Myrna

Half-Elf

NG

• Darkvision 60 ft.
• Fey Ancestry ( Advantage on saves vs. charm and can't be put to sleep)

Class: Bard

1st Level: 2

Racial Traits:

- Cantrips (2): mage hand, true strike
- Spells Known: 4
cure wounds, detect magic, sleep, speak with animals

Equipment:

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

Features & Traits:

- Bardic Inspiration (1d6)

Align: NE

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)

Personalities Traits:

• Speak bluntly, sometimes rudely, ignore others feelings, inquisitive

Flaws:

• It's not stealing if I need it more than others

Ideals:

• The folk of the Keep need to care for each other. Nobody else will in the borderlands

Bonds:

• The Keep is my home and I'll defend it with my life

Other Proficiencies & Languages:

- Common
- Elvish
- Lizardfolk

- Disguise Tools
- Thieves' Tools
- Musical Instruments (lyre, harp, mandolin)
Breccia
Hill Dwarf
LN
0

STRENGTH
16 +2

Dexterity
10 +0

Constitution
12 +1

Intelligence
9 -1

Wisdom
14 +2

Charisma
11 +0

1st Level Cleric
Acolyte

Hit Point Maximum
10

Current Hit Points
10

Hit Dice
d8

14

Armor Class
+0

Initiative
25 ft.

Speed

ACRAGE CLASS & LEVEL
PLAYER NAME
CHARACTER NAME
BACKGROUND
EXPERIENCE POINTS
ALIGNMENT

Passive Wisdom (Perception)

12

Weaknesses

10

Strength

+3

Dexterity

0

Constitution

+1

Intelligence

-1

Wisdom

+4

Charisma

+2

Strength

Dexterity

Constitution

Intelligence

Wisdom

Charisma

Strength

Dexterity

Constitution

Intelligence

Wisdom

Charisma

Level

DEXTERITY

Constitution

Management

Intelligence

Stealth

Wisdom

Survival

Charisma

 vulnerability to poison damage)

Racial Traits
darkvision 60 ft.

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

Dwarven Combat Training
Stonework (Proficiency in Int (Investigation) checks regarding stonework)

Dwarven Toughness (+ 1 Maximum hit points)

4 to hit with spell attacks
2 hand axes: range: 20/60/ft.

Common
Dwarvish
Elvish
Goblin

Mason's Tools
Martial Weapons
Light, medium, heavy armor

Attacks & Spellcasting

Battle Axe
+5
1d10 +3

Hand axe
+5
1d6 +3

Common
Dwarvish
Elvish
Goblin

Mason's Tools
Martial Weapons
Light, medium, heavy armor

Attacks & Spellcasting

Battle Axe
+5
1d10 +3

Hand axe
+5
1d6 +3

+4 to hit with spell attacks
2 hand axes: range: 20/60/ft.

Racial Traits
darkvision 60 ft.

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

Dwarven Combat Training
Stonework (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)

Spellcasting
Spell Save DC 12

Spells Prepared:
1st Level: divine favor, shield of faith, cure wounds, bless, guiding bolt

12

Physicians

Common
Dwarvish
Elvish
Goblin

Mason's Tools
Martial Weapons
Light, medium, heavy armor

Attacks & Spellcasting

Battle Axe
+5
1d10 +3

Hand axe
+5
1d6 +3

+4 to hit with spell attacks
2 hand axes: range: 20/60/ft.

Racial Traits
darkvision 60 ft.

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

Dwarven Combat Training
Stonework (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)

Spellcasting
Spell Save DC 12

Spells Prepared:
1st Level: divine favor, shield of faith, cure wounds, bless, guiding bolt
Brother Martin

1st Level Cleric

NAME: Brother Martin

CLASS & LEVEL: Human

PLAYER NAME: 0

ALIGNMENT: LG

BACKGROUND: 0

EXPERIENCE POINTS:

Hit Point Maximum: 9

Current Hit Points: 9

TEMPORARY HIT POINTS

Total: 1

Hit Dice: d8

ARMOR CLASS: 15

INITIATIVE: +1

SPEED: 30 ft.

