonds**
- **Flaws**

**Equipment**

- Breastplate
- Pack D
- 10

**Other Proficiencies & Languages**

- Common
- Dwarvish
- Elvish
- Goblin
- Mason's Tools
- Martial Weapons
- Light, medium, heavy armor

**Skills**

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

**Passive Wisdom (Perception)**
12

- **Saving Throws**
- Strength
- Dexterity
- Constitution
- Intelligence
- Wisdom
- Charisma

**Proficiency Bonus**
+2

- **Total**

- **1**

- **HIT DICE**

- **Successes**
- **Failures**
- **Death Saves**

**Racial Traits**
- Darkvision 60 ft.
- Dwarven Resilience (Advantage on saves vs. poison and resistance to poison damage)
- Dwarven Combat Training
- Stonecunning (Proficiency in Int (Investigation) checks regarding stonework
- Dwarven Toughness (+1 Maximum hit points)

**Divine Domain**
- War
- War Priest: When you use the Attack action, gain one weapon attack as a bonus action (2x/long rest)

**Divine Inspiration**

- Spell Save DC 12
- Spell Attacks at +4 to hit
- Cantrips (3): guidance, resistance, spare the dying
- Spell Slots: 1st Level: 2
- Spells Prepared:
  - 1st Level: divine favor, shield of faith, cure wounds, bless, guiding bolt
**Brother Martin**

**RACE**

**CLASS & LEVEL**

<table>
<thead>
<tr>
<th>1st Level Cleric</th>
<th>Acolyte</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>CLASS &amp; BACKGROUND</strong></td>
<td><strong>PLAYER NAME</strong></td>
</tr>
<tr>
<td><strong>RACE</strong></td>
<td><strong>ALIGNMENT</strong></td>
</tr>
<tr>
<td>Human</td>
<td>LG</td>
</tr>
<tr>
<td><strong>BACKGROUND</strong></td>
<td><strong>EXPERIENCE POINTS</strong></td>
</tr>
<tr>
<td><strong>PLAYER NAME</strong></td>
<td><strong>0</strong></td>
</tr>
</tbody>
</table>

**STRENGTH**

| 11 |

**DEXTERITY**

| 12 |

**CONSTITUTION**

| 13 |

**INTELLIGENCE**

| 10 |

**WISDOM**

| 16 |

**CHARISMA**

| 15 |

**Hit Point Maximum**

| 9 |

**CURRENT HIT POINTS**

| 9 |

**TEMPORARY HIT POINTS**

| Total 1 |

**SKILL BONUSES**

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

**Passive Wisdom (Perception)**

| 13 |

**Open, Reasonable, Easy-going, Affable**

**PERSONALITY TRAITS**

- I trust my deity to guide my actions
- **IDEALS**
- I will always protect the weak
- **BONDS**
- Obsessed with achieving current goal
- **FLAWS**

**EQUIPMENT**

- **Other Proficiencies & Languages**
- **Equipment**

- **Features & Traits**

<table>
<thead>
<tr>
<th>NAME</th>
<th>ATK BONUS</th>
<th>DAMAGE/TYPE</th>
</tr>
</thead>
<tbody>
<tr>
<td>Staff</td>
<td>+2</td>
<td>1d6</td>
</tr>
<tr>
<td>Sling</td>
<td>+3</td>
<td>1d4+1</td>
</tr>
</tbody>
</table>

**Sling Range**: 30/120 ft.

**Divine Domain**: Nature

**Domain Spells**: animal friendship, speak with animals

**Acolyte of Nature**: Survival proficiency, bonus cantrip: produce flame

**Spellcasting**: Save DC 13; +5 to hit with spell attacks.

**Cantrips (4)**:
- produce flame (D)
- guidance
- light
- resistance

**1st Level (2 slots)**:
- animal friendship (D)
- speak with animals (D)
- cure wounds
- healing word
- bless
- shield of faith
# Character: Opal

