

Bryn Lightfingers

CHARACTER NAME

Ranger 3

CLASS & LEVEL

Strongheart Halfling

RACE

Outlander

BACKGROUND

Neutral Good

ALIGNMENT

PLAYER NAME

EXPERIENCE POINTS

STRENGTH

9

-1

DEXTERITY

16

+3

CONSTITUTION

14

+2

INTELLIGENCE

10

+0

WISDOM

14

+2

CHARISMA

12

+1

INSPIRATION

+2

PROFICIENCY BONUS

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

SAVING THROWS

- +3 Acrobatics (Dex)
- +2 Animal Handling (Wis)
- +0 Arcana (Int)
- +1 Athletics (Str)
- +1 Deception (Cha)
- +0 History (Int)
- +2 Insight (Wis)
- +1 Intimidation (Cha)
- +0 Investigation (Int)
- +2 Medicine (Wis)
- +2 Nature (Int)
- +4 Perception (Wis)
- +1 Performance (Cha)
- +1 Persuasion (Cha)
- +0 Religion (Int)
- +3 Sleight of Hand (Dex)
- +5 Stealth (Dex)
- +4 Survival (Wis)

SKILLS

14

ARMOR CLASS

+3

INITIATIVE

25 ft.

SPEED

Hit Point Maximum 28

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 3d10

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

My natural curiosity led me away from home, and keeps me on the move from place to place.

PERSONALITY TRAITS

It is each person's responsibility to make the most happiness for the whole group.

IDEALS

I will bring terrible wrath down upon the Eldreth Veluuthra, who chased me from the Ardeep Forest.

BONDS

I have a quick temper in times of high stress and potential conflict.

FLAWS

NAME ATK BONUS DAMAGE/TYPE

sword +5 1d6+3

dagger\* +5 1d4+3

shortbow\* +5 1d6+3

\*thrown dagger range (20/60)

\*shortbow range (80/320)

Spell Slots: 3 1st  
Spell Save DC 12; Spell Attack +4

Spells Known  
1st: ensnaring strike, hunter's mark, longstrider

ATTACKS & SPELLCASTING

14

PASSIVE WISDOM (PERCEPTION)

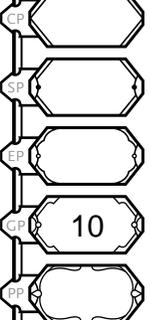
Armor.  
Light armor, Medium armor, Shields

Weapons.  
Simple weapons, Martial weapons

Tools.  
Musical Instrument (shawm)

Languages.  
Common, Draconic, Elvish, Halfling

OTHER PROFICIENCIES & LANGUAGES



Worn.  
leather armor, traveler's clothes, shortsword, dagger, shortbow, quiver with 20 arrows

Carried.  
backpack- bedroll, mess kit, tinderbox, 10 torches, 10 days rations, waterskin, 50 ft. hempen rope, hunting trap, lucky rabbit's foot, belt pouch

EQUIPMENT

Lucky.  
When Bryn rolls a 1 on an attack roll, ability check, or saving throw, she can reroll the die and must use the new roll.

Brave.  
Bryn has advantage on saving throws against being frightened.

Halfling Nimbleness.  
Bryn can move through the space of any creature that is of a size larger than hers.

Stout Resilience.  
Bryn has advantage on saving throws against poison, and she has resistance against poison damage.

Favored Enemy (humanoids).  
Bryn has advantage on Wisdom (Survival) checks to track elves and kobolds, as well as on Intelligence checks to recall information about them.

Natural Explorer.  
When Bryn makes an Intelligence or Wisdom check related her favored terrain (forest), her proficiency bonus is doubled if she is using a skill she is proficient in. Additional benefits can be found on page 91 of the Player's Handbook.

Fighting Style (Two-Weapon Fighting).  
When Bryn engages in two-weapon fighting, she can add her ability modifier to the damage of the second attack.