STRENGTH: 11 (+2)

DEXTERITY: 12 (+1)

CONSTITUTION: 13 (+1)

INTELLIGENCE: 10 (+0)

WISDOM: 16 (+3)

CHARISMA: 15 (+2)

SAVING THROWS

⇒ Strength: +6
⇒ Dexterity: +7
⇒ Constitution: +1
⇒ Intelligence: +5
⇒ Wisdom: +6
⇒ Charisma: +4

SAVING THROWS

⇒ Acrobatics (Dex): +0
⇒ Animal Handling (Wis): +0
⇒ Arcana (Int): +0
⇒ Athletics (Str): +0
⇒ Deception (Cha): +1
⇒ History (Int): +0
⇒ Insight (Wis): +5
⇒ Intimidation (Cha): +0
⇒ Investigation (Int): +0
⇒ Medicine (Wis): +5
⇒ Nature (Int): +0
⇒ Perception (Wis): +0
⇒ Performance (Cha): +0
⇒ Persuasion (Cha): +4
⇒ Religion (Int): +0
⇒ Sleight of Hand (Dex): +0
⇒ Stealth (Dex): +2
⇒ Survival (Wis): +0

SKILLS

⇒ Acrobatics (Dex): +0
⇒ Animal Handling (Wis): +0
⇒ Arcana (Int): +0
⇒ Athletics (Str): +0
⇒ Deception (Cha): +1
⇒ History (Int): +0
⇒ Insight (Wis): +5
⇒ Intimidation (Cha): +0
⇒ Investigation (Int): +0
⇒ Medicine (Wis): +5
⇒ Nature (Int): +0
⇒ Perception (Wis): +0
⇒ Performance (Cha): +0
⇒ Persuasion (Cha): +4
⇒ Religion (Int): +0
⇒ Sleight of Hand (Dex): +0
⇒ Stealth (Dex): +2
⇒ Survival (Wis): +0

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

Open, Reasonable, Easy-going, Affable

PERSONALITY TRAITS

⇒ I trust my deity to guide my actions
⇒ I will always protect the weak

IDEALS

BONDS

FLAWS

Obsessed with achieving current goal

Other proficiencies & languages

- Common Gnome

Equipment

- Breastplate
- Pack "D"
- potion of healing (2)
- Healer's Kit

Features & traits
Opal

1st level Druid

**CLASS & LEVEL**

**PLAYER NAME**

**RACE**

**BACKGROUND**

**ALIGNMENT**

**EXPERIENCE POINTS**

---

**Hit Point Maximum**

**Strength**

**Dexterity**

**Constitution**

**Intelligence**

**Wisdom**

**Charisma**

**Armor Class**

**Initiative**

**Speed**

**NAME**

**ATK BONUS**

**DAMAGE/TYP**

**Features & Traits**

**Equipment**

**Attacks & Spellcasting**

**Ideals**

**Bonds**

**Flaws**

**Personality Traits**

**Skills**

**Passive Wisdom (Perception)**

**Equipment**

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

**Other Proficiencies & Languages**

- **Common**
- **Elven**
- **Druidic**

**Herbalism Kit**

- **Light and medium armor**
- **Shields**
- **Druidic Weapons**

---

**Opal**

**Human**

**Neutral**

**0**

**10**

**13**

**+1**

**30 ft.**

**10**

**Current Hit Points**

**Temporary Hit Points**

- **Total 1**
- **d8**
- **HIT DICE**
- **Successes**
- **Failures**
- **Death Saves**