**Race:** Human  
**Class & Level:** 1st level Druid  
**Background:** Hermit  
**Player Name:** 0

## Stats

<table>
<thead>
<tr>
<th>Stat</th>
<th>Base</th>
<th>Proficiency Bonus</th>
<th>+1</th>
<th>+2</th>
<th>+3</th>
<th>+4</th>
<th>+5</th>
<th>+6</th>
<th>+7</th>
</tr>
</thead>
<tbody>
<tr>
<td>Strength</td>
<td>12</td>
<td>+2</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Dexterity</td>
<td>12</td>
<td>+1</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Constitution</td>
<td>15</td>
<td>+2</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Intelligence</td>
<td>13</td>
<td>+1</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Wisdom</td>
<td>17</td>
<td>+3</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Charisma</td>
<td>12</td>
<td>+1</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

## Hit Points

- **Hit Point Maximum:** 10
- **Current Hit Points:** 10
- **Tempoary Hit Points:** 0
- **Death Saves:** 0

## Skills

<table>
<thead>
<tr>
<th>Skill</th>
<th>Proficiency</th>
<th>Proficiency</th>
<th>Proficiency</th>
<th>Proficiency</th>
</tr>
</thead>
<tbody>
<tr>
<td>Acrobatics</td>
<td>Dex</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Animal Handling</td>
<td>Wis</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Arcana</td>
<td>Int</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Athletics</td>
<td>Str</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Deception</td>
<td>Cha</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>History</td>
<td>Int</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Insight</td>
<td>Wis</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Intimidation</td>
<td>Cha</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Investigation</td>
<td>Int</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Medicine</td>
<td>Wis</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Nature</td>
<td>Int</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Perception</td>
<td>Wis</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Performance</td>
<td>Cha</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Persuasion</td>
<td>Cha</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Religion</td>
<td>Int</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Sleight of Hand</td>
<td>Dex</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Stealth</td>
<td>Dex</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Survival</td>
<td>Wis</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

## Armor Class

- **Armor Class:** 13
- **Initiative:** +1
- **Speed:** 30 ft.

## Other Proficiencies & Languages

- **Language:** Common, Elven, Druidic

## Equipment

- **Herbalism Kit**
- **Hide Armor**
- **Druidic Focus (totem)**
- **Antitoxin (3)**
- **Potion of healing (2)**
- **Healer’s Kit**
- **Pack D**

## Personalities, Traits

- **Personality Traits:** Quiet, calm, composed  
- **Flaw:** Giddy, giggly near full moon

## Features & Traits

- **Deity:** The Moon Mother

## Spellcasting

- **Spellcasting:**
  - Spell Save DC 15
  - Spell Attack: +5
- **Cantrips:** druidcraft, thorn whip
- **Spells Prepared:**
  - Cure wounds, detect magic, entangle, thunderwave

## Attacks & Spellcasting

- **Scimitar:** +3
  - **Damage/Type:** 1d6 +1

- **Javelin (4):** +3
  - **Damage/Type:** 1d6 +1

  **Javelin Range:** 30/120 ft. Carries 2 scimitars
### Character Name
Cob

<table>
<thead>
<tr>
<th>Class &amp; Level</th>
<th>1st Level Fighter</th>
<th>Soldier</th>
</tr>
</thead>
<tbody>
<tr>
<td>Race</td>
<td>Human</td>
<td>NG</td>
</tr>
<tr>
<td>Background</td>
<td></td>
<td>0</td>
</tr>
<tr>
<td>Alignment</td>
<td></td>
<td>EXPERIENCE POINTS</td>
</tr>
</tbody>
</table>

#### Hit Points
- **Hit Points Maximum**: 14
- **Current Hit Points**: 14
- **Temporary Hit Points**: 1

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

#### Equipment
- **Studded Leather Armor and Shield**
- **Pack "A"**
- **Old Uniform with insignia**

#### Personality Traits
- **Ideals**: I always follow the rules
- **Bonds**: I trust only myself
- **Flaws**: You trust others too easily, and some day it will catch up to you