Ranger Archetype (Hunter).  
Horde Breaker. Once on each of Bryn's turns when she makes a weapon attack, she can make another attack with the same weapon against a different creature that is within 5 feet of the original target and within range of her weapon.

Primeval Awareness.  
Bryn can use her action and expend one ranger spell slot to focus her awareness of the region around her. For 1 minute per level of the spell slot she expends, she can sense whether the following types of creatures are present within 1 mile of her (or within 6 miles if she is in a forest): aberrations, celestials, dragons, elementals, fey, fiends, and undead. This feature does not reveal the creatures' location or number.

Wanderer.  
Bryn has an excellent memory for maps and geography, and she can always recall the general layout of terrain, settlements, and other features around her. In addition, Bryn can find food and fresh water for herself and up to five other people each day, provided the land offers berries, small game, water, and so forth.

FEATURES & TRAITS

**Hommet Shaw**

CHARACTER NAME

Wizard 3

CLASS & LEVEL

Human

RACE

Sage

BACKGROUND

Neutral

ALIGNMENT

PLAYER NAME

EXPERIENCE POINTS

STRENGTH

11

+0

DEXTERITY

14

+2

CONSTITUTION

16

+3

INTELLIGENCE

16

+3

WISDOM

10

+0

CHARISMA

10

+0

INSPIRATION

+2

PROFICIENCY BONUS

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

SAVING THROWS

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

SKILLS

12

ARMOR CLASS

+2

INITIATIVE

30 ft.

SPEED

Hit Point Maximum 23

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 3d6

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

I use polysyllabic words that convey the impression of great erudition.

PERSONALITY TRAITS

Nothing should fetter the infinite possibility inherent in all forms of existence.

IDEALS

Undeath is the key to unlocking the vast potential of the multiverse... all I need is the key.

BONDS

Most people scream an run when they see the undead. I stop and take notes on its anatomy.

FLAWS

NAME ATK BONUS DAMAGE/TYPE

staff +2 1d8

dagger\* +4 1d4+2

\*thrown dagger range (20/60)

Spells Prepared 6; Spell Save DC 13; Spell Attack +5

Cantrips: chill touch, light, shocking grasp

Spellbook

1st (4/day): detect magic (r), identify (r), feather fall, mage armor, magic missile, ray of sickness, shield, Tenser's floating disc (r)

2nd (2/day): misty step, ray of enfeeblement

(r) Ritual Casting.

Hommet can cast a wizard spell as a ritual if that spell has the ritual tag and he has the spell in his spellbook. He doesn't need to have the spell prepared.

ATTACKS & SPELLCASTING

10

PASSIVE WISDOM (PERCEPTION)

Weapons.  
Dagger, Dart, Sling, Quarterstaff, Light Crossbow

Languages.  
Common, Dwarvish, Elvish, Infernal

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

CP

CP

PP

10

Worn.  
quarterstaff, component pouch, 2 daggers, common clothes

Carried.  
backpack- bedroll, mess kit, tinderbox, 10 days rations, waterskin, 50 ft. hempen rope, bottle of black ink, quill, small knife, belt pouch, spellbook

EQUIPMENT

Arcane Recovery.

Once per day when Hommet finishes a short rest, he can choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than half Hommet's wizard level (rounded up), and none of the slots can be 6th level or higher.

Arcane Tradition (Necromancy).  
Necromancy Savant.

The gold and time Hommet must spend to copy a necromancy spell into his spellbook is halved.

Grim Harvest.

Once per turn when you kill one or more creatures with a spell of 1st level or higher, you regain hit points equal to twice the spell's level, or three times its level if the spell belongs to the School of Necromancy. You don't gain this benefit for killing constructs or undead.

Researcher.

When Hommet attempts to learn or recall a piece of lore, if he does not know that information, he often knows where and from whom he can obtain it. Usually, this information comes from a library, scriptorium, university, or a sage or other learned person or creature.