**Saves**

- **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)**

**Deity:** The Moon Mother

**Spellcasting:**

- **Spell Save DC 15**
- **Spell Attack:** +5

**Ritual Casting**

- **Cantrips:** druidcraft, thorn whip

**Spells Prepared:**

- **cure wounds**
- **detect magic**
- **entangle**
- **thunderwave**

---

**Passive Wisdom (Perception)**

**Deity:** The Moon Mother

**Quiet, calm, composed**

Giddy, giggly near full moon

**If you want something done right, do it yourself**

**The moon mother gives me the strength to succeed**

**Your emotions wax and wane like the phases of the moon**

---

**Scimitar**

**+3**

**1d6 +1**

**Javelin (4)**

**+3**

**1d6 +1**

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

Carrries 2 scimitars
NAME: Cob

**CLASS & LEVEL:**
- 1st Level Fighter
- Soldier

**RACE:** Human

**BACKGROUND:** NG

**ALIGNMENT:** 0

**CHARACTER NAME:** Cob

**EXPERIENCE POINTS:**
- CP: 0
- EP: 0
- PP: 0
- GP: 0
- SP: 0

**Hit Point Maximum:** 14

**CURRENT HIT POINTS:** 14

**TEMPORARY HIT POINTS:**
- Total: 1
- d10: 1

**PASSIVE WISDOM (PERCEPTION):** 10

**STRENGTH:** 14 (+2)

**DEXTERITY:** 13 (+1)

**CONSTITUTION:** 18 (+4)

**INTELLIGENCE:** 8 (-1)

**WISDOM:** 10 (+0)

**CHARISMA:** 9 (-1)

**SAVINGS THROWS:**
- Strength: +4
- Dexterity: +2
- Constitution: +4
- Intelligence: +1
- Wisdom: +0
- Charisma: +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)

**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)

**EQUIPMENT:**
- Studded Leather Armor and Shield
- Pack "A"
- Old Uniform with insignia

**PERSONALITY TRAITS:**
- Gullible, Easy to Impress, Simple, Determined

**IDEALS:**
- I always follow the rules
- I trust only myself

**BONDS:**
- You trust others too easily, and some day it will catch up to you

**FLAWS:**
- You trust others too easily, and some day it will catch up to you

**15 ARMOR CLASS**

**+1 INITIATIVE**

**30ft. SPEED**
### Third, Warrior Maid of Maruda

**Character Name**: Human (Cynidicean)

<table>
<thead>
<tr>
<th>Class &amp; Level</th>
<th>Background</th>
<th>Player Name</th>
</tr>
</thead>
<tbody>
<tr>
<td>Human (Cynidicean)</td>
<td>LN</td>
<td>0</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Race</th>
<th>Alignment</th>
<th>Experience Points</th>
</tr>
</thead>
<tbody>
<tr>
<td>Human (Cynidicean)</td>
<td>LN</td>
<td>0</td>
</tr>
</tbody>
</table>

#### Hit Point Maximum

<table>
<thead>
<tr>
<th>Hit Points</th>
<th>Maximum</th>
</tr>
</thead>
<tbody>
<tr>
<td>Current</td>
<td>13</td>
</tr>
</tbody>
</table>

#### Initiative

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

#### Innate Abilities

- **Passive Wisdom (Perception)**: 12

#### Skills

- **Acrobatics** (Dex) +5
- **Animal Handling** (Wis) +3
- **Arcana** (Int) +3
- **Athletics** (Str) +3
- **Deception** (Cha) +3
- **History** (Int) +0
- **Insight** (Wis) +1
- **Intimidation** (Cha) +3
- **Investigation** (Int) +3
- **Medicine** (Wis) +0
- **Nature** (Int) +0
- **Perception** (Wis) +3
- **Performance** (Cha) +0
- **Persuasion** (Cha) +0
- **Religion** (Int) +0
- **Sleight of Hand** (Dex) +0
- **Stealth** (Dex) +3
- **Survival** (Wis) +4

#### Equipment

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

#### Other Proficiencies & Languages

- **Cynidicean**
- **Can't Speak Common**

#### Features & Traits

- **Quiet, Reserved, Cautious**
  - **Personality Traits**
    - If I dishonor myself, I dishonor my people
      - Ideals
      - My people are the most important aspect of my life
        - Bonds
      - I'm slow to trust others
      - Flaws

#### Personal Attributes

- **Strength**: 17 (+2)
- **Dexterity**: 16 (+3)
- **Constitution**: 12 (+1)
- **Intelligence**: 10 (+0)
- **Wisdom**: 14 (+2)
- **Charisma**: 17 (+3)

#### Saving Throws

- **Strength**: +6
- **Dexterity**: +3
- **Constitution**: +3
- **Intelligence**: +0
- **Wisdom**: +2
- **Charisma**: +3

#### Saving Throw Total

- **Hit Dice**: 1d10
- **Temporary Hit Points**: 1

#### Atk Bonus

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Bonus</th>
<th>Damage/Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>Gr. Spear</td>
<td>+5</td>
<td>1d10+3</td>
</tr>
<tr>
<td>2 daggers</td>
<td>+5</td>
<td>1d4+3</td>
</tr>
</tbody>
</table>