#### Attacks & Spellcasting
- **L. Sword**: +4, 1d8+2
- **Sh. Bow**: +5, 1d6+1
- **Dagger**: +4, 1d4+2

**Fighting Style**: Archery
**Second Wind** (use action to gain 1d10+1 hp; 1/rest)
# Third, Warrior Maid of Maruda

**Character Name:** Third, Warrior Maid of Maruda

---

<table>
<thead>
<tr>
<th>Attribute</th>
<th>Value</th>
<th>Proficiency Bonus</th>
</tr>
</thead>
<tbody>
<tr>
<td>Strength</td>
<td>17</td>
<td>+3</td>
</tr>
<tr>
<td>Dexterity</td>
<td>16</td>
<td>+3</td>
</tr>
<tr>
<td>Constitution</td>
<td>12</td>
<td>+1</td>
</tr>
<tr>
<td>Intelligence</td>
<td>10</td>
<td>+0</td>
</tr>
<tr>
<td>Wisdom</td>
<td>14</td>
<td>+2</td>
</tr>
<tr>
<td>Charisma</td>
<td>17</td>
<td>+3</td>
</tr>
</tbody>
</table>

---

**Hit Point Maximum:** 13

**Current Hit Points:** 13

**Hit Dice:** d10

**Temporary Hit Points:**

---

**Armour Class:** 15

**Initiative:** +3

**Speed:** 30 ft.

---

**Class & Level:**

- **Race:** Human (Cynidicean)
- **Background:** LN
- **Player Name:** 0
- **Alignment:**
- **Experience Points:**

---

**Skills:**

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

---

**Passive Wisdom (Perception):** 12

**Equipment:**

- **Barbarian Chain Shirt**
- Pack "A"
- Bronze Mask
- Bone flute
- Owlbear Claw

---

**Features & Traits:**

- **Alignments:**
- **Languages:**

---

**Ideals:**

- Quiet, Reserved, Cautious

- If I dishonor myself, I dishonor my people

- My people are the most important aspect of my life

**Bonds:**

- My family is my everything.

**Flaws:**

- I'm slow to trust others

**Personality Traits:**

- 60 ft. Darkvision

- Sunlight Sensitivity (In bright sunlight, disadvantage to attack rolls and Wisdom (Perception) checks)

**Attacks & Spellcasting:**

- **Gr. Spear** +5 1d10+3
- **2 daggers** +5 1d4+3

---

**GreatSpear (thrown):** +5 to hit, 1d8 +3 piercing damage

**Fighting Style:** Great Weapon Fighting

**Second Wind:** Bonus action to gain 1d10+1 hp; 1/rest
Manu

1st Level Paladin

CLASS & LEVEL
Mountain Dwarf

RACE
LG

BACKGROUND

PLAYER NAME
0

CHARACTER NAME

Hit Point Maximum
13

CURRENT HIT POINTS

TEMPORARY HIT POINTS

NAME
War hamr
Lt. hamr
Holy water

ATK BONUS
+6
+6
+2

DAMAGE/TYPE
1d8+4
1d4+4
2d6

ATTACKS & SPELLCASTING

Chain mail Shield (holy symbol)
Holy water (4)
Prayer book

Pack A

10

ASPIRATIONS

IDEALS
The Keep is all that matters to me

BONDS
Another dwarf saved my life on the battlefield. To this day, I will never leave a comrade behind

FLAWS
On the battlefield I made a terrible mistake and many lost their lives. I keep that secret to this day

PERSONALITY TRAITS
Respective, always polite, uses Sir or Lady when addressing others, Calm

STRENGTH
18
+4

ARMOR CLASS
+0

Dexterity
10
+0

Initiative
25 ft.

Constitution
17
+3

SPEED

Intelligence
10

Strength

Dexterity

Constitution

Wisdom

Charisma

Alignment

Languages

Other Proficiencies

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

Saving Throws

Sav. Strength
Sav. Dexterity
Sav. Constitution
Sav. Intelligence
Sav. Wisdom
Sav. Charisma

Skills

Strength

Dexterity

Constitution

Intelligence

Wisdom

Charisma

Equipment

Backpack

Common Dwarf

Smith's Tools

Features & Traits

Racial Traits
60 ft. darkvision

Dwarven Resilience
(Advantage on saves vs. poison and resistance to poison damage)

Dwarven Combat and Armor Training

Stonecunning: Add proficiency bonus to Int (History) checks with stone

Class Traits

Divine Sense (3x); 60 ft.