FEATURES & TRAITS

Illydia Maethellyn

CHARACTER NAME

Cleric 3

CLASS & LEVEL

Moon Elf

RACE

Noble

BACKGROUND

Chaotic Good

ALIGNMENT

PLAYER NAME

EXPERIENCE POINTS

STRENGTH

9

-1

DEXTERITY

16

+3

CONSTITUTION

10

+0

INTELLIGENCE

12

+1

WISDOM

14

+2

CHARISMA

14

+2

INSPIRATION

+2

PROFICIENCY BONUS

- 1 Strength
- +3 Dexterity
- +0 Constitution
- +1 Intelligence
- +4 Wisdom
- +4 Charisma

SAVING THROWS

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

SKILLS

15

ARMOR CLASS

+3

INITIATIVE

30 ft.

SPEED

Hit Point Maximum 18

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 3d8

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

The common folk love me for my kindness and generosity.

Despite my noble birth, I do not place myself above other folk. We all have the same blood.

PERSONALITY TRAITS

It is my duty to protect and care for other good folk.

IDEALS

Nothing is more important than the safety and well-being of my friends and family.

BONDS

By my words and actions, I have brought shame to my family.

FLAWS

NAME ATK BONUS DAMAGE/TYPE

shrt sword +5 1d6+3

longbow\* +5 1d8+3

\*longbow range (150/600)

Spells Prepared 5; Spell Save DC 12; Spell Attack +4

Cantrips: guidance, sacred flame, spare the dying

Spellbook  
1st (4/day): command, identify (r); cure wounds, guiding bolt, sanctuary

2nd (2/day): augury (r), suggestion; lesser restoration, prayer of healing

(r) Ritual Casting.  
Illydia can cast a cleric spell as a ritual if that spell has the ritual tag and she has the spell prepared.

ATTACKS & SPELLCASTING

14

PASSIVE WISDOM (PERCEPTION)

Armor.  
Light armor, Medium armor, Shields

Weapons.  
Simple weapons

Tools.  
Gaming set (dragonchess)

Languages.  
Celestial, Common, Draconic, Dwarvish, Elvish, Sylvan

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

CP

PP

25

Worn.  
shortsword, longbow, quiver with 20 arrows, chain shirt, holy symbol, fine clothes, signet ring

Carried.  
backpack- blanket, 10 candles, tinderbox, alms box, 2 blocks of incense, censer, vestments, 2 days rations, waterskin, scroll of pedigree, purse

EQUIPMENT

Darkvision.

Accustomed to the twilight forests and the night sky, Illydia has superior vision in dark and dim conditions. She can see in dim light within 60 feet of her as if it were bright light, and in darkness as if it were dim light. Illydia can't discern color in darkness, only shades of gray.

Fey Ancestry.

Illydia has advantage on saving throws against being charmed, and magic can't put her to sleep.

Trance.

Illydia doesn't need to sleep. Instead, she meditates deeply, remaining semiconscious, for 4 hours a day. While meditating, she can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After resting in this way, Illydia gains the same benefit that a human does from 8 hours of sleep.

Elf Weapon Training.

Illydia has proficiency with the longsword, shortsword, shortbow, and longbow.

Cantrip.

Illydia knows the message cantrip from the wizard spell list. Intelligence is her spellcasting ability for it.

Knowledge Domain

Channel Divinity (1/rest)

Turn Undead.

As an action, you present Illydia presents her holy symbol and speaks a prayer censuring the undead. Each undead that can see or hear her within 30 feet, must make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes any damage. A turned creature must spend its turns trying to move as far away from Illydia as it can, and it can't willingly move to a space within 30 feet of her. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

Knowledge of the Ages.

Illydia can use her Channel Divinity to tap into a divine well of knowledge. As an action, she chooses one skill or tool. For 10 minutes, she has proficiency with the chosen skill or tool.