#### 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

#### Other Attributes

- **Speed**: 60 ft.
- **Darkvision**: 60 ft.
- **Sunlight Sensitivity**: Disadvantage to attack rolls and Wisdom (Perception) checks
### Character: Manu

**Race:** Mountain Dwarf  
**Class:** Paladin  
**Level:** 1st  
**Background:** LG  
**Player Name:**  
**Alignment:**  

**Hit Point Maximum:**

- **Strength:** 18 (+4)
- **Dexterity:** 10 (+0)
- ** Constitution:** 17 (+3)
- **Intelligence:** 10 (+0)
- **Wisdom:** 11 (+0)
- **Charisma:** 14 (+2)

**Hit Points:**

- Strength: +4
- Dexterity: +0
- Constitution: +3
- Intelligence: +0
- Wisdom: +2
- Charisma: +4

**Hit Point Maximum:** 13

**Current Hit Points:** 13

**Temporary Hit Points:**

- Total: 1
- **HIT DICE:** d10
- **Successes:** 0  
- **Failures:** 0  
- **Death Saves:** 0

**Initiative:** +0  
**Speed:** 25 ft.

**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):** 10

**Equipment:**

- **Armor:** Chain mail
- **Shield:** (holy symbol)
- **Holy Water:** (4)
- **Prayer Book:**
- **Pack A:**
- **Other Proficiencies & Languages:** Common Dwarven, Smith's Tools

**Attacks & Spellcasting:**

- **Chain mail**
- **Shield (holy symbol)**
- **Holy Water (4)**
- **Prayer Book**
- **Pack A**

**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)

---

**Personality Traits:**

- **Respective, always polite, uses Sir or Lady when addressing others, Calm**

**Ideal:** The Keep is all that matters to me

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

**Flaw:** On the battlefield I made a terrible mistake and many lost their lives. I keep that secret to this day.
Dalar Deweweller

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

<table>
<thead>
<tr>
<th>RACE</th>
<th>ALIGNMENT</th>
<th>EXPERIENCE POINTS</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Hit Point Maximum**

<table>
<thead>
<tr>
<th>Hit Points</th>
<th>Saving Throws</th>
</tr>
</thead>
<tbody>
<tr>
<td>11</td>
<td></td>
</tr>
</tbody>
</table>

**Current Hit Points**

<table>
<thead>
<tr>
<th>Temporary Hit Points</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
</tr>
</tbody>
</table>

**Armor Class**

<table>
<thead>
<tr>
<th>Armor Class</th>
<th>Initiative</th>
<th>Speed</th>
</tr>
</thead>
<tbody>
<tr>
<td>+3</td>
<td>35 ft.</td>
<td></td>
</tr>
</tbody>
</table>

**Proficiency Bonus**

<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>+2</td>
<td>+3</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Hit Dice**

<table>
<thead>
<tr>
<th>Hit Dice</th>
</tr>
</thead>
<tbody>
<tr>
<td>d10</td>
</tr>
</tbody>
</table>

**Successes/Failures/Death Saves**

<table>
<thead>
<tr>
<th>Successes</th>
<th>Failures</th>
<th>Death Saves</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Initiative**

<table>
<thead>
<tr>
<th>Initiative</th>
</tr>
</thead>
<tbody>
<tr>
<td>10</td>
</tr>
</tbody>
</table>

**Speed**

<table>
<thead>
<tr>
<th>Speed</th>
</tr>
</thead>
<tbody>
<tr>
<td>35 ft.</td>
</tr>
</tbody>
</table>

**Saving Throws**

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

**Passive Wisdom (Perception)**

<table>
<thead>
<tr>
<th>Passive Wisdom (Perception)</th>
</tr>
</thead>
<tbody>
<tr>
<td>13</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)

**Common Proficiencies & Languages**

- Elvish
- Lizardfolk

**Equipment**

- Leather armor

**Attacks & Spellcasting**

<table>
<thead>
<tr>
<th>Name</th>
<th>Atk Bonus</th>
<th>Damage/Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>Longbow</td>
<td>+5</td>
<td>1d8 +3</td>
</tr>
<tr>
<td>Staff</td>
<td>+5</td>
<td>1d8 +3</td>
</tr>
<tr>
<td>Dagger</td>
<td>+5</td>
<td>1d4 +3</td>
</tr>
</tbody>
</table>