Lay on Hands (1x/long rest; heal 5 hp, or cure disease, or neutralize poison)
Dalar Deweweller

**Character Name**

**Race**
Wood Elf

**Class & Level**
Outlander

**Background**
CG

**Player Name**

**Experience Points**
0

**1st Level Ranger**

**Hit Point Maximum**
11

**Current Hit Points**
11

**Temporary Hit Points**

**Armor Class**
15

**Initiative**
+3

**Speed**
35 ft.

**Acrobatics**
(Dex)

**Animal Handling**
(Wis)

**Arcana**
(Int)

**Athletics**
(Str)

**Deception**
(Cha)

**History**
(Int)

**Insight**
(Wis)

**Intimidation**
(Cha)

**Investigation**
(Int)

**Medicine**
(Wis)

**Nature**
(Int)

**Perception**
(Wis)

**Performance**
(Cha)

**Persuasion**
(Cha)

**Religion**
(Int)

**Sleight of Hand**
(Dex)

**Stealth**
(Dex)

**Survival**
(Wis)

**Skills**

**Personalities**

**Traits**

**Equipment**

**Features & Traits**

Racial Traits
- darkvision 60 ft.
- Keen Senses

Fey Ancestry (Advantage on saves vs. charm or sleep)

Trance (4 hours)
- No need for sleep

Elf Weapon Training (longsword, shortsword, longbow, shortbow)

Mask of the Wild (Hide outdoors when lightly obscured)

Class Traits
- Favored Enemy
  - Orcs
  - Lizardfolk
- Natural Explorer: Swamp
# Jess

**Class & Level:** 1st Level Rogue  
**Background:** Charlatan  
**Race:** Human  
**Gender:**  
**Alignment:** CG  
**Experience Points:** 0

## Hit Points

- **Hit Point Maximum:** 9  
- **Current Hit Points:** 9

## Equipment

- **Common Tools:**  
- **Goblin Tools:**  
- **Thieves' Cant:**  
- **Thieves' Tools:**  
- **Forgery Tools:**

## Other Proficiencies & Languages

- **Acrobatics (Dex):**  
- **Animal Handling (Wis):**  
- **Arcana (Int):**  
- **Athletics (Str):**  
- **Deception (Cha):**  
- **History (Int):**  
- **Insight (Wis):**  
- **Intimidation (Cha):**  
- **Investigation (Int):**  
- **Medicine (Wis):**  
- **Nature (Int):**  
- **Perception (Wis):**

## Other Proficiencies & Languages

- **Performance (Cha):**  
- **Persuasion (Cha):**  
- **Religion (Int):**  
- **Sleight of Hand (Dex):**  
- **Stealth (Dex):**  
- **Survival (Wis):**

## Skills

- **Passive Wisdom (Perception):** 10

## Attacks & Spellcasting

- **Sword Attack:** +5  
- **Dagger Attack:** +5  
- **Sneak Attack (+1d6):**

## Personality Traits

- **Overly dramatic, unselfish:**
  - You redistribute wealth from those with excess to those in desperate need

## Ideals

- **Expertise:** Sleight of Hand, Deception

## Bonds

- **You wish to become part of something bigger and better:**

## Flaws

- **You are a risk taker:**

## Inspiration

- **Armor Class:** 15  
- **Initiative:** +3  
- **Speed:** 30 ft.

## Saving Throws

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

## Proficiency Bonus

- **Strength:** +2

## Passive Wisdom (Perception)

- **Total:** 1

## Temporary Hit Points

- **HIT DICE:** d8

## Successes & Failures

- **Successes:**  
- **Failures:**  
- **Death Saves:**  

## Personal Information

- **Name:** Jess  
- **Atk Bonus:**  
- **Damage/Type:**

---

**Disguise Kit**

- **Pack B**
# Character: Mouse

**Class & Level:** Lightfoot Halfling

## Hit Point Maximum

<table>
<thead>
<tr>
<th>Strength</th>
<th>Dexterity</th>
<th>Constitution</th>
<th>Intelligence</th>
<th>Wisdom</th>
<th>Charisma</th>
</tr>
</thead>
<tbody>
<tr>
<td>10</td>
<td>18</td>
<td>12</td>
<td>14</td>
<td>10</td>
<td>9</td>
</tr>
</tbody>
</table>