FEATURES & TRAITS

Jarhild Stoneforge

CHARACTER NAME

Fighter 3

CLASS & LEVEL

Shield Dwarf

RACE

Soldier

BACKGROUND

Lawful Good

ALIGNMENT

PLAYER NAME

EXPERIENCE POINTS

STRENGTH

16

+3

DEXTERITY

10

+0

CONSTITUTION

16

+3

INTELLIGENCE

12

+1

WISDOM

13

+1

CHARISMA

10

+0

INSPIRATION

+2

PROFICIENCY BONUS

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

SAVING THROWS

- +0 Acrobatics (Dex)
- +1 Animal Handling (Wis)
- +1 Arcana (Int)
- +5 Athletics (Str)
- +0 Deception (Cha)
- +3 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)
- +1 Religion (Int)
- +0 Sleight of Hand (Dex)
- +0 Stealth (Dex)
- +3 Survival (Wis)

SKILLS

17

ARMOR CLASS

+0

INITIATIVE

25 ft.

SPEED

Hit Point Maximum 31

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 3d10

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

Jarhild can stare down a hell hound without flinching. She is full of inspiring and cautionary tales from her experience relevant to almost every combat situation.

PERSONALITY TRAITS

Jarhild's lot is to lay down her life in the defense of others.

IDEALS

My honor is my life.

BONDS

Jarhild would rather eat her armor than admit when she is wrong.

FLAWS

NAME ATK BONUS DAMAGE/TYPE

longsword +5 1d8+3

handaxe\* +5 1d6+3

\*thrown handaxe range (20/60)

ATTACKS & SPELLCASTING

Darkvision.

Accustomed to life underground, Jarhild has superior vision in dark and dim conditions. She can see in dim light within 60 feet of her as if it were bright light, and in darkness as if it were dim light. Jarhild can't discern color in darkness, only shades of gray.

Dwarven Resilience.

Jarhild has advantage on saving throws against poison, and she has resistance against poison damage.

Stonecunning.

Whenever Jarhild makes an Intelligence (History) check related to the origin of stonework, she is considered proficient in the History skill and adds double her proficiency bonus to the check.

Fighting Style (Defense).

While Jarhild is wearing armor, she gains a +1 bonus to AC.

Second Wind.

On her turn, Jarhild can use a bonus action to regain hit points equal to 1d10+3. Once she uses this feature, Jarhild must finish a short or long rest before she can use it again.

Action Surge.

On her turn, Jarhild can take one additional action on top of her regular action and a possible bonus action.

Martial Archetype (Champion)

Improved Critical.

Jarhild's weapon attacks score a critical hit on a roll of 19 or 20.

Military Rank.

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

FEATURES & TRAITS

11

PASSIVE WISDOM (PERCEPTION)

Armor.  
All Armor & Shields

Weapons.  
Simple weapons, Martial weapons

Tools.  
Smith's Tools, Vehicles (land), Gaming Set (Dragonchess)

Languages.  
Common, Dwarvish

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

CP

PP

10

Worn.  
scale mail, longsword, shield, 2 handaxes, common clothes

Carried.  
backpack- crowbar, hammer, 10 pitons, 10 torches, tinderbox, 10 days rations, waterskin, 50 ft. hempen rope, insignia of rank, belt pouch, dragonchess set

EQUIPMENT

Larethar Gulgrin

CHARACTER NAME

Rogue 3

CLASS & LEVEL

Gold Dwarf

RACE

Criminal

BACKGROUND

Neutral

ALIGNMENT

PLAYER NAME

EXPERIENCE POINTS

STRENGTH

12

+1

DEXTERITY

16

+3

CONSTITUTION

14

+2

INTELLIGENCE

14

+2

WISDOM

10

+0

CHARISMA

9

-1

INSPIRATION

+2

PROFICIENCY BONUS

- +1 Strength
- +5 Dexterity
- +2 Constitution
- +4 Intelligence
- +0 Wisdom
- 1 Charisma

SAVING THROWS

- +3 Acrobatics (Dex)
- +0 Animal Handling (Wis)
- +2 Arcana (Int)
- +5 Athletics (Str)
- +1 Deception (Cha)
- +2 History (Int)
- +2 Insight (Wis)
- 1 Intimidation (Cha)
- +4 Investigation (Int)
- +0 Medicine (Wis)
- +2 Nature (Int)
- +0 Perception (Wis)
- 1 Performance (Cha)
- 1 Persuasion (Cha)
- +2 Religion (Int)
- +5 Sleight of Hand (Dex)
- +5 Stealth (Dex)
- +0 Survival (Wis)

SKILLS

15

ARMOR CLASS

+3

INITIATIVE

25 ft.