**Longbow:** Range 150/600 ft.

**Dagger:** Range 20/60 ft.

**Ideals**

- Racial Traits
  - darkvision 60 ft.
- Keen Senses

**Bonds**

- Fey Ancestry (Advantage on saves vs. charm or sleep)
- Trance (4 hours)
  - No need for sleep

**Flaws**

- Elf Weapon Training (longsword, shortsword, longbow, shortbow)
- Mask of the Wild (Hide outdoors when lightly obscured)

**Personality Traits**

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

**Class & Level:** Rogue 1st Level

**Race:** Human

**Background:** Charlatan

**Alignment:** CG

**Hit Point Maximum:** 9

**Passive Wisdom (Perception):** 10

### Hit Dice: 1d8

**Current Hit Points:** 9

**Temporary Hit Points:**
- **Total:** 1
- **D8:** 8

**Initiative:** +3

**Speed:** 30 ft.

**Armor Class (AC):**
- **Studded Leather:** +5
- **Disguise Kit:** +0
- **Pack:** +0

**AC Checks:**
- **+2 Strength:**
- **+5 Dexterity:**
- **+4 Constitution:**
- **+2 Charisma:**

**Proficiency Bonus:** +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)

**Languages:**
- Common
- Goblin
- Thieves’ Cant

**Other Proficiencies & Languages:**
- Thieves’ Tools
- Disguise Tools
- Forgery Tools

### Equipment

- **Studded Leather**
- **Disguise Kit**
- **Pack**

### Attacks & Spellcasting

**Expertise:** Sleight of Hand, Deception

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

**Daggers Thrown:** range 20/60 ft.

**Total Attacks:**
- **S. sword:** 4
  - **+5:** 1d6 +3
- **4 Daggers:** 4
  - **+5:** 1d4 +3

**Saving Throws:**
- **Strength:** +3
- **Dexterity:** +5
- **Constitution:** +5
- **Intelligence:** +2
- **Wisdom:** +5
- **Charisma:** +3

**Deception (Cha)**

**Ideals:**
- You redistribute wealth from those with excess to those in desperate need

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

**Flaws:**
- You are a risk taker

**Alignment:** CG

**Experience Points:** 0

**Features & Traits:**

- **15th Level**

- **Armor Class:**
  - **Studded Leather:** +5
  - **Disguise Kit:** +0
  - **Pack:** +0

- **AC Checks:**
  - **+2 Strength:**
  - **+5 Dexterity:**
  - **+4 Constitution:**
  - **+2 Charisma:**

- **Proficiency Bonus:** +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)

- **Languages:**
  - Common
  - Goblin
  - Thieves’ Cant

- **Other Proficiencies & Languages:**
  - Thieves’ Tools
  - Disguise Tools
  - Forgery Tools

