## Delina

**6th-Level Sorcerer**  
**Race:** Moon Elf  
**Alignment:** Chaotic Good  
**Background:** Noble

### Skills

<table>
<thead>
<tr>
<th>Strength</th>
<th>+3 INSPIRATION</th>
</tr>
</thead>
<tbody>
<tr>
<td>Dexterity</td>
<td>+3 PROFICIENCY BONUS</td>
</tr>
<tr>
<td>Constitution</td>
<td>15</td>
</tr>
<tr>
<td>Intelligence</td>
<td>15</td>
</tr>
<tr>
<td>Wisdom</td>
<td>+6 Charisma</td>
</tr>
</tbody>
</table>

### Proficiencies

- Acrobatics (Dex)
- Animal Handling (Wis)
- Arcana (Int)
- Athletics (Str)
- Deception (Cha)
- Historical (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 Perceptions

<table>
<thead>
<tr>
<th>Charisma</th>
<th>17</th>
</tr>
</thead>
<tbody>
<tr>
<td>+3 PASSIVE PERCEPTION</td>
<td></td>
</tr>
</tbody>
</table>

### Armor Class

<table>
<thead>
<tr>
<th>Armor Class</th>
<th>15</th>
</tr>
</thead>
</table>

### Hit Points

<table>
<thead>
<tr>
<th>MAX HP</th>
<th>34</th>
</tr>
</thead>
</table>

### Speed

<table>
<thead>
<tr>
<th>Speed</th>
<th>30 FT.</th>
</tr>
</thead>
</table>

### Initiative

<table>
<thead>
<tr>
<th>+3 INITIATIVE</th>
</tr>
</thead>
</table>

### Damage Dice

<table>
<thead>
<tr>
<th>d6</th>
<th>d8</th>
<th>d10</th>
<th>d12</th>
</tr>
</thead>
</table>

### Current Hit Points

<table>
<thead>
<tr>
<th>CURRENT HIT POINTS</th>
</tr>
</thead>
</table>

### Languages

- Common
- Elvish
- Sylvan

### Inventory & Equipment

- **Sorcerer's Robes**
- **Cloak**

#### Features & Traits

- **Sorcerous Origins - Wild Magic**
- **Font of Magic - Flexible Casting - convert spell slots to sorcery points and vice versa.**
- **Metamagic:**
  - Careful Spell - Use a sorcery point to protect some creatures from your spell.
  - Empowered Spell - Use a sorcery point to reroll spell damage.
- **Wild Magic Surge - DM can have you roll a d20 after casting a spell. If a 1, roll on the Wild Magic Surge table.**
- **Tides of Chaos - Once per long rest, you can gain advantage on an attack, ability check or save.**
- **Bend Luck - 2 sorcery points to adjust a creature's roll by +/- 1d4.**

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Krydle

6th-Level Rogue

Half Elf

LVL: 6

RACE: Half Elf

ALIGNMENT: Chaotic Good

PLAYER NAME: Noble

EXPERIENCE POINTS

14

ARMOR CLASS

55

MAX HP

TEMP HP

14

+3

INSPIRATION

STRENGTH

14

+2

DETERMINATION

DEXTERITY

17

+3

CONSTITUTION

15

+2

INTELLIGENCE

13

+1

WISDOM

11

+0

CHARISMA

16

+3

SAVING THROWS

STRENGTH

+6

Dexterity

+6

Constitution

+4

Intelligence

+3

Wisdom

+3

Charisma

WEAPONS & ARMOR

Leather armor (AC 11 + Dex modifier)

Burglar’s pack - (1,000 ball bearings, a bell, 10’ of string, 5 candles, crowbar, hammer, 10 pitons, hooded lantern, 2 flasks of oil, 5 clay ration, tinder box, waterskin, 50’ of hemp rope)

Thieves’ tools (X2 prof bonus) (small file, lockpick set, pliers)

Small mirror mounted on a metal handle

Narrow-bladed scissors

Set of common clothes with hooded cloak

Pouch containing 15 gp

Languages known: Common, Elvish, Thieves’ Cant

SKILLS

Expertise - Double your proficiency bonus on Persuasion and Stealth checks

Thieves’ Cant - You know a secret thief language, along with thiefy symbols and signs known only to thieves.

Cunning Action - Take a bonus action to use Dash, Disengage, or Hide

Fast Hands - Use your bonus action to pick locks, disarm traps, or use an object and look awesome doing it.

Second Story Work - Climbing doesn’t cost an extra movement. Running jump increases by your Dex mod.

Uncanny Dodge - Halve the damage taken from an attacker you can see.

Feature: Criminal Contacts - Krydle has many friends in low places.

Sneak Attack - +3d6 damage on attacks where you have advantage

Knowledge of Baldur’s Gate - It’s home turf.