SPEED

Hit Point Maximum 27

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 3d8

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

The best way to get me to do something is to tell me I can't do it.

Wisecracking has gotten me into trouble, and likely will again.

PERSONALITY TRAITS

I am loyal to my friends (Illydia in particular), not any ideals, and everyone else can take a long walk off a short pier.

IDEALS

I will become a hero in the eyes of Illydia.

BONDS

When I see something valuable, I can't think about anything but how to steal it.

FLAWS

NAME ATK BONUS DAMAGE/TYPE

shrt sword +5 1d6+3

dagger\* +5 1d4+3

crossbow\* +5 1d8+3

\*thrown dagger range (20/60)

\*light crossbow range (80/320)

ATTACKS & SPELLCASTING

Darkvision.

Accustomed to life underground, Larethar has superior vision in dark and dim conditions. He can see in dim light within 60 feet as if it were bright light, and in darkness as if it were dim light. Larethar can't discern color in darkness, only shades of gray.

Dwarven Resilience.

Larethar has advantage on saving throws against poison, and he has resistance against poison damage.

Stonemasonry.

Whenever Larethar makes an Intelligence (History) check related to the origin of stonework, he is considered proficient in the History skill and adds double his proficiency bonus to the check.

Dwarven Toughness.

Larethar's hit point maximum increases by 1 per level. This is already figured into his total.

Expertise.

Larethar's proficiency bonus is doubled for any ability check he makes that uses either Athletics or his thieves' tools

Sneak Attack.

Once per turn, Larethar can deal an extra 2d6 damage to one creature he hits with an attack if he has advantage on the attack roll. The attack must use a finesse or a ranged weapon. He doesn't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and he doesn't have disadvantage on the attack roll.

Cunning Action.

Larethar can take a bonus action on each of his turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

Roguish Archetype (Thief)

Fast Hands.

Larethar can use the bonus action granted by his Cunning Action to make a Dexterity (Sleight of Hand) check, use his thieves' tools to disarm a trap or open a lock, or take the Use an Object action.

Second-Story Work.

Climbing no longer costs Larethar extra movement. In addition, when he makes a running jump, the distance he can cover increases by a number of feet equal to his Dexterity modifier.

Criminal Contact.

Larethar has a reliable and trustworthy contact who acts as his liaison to a network of other criminals. He knows how to get messages to and from his contact, even over great distances; specifically, Larethar knows the local messengers, corrupt caravan masters, and seedy sailors who can deliver messages for him.

FEATURES & TRAITS

10

PASSIVE WISDOM (PERCEPTION)

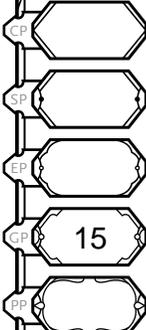
Armor.  
Light armor

Weapons.  
Simple weapons, Hand Crossbows,  
Longswords, Rapiers, Shortswords

Tools.  
Gaming set (dice), Thieves' tools (+7)

Languages.  
Common, Dwarvish, Thieves' Cant

OTHER PROFICIENCIES & LANGUAGES



Worn.  
short sword, light crossbow, 20 bolts, 2 daggers, thieves' tools, studded leather armor, dark common clothes with hood

Carried.  
backpack- bag of 1000 ball bearings, 10 ft. string, bell, 5 candles, crowbar, hammer, 10 pitons, hooded lantern, 2 flasks of oil, 5 days rations, tinderbox, waterskin, 50 ft. hempen rope, belt pouch

EQUIPMENT