- **Equipment:**
  - **Studded Leather**
  - **Disguise Kit**
  - **Pack**

- **Features & Traits:**
  - **15th Level**

**Passive Wisdom (Perception):** 10

**Armor Class:**
- **Studded Leather:** +5
- **Disguise Kit:** +0
- **Pack:** +0

**AC Checks:**
- **+2 Strength:**
- **+5 Dexterity:**
- **+4 Constitution:**
- **+2 Charisma:**

**Proficiency Bonus:** +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)

**Languages:**
- Common
- Goblin
- Thieves’ Cant

**Other Proficiencies & Languages:**
- Thieves’ Tools
- Disguise Tools
- Forgery Tools

**Equipment:**
- **Studded Leather**
- **Disguise Kit**
- **Pack**

**Features & Traits:**
- **15th Level**
**Character Name: Mouse**

**Class & Level:** Lightfoot Halfling 1st Level Rogue

**Background:** LN

**Alignment:** 0

**Race:** Lightfoot Halfling

**Player Name:**

---

**STRENGTH:** 10 (+2)

**DEXTERITY:** 18 (+4)

**CONSTITUTION:** 12 (+1)

**INTELLIGENCE:** 14 (+2)

**WISDOM:** 10 (+0)

**CHARISMA:** 9 (+1)

**Passive Wisdom (Perception):** 10

---

**ACR桥M ARMOR CLASS:** 14

**INITIATIVE:** +4

**SPEED:** 25 ft.

**Hit Point Maximum:** 9

**Current Hit Points:** 9

**Temporary Hit 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):** 10

**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):**

**Equipment:**
- Does not wear armor
- 30 sling stones
- Thieves' tools
- Pack B
- 25

**Other Proficiencies & Languages:**
- Common
- Halfling
- Dwarven
- Thieves' Cant

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

**Personality Traits:**
- Personable, Greedy, Miserly, Optimistic

**Ideals:**
- I'm only in it for the money, sister.

**Bonds:**
- Money makes the world go around.

**Flaws:**
- I'm never satisfied. If 100 gp is good, 200 gp must be great!

---

**Attacks & Spellcasting:**

**Weapon:**
- Rapier +6 1d8 +4
- Sling +6 1d4 +4

**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):**
Aseneth

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

**RACE**
- Human

**BACKGROUND**
- CN

**ALIGNMENT**
- 0

**PERCENTAGE POINTS**
- 4

**CURRENT HIT POINTS**
- 4

**TEMPORARY HIT POINTS**
- d6

**HIT DICE**
- Total

**ARMOR CLASS**
- 10

**INITIATIVE**
- +0

**SPEED**
- 30 ft.

**STRENGTH**
- 8 (+2)

**DEXTERITY**
- 11 (+0)

**CONSTITUTION**
- 7 (-2)

**INTELLIGENCE**
- 18 (+4)

**WISDOM**
- 16 (+3)

**CHARISMA**
- 17 (+3)

**AC ROBES**
- Black

**CARRYING**
- Pack C

**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)

**SAVING THROWS**
- Strength
- Dexterity
- Constitution
- Intelligence
- Wisdom
- Charisma

**ATTACKS & SNEEZE CASTING**

**features & traits**

**IDEALS**
- The secret of unlife is the path to ultimate power

**FLAWS**
- The body is but a shell to house the soul
- I speak what I feel, which usually insults others

**PERSONALITY TRAITS**
- Unemotional, depressing, gloomy, pessimistic, brutally honest

**equipment**

**WEAPON**
- Daggers

**SNEEZE ATTACKS**

**sneezed**
- Dagger Thrown: +2 to hit, range 20/60 ft., 1d4 damage

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

**SPELLS PREPARED**
- Comprehend languages, ray of sickness, sleep, unseen servant, witch bolt

**ARMOR CLASS**
- 10

**CHARACTER NAME**
- Aseneth

**STRENGTH**
- 8

**DEXTERITY**
- 11

**CONSTITUTION**
- 7

**INTELLIGENCE**
- 18

**WISDOM**
- 16

**CHARISMA**
- 17

**weapon**

**WEAPON槽**
- Dagger

**sneezed**
- Dagger Thrown: +2 to hit, range 20/60 ft., 1d4 damage

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

**SPELLS PREPARED**
- Comprehend languages, ray of sickness, sleep, unseen servant, witch bolt
Dubricus d’Amberville

**1st Level Wizard**

**CLASS & LEVEL**

**HUMAN**

**BACKGROUND**

**CG**

**PLAYER NAME**

**ALIGNMENT**

**0**

**RACE**

**CHARACTER NAME**

**EXPERIENCE POINTS**

**0**

---

**STRENGTH**

14

**DEXTERITY**

12

**CONSTITUTION**

15

**INTELLIGENCE**

17

**WISDOM**

6

**CHARISMA**

14

---

**Hit Point Maximum**

8

**CURRENT HIT POINTS**

8

**TEMPORARY HIT POINTS**

1

**Passive Wisdom (Perception)**

8

---

**Savvy Threws**

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

---

**Attacks & Spellcasting**

**NAME**

**ATK BONUS**

**Damage/Type**

- **Staff**
  +4
  1d6 +2

- **Dagger (2)**
  +4
  1d4 +2

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

+5 to hit with spell attacks

---

**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

---

**Equipment**

- Robes
- Pack C

---

**Features & Traits**

- Clever, witty, outspoken, somewhat brash

**Personality Traits**

- I must prove myself despite coddling by my family

**Ideals**

- Knowledge is power

**Bonds**

- Full of brilliant but complicated, impractical ideas

**Flaws**

- Must prove myself despite coddling by my family

---

**Other Proficiencies & Languages**

- Arcane Recovery (1st level)

---

**Alignment**

**0**