ATTACKS & SPELLCASTING

<table>
<thead>
<tr>
<th>NAME</th>
<th>ATTACK</th>
<th>DAMAGE</th>
<th>RANGE</th>
<th>AMMO</th>
<th>USED</th>
</tr>
</thead>
<tbody>
<tr>
<td>Longsword</td>
<td>+6</td>
<td>1d8 (1H)</td>
<td>1d10 (2H)</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Daggers</td>
<td>+6</td>
<td>1d4 + 3</td>
<td>20/60</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

INVENTORY & EQUIPMENT
**MINSC**

6th-Level Ranger  
**LEVEL & CLASS**

Human  
**RACE**

Chaotic Good  
**ALIGNMENT**

Soldier  
**BACKGROUND**

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**INSPIRATION**

3  
**STRENGTH**

18  
+4  
**DEXTERITY**

12  
+1  
**CONSTITUTION**

17  
+3  
**INTELLIGENCE**

10  
**WISDOM**

10  
**CHARISMA**

10  
**PROFICIENCY BONUS**

+3  
**ARMOR CLASS**

14  
**MAX HP**

65  
**TEMP HP**

**CURRENT HIT POINTS**

---

**DICE**

\[ d6 \quad d8 \quad 6 \quad d10 \quad d12 \quad +1 \]

**INITIATIVE**

\[ +1 \]

**SPEED**

30 FT.

**EQUIPMENT**

Leather Armor  
Longsword  
Food for Boo  
Languages known: Common, Miniature  
Giant Space Hamster

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**NAME**

Longsword

**ATTACK**

+6

**DAMAGE**

1d8 + 4 / 1d10 + 4 (2H)

**RANGE**

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**AMMO**

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**USED**

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**SPELLS**

- Spell Save DC = 11
- Spell Attack Modifier = 3

1st Level: Animal Friendship, Hunter’s Mark, Longstrider, Speak with Animals

2nd Level: Animal Messenger, Beast Sense

**SKILLS**

- Acrobatics (Dex) +3
- 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 PERCEPTION**

10  
**SAVINGS Throws**

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**FEATURES & TRAITS**

**Favored Enemy** - Minsc’s favored enemy is... Evil! And he gets bonuses for smashing it.

**Greater Favored Enemy** - Minsc gets more bonuses for smashing evil!

**Natural Explorer:** Minsc does not get hampered by hampering things. Also, he does rangery things better!

**Fighting Style** - Minsc does +2 with his evilslicing longsword.

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**PRIMEVAL AWARENESS** - Minsc can communicate with beasts.  
“Go for the eyes, Boo!”

**EXTRA ATTACK** - More attacks mean more smiting!

**RANGER’S COMPANION** - There can be only one giant miniature space hamster. Boo!
**Nerys**

**Character Name**

<table>
<thead>
<tr>
<th>LEVEL &amp; CLASS</th>
<th>Human</th>
</tr>
</thead>
<tbody>
<tr>
<td>EXPERIENCE POINTS</td>
<td></td>
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<tr>
<td>RACE</td>
<td>Lawful Good</td>
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<tr>
<td>PLAYER NAME</td>
<td>Acolyte</td>
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<tr>
<td>ALIGNMENT</td>
<td></td>
</tr>
<tr>
<td>BACKGROUND</td>
<td></td>
</tr>
</tbody>
</table>

**Attributes**

- **Strength**: 16 (+3)
- **Dexterity**: 13 (+1)
- **Constitution**: 15 (+2)
- **Intelligence**: 12 (+1)
- **Wisdom**: 17 (+3)
- **Charisma**: 15 (+2)

**Saving Throws**

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

**Inspiration**

- 3

**Armor Class**

- 16

**Max HP**

- 55

**Temp HP**

**Hit Dice**

- d6
- d8
- d10
- d12

**Initiative**

- +2

**Speed**

- 30 ft.

**Current Hit Points**

**Equipment**

- Medium Armor - Breastplate
- Cloak
- Greatsword
- Holy Symbol of Kelemvor
- Prayer Book
- 5 sticks of incense

**Languages Known**

- Common, Dwarven

**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 Perception**

- 13

**Features & Traits**

- Divine Domain - War - proficiency with martial weapons and hvy. armor
- Channel Divinity
- Turn Undead
- Guided Strike - +10 to attack
- War God's Blessing - grant creature +10 attack
- War Priest - attack as a bonus action
- Destroy Undead - Destroy undead CR 1/2

**Spells**

- Spell Save DC = 14
- Spell Attack Modifier = +6
- Cantrips: Spare the Dying, Thaumaturgy, Light, Guidance
- 1st Level: Command, Cure Wounds, Detect Evil and Good, Detect Magic
- 2nd Level: Prayer of Healing, Zone of Truth, Locate Object
- 3rd Level: Speak with Dead, Glyph of Warding, Magic Circle
- Domain Spells (Always Prepared) - Divine Favor, Shield of Faith, Magic Weapon, Spiritual Weapon, Crusader's Mantle, Spirit Guardian

**Inventory & Equipment**

- [Blank]

**Designation**

- [Blank]

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