## PHB Table

<table>
<thead>
<tr>
<th>Skill</th>
<th>Proficiency</th>
<th>Language</th>
</tr>
</thead>
<tbody>
<tr>
<td>Acrobatics (Dex)</td>
<td>+6</td>
<td></td>
</tr>
<tr>
<td>Animal Handling</td>
<td>+1</td>
<td></td>
</tr>
<tr>
<td>Arcana</td>
<td>-2</td>
<td></td>
</tr>
<tr>
<td>Athletics (Str)</td>
<td>-2</td>
<td></td>
</tr>
<tr>
<td>Deception (Cha)</td>
<td>+1</td>
<td></td>
</tr>
<tr>
<td>History (Int)</td>
<td>+1</td>
<td></td>
</tr>
<tr>
<td>Insight (Wis)</td>
<td>+1</td>
<td></td>
</tr>
<tr>
<td>Intimidation (Cha)</td>
<td>+1</td>
<td></td>
</tr>
<tr>
<td>Investigation (Int)</td>
<td>+1</td>
<td></td>
</tr>
<tr>
<td>Medicine (Wis)</td>
<td>-2</td>
<td></td>
</tr>
<tr>
<td>Nature (Int)</td>
<td>-2</td>
<td></td>
</tr>
<tr>
<td>Perception (Wis)</td>
<td>-2</td>
<td></td>
</tr>
<tr>
<td>Performance (Cha)</td>
<td>-2</td>
<td></td>
</tr>
<tr>
<td>Persuasion (Cha)</td>
<td>+1</td>
<td></td>
</tr>
<tr>
<td>Religion (Int)</td>
<td>-2</td>
<td></td>
</tr>
<tr>
<td>Sleight of Hand (Dex)</td>
<td>+1</td>
<td></td>
</tr>
<tr>
<td>Stealth (Dex)</td>
<td>-2</td>
<td></td>
</tr>
<tr>
<td>Survival (Wis)</td>
<td>-2</td>
<td></td>
</tr>
</tbody>
</table>

## Skills

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

## Armor Class

- AC 14

## Initiative

- Initiative +4

## Speed

- Speed 25 ft.

## sidebar

- **Personable, Greedy, Miserly, Optimistic**
  - **Personality Traits**
    - I'm only in it for the money, sister.
    - Money makes the world go around.
    - I'm never satisfied. If 100 gp is good, 200 gp must be great!

## Equipment

- **Rapier** +6
  - Damage 1d8 +4
- **Sling** +6
  - Damage 1d4 +4

## Sneak Attack (+1d6)

- **Sneak Attack** (+1d6)

## Features & Traits

- **Racial Traits** (size Small)
  - Naturally Stealthy (hide in the open)
  - Brave ( Advantage on saves against frightened)
  - Lucky (Can re-roll a 1 on skill check, saving throw or attack roll; must take 2nd roll)
  - Halfling Nimbleness: can move through space of any creature larger than you

- **Expertise** (Perception, thieves' tools: +8 to pick locks)

- **Sneak Attack** (+1d6)

## Other Proficiencies & Languages

- Common
- Halfling
- Dwarven
- Thieves' Cant

## Miscellaneous

- Thieves' Tools
- Appraisal Tools (add proficiency bonus to Investigation checks to assess the value of an object)

## Experience Points

<table>
<thead>
<tr>
<th>Level</th>
<th>Experience Points</th>
</tr>
</thead>
<tbody>
<tr>
<td>1st</td>
<td>0</td>
</tr>
</tbody>
</table>

---

**Alignment:** LN

**Background:** LN

**Player Name:** 0

---

**Copyright:** © 2014 Wizards of the Coast LLC. Permission is granted to photocopy this document for personal use.
**Aseneth**

**CLASS & LEVEL**
- **1st Level Wizard**
- **Sage**

**RACE**
- Human

**BACKGROUND**
- CN

**PLAYER NAME**
- 0

**ALIGNMENT**
- Unemotional, depressing, gloomy, pessimistic, brutally honest

**PERSONALITY TRAITS**
- The secret of unlife is the path to ultimate power
- The body is but a shell to house the soul

**IDEALS**
- I speak what I feel, which usually insults others

**BONDS**
- Arcane Recovery (1 1st level slot per short rest)
- Spell Casting:
  - Spell Dave DC 15
  - Spell Attacks at +6 to hit

**FLAWS**
- Cantrips (3): chill touch, poison spray, ray of frost,
- Spell Slots: 1st Level: 2

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

**Passive Wisdom (Perception)**
- 13

**Attacks & Spellcasting**

<table>
<thead>
<tr>
<th>Name</th>
<th>ATK Bonus</th>
<th>Damage/Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>Daggers</td>
<td>+1</td>
<td>1d4 -1</td>
</tr>
</tbody>
</table>

Carries 4 daggers
- Dagger Thrown: +2 to hit, range 20/60 ft., 1d4 damage
- Spell Attacks +6 to hit

**Equipment**
- Black Robes
- Pack C

**Features & Traits**
- Common Draconic
- Infernal
- Abyssal

**Hit Point Maximum**
- 4

**Current Hit Points**
- 4

**Temporary Hit Points**
- 1

**Initiative**
- 0

**Speed**
- 30 ft.

**Strength**
- 8 (+2)

**Dexterity**
- 11 (+0)

**Constitution**
- 7 (-2)

**Intelligence**
- 18 (+4)

**Wisdom**
- 16 (+3)

**Charisma**
- 17 (+3)

**SavingThrows**
- Strength
- Dexterity
- Constitution
- Intelligence
- Wisdom
- Charisma

**Proficiency Bonus**
- 2

**Equipment**

- Common Draconic
- Infernal
- Abyssal

**Other Proficiencies & Languages**

- Common Draconic
- Infernal
- Abyssal

**Features & Traits**

- Arcane Recovery (1 1st level slot per short rest)
- Spell Casting:
  - Spell Dave DC 15
  - Spell Attacks at +6 to hit
- Cantrips (3): chill touch, poison spray, ray of frost,
- Spell Slots: 1st Level: 2
- Spells Prepared: comprehend languages, ray of sickness, sleep, unseen servant, witch bolt
Dubricus d'Amberville

**Race & Level**

<table>
<thead>
<tr>
<th>CLASS &amp; LEVEL</th>
<th>BACKGROUND</th>
<th>PLAYER NAME</th>
</tr>
</thead>
<tbody>
<tr>
<td>Human</td>
<td>CG</td>
<td>0</td>
</tr>
</tbody>
</table>

**Attributes**

- **Hit Point Maximum**: 8
- **Tested Skills**:
  - Acrobatics (Dex)
  - Animal Handling (Wis)
  - Arcana (Int)
  - Athletics (Str)
  - Deception (Cha)
  - History (Int)
  - Insight (Wis)
  - Intimidation (Cha)
  - Investigation (Int)
  - Medicine (Wis)
  - Nature (Int)
  - Perception (Wis)
  - Performance (Cha)
  - Persuasion (Cha)
  - Religion (Int)
  - Sleight of Hand (Dex)
  - Stealth (Dex)
  - Survival (Wis)

**Passive Wisdom (Perception)**: 8

**Equipment**

- Robes
- Pack C

**Attacks & Spellcasting**

- **Staff**: +4 1d6 +2
- **Dagger (2)**: +4 1d4 +2

**Dagger Thrown**: +3 to hit, range: 20/60 ft., 1d4 +1

**Features & Traits**

- **Personalities:**
  - **Ideals**: Clever, witty, outspoken, somewhat brash
  - **Bonds**: I must prove myself despite coddling by my family
  - **Flaws**: Knowledge is power
  - Full of brilliant but complicated, impractical ideas

**Arcane Recovery (1st level)**

- Spell Casting:
  - Spell Save DC 15
  - Spell Attacks +5 to hit

- Cantrips (3): blade ward, light, mage hand

- **Spell Slots**: 1st Level: 2

- Spells Prepared:
  - 1st Level: burning hands, identify, mage armor, magic missile

**Other Proficiencies & Languages**

- **Armor Class**:
  - **Initiative**: 30 ft.
  - **Speed**:

**f不久fal**