

**DELINA**

CHARACTER NAME

6th-Level Sorcerer

LEVEL & CLASS

Moon Elf

RACE

PLAYER NAME

Chaotic Good

ALIGNMENT

Noble

BACKGROUND

EXPERIENCE POINTS

STRENGTH

9

0

DEXTERITY

16

+3

CONSTITUTION

15

+2

INTELLIGENCE

15

+2

WISDOM

13

+1

CHARISMA

17

+3

3

INSPIRATION

+3

PROFICIENCY BONUS

- ☐ Strength
- ☐ Dexterity
- ☒ +5 Constitution
- ☐ Intelligence
- ☐ Wisdom
- ☒ +6 Charisma

SAVING THROWS

- ☒ +6 Acrobatics (Dex)
- ☐ Animal Handling (Wis)
- ☒ +5 Arcana (Int)
- ☐ Athletics (Str)
- ☐ Deception (Cha)
- ☒ +5 History (Int)
- ☐ Insight (Wis)
- ☐ Intimidation (Cha)
- ☐ Investigation (Int)
- ☐ Medicine (Wis)
- ☐ Nature (Int)
- ☐ Perception (Wis)
- ☒ +6 Performance (Cha)
- ☒ +6 Persuasion (Cha)
- ☐ Religion (Int)
- ☐ Sleight of Hand (Dex)
- ☒ +6 Stealth (Dex)
- ☐ Survival (Wis)

SKILLS

11

PASSIVE PERCEPTION

15

ARMOR CLASS

34

MAX HP

TEMP HP

CURRENT HIT POINTS

6

d6

d8

d10

d12

HIT DICE

+3

INITIATIVE

30 FT.

SPEED

SUCCESSSES

FAILURES

DEATH SAVES

VISION

NAME

ATTACK

DAMAGE

RANGE

AMMO

USED

Daggers

+6

1d4 + 4

20/60

Spell Save DC = 14

Spell Attack Modifier = 6

Cantrips: Dancing Lights, Fire Bolt, Light, Shocking Grasp, Minor Illusion

1st Level: Burning Hands, Color Spray, Fog Cloud, Magic Missile, Thunderwave

2nd Level: Hold Person, Invisibility, Levitate

3rd Level: Lightning Bolt, Slow, Clairvoyance

ATTACKS & SPELLCASTING

Socerous 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.

SORCERY POINTS - 6

FEATURES & TRAITS

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 advanatage on an attack, ability check or save.

Bend Luck - 2 sorcery points to adjust a creature's roll by +/- 1d4



Sorcerer's Robes

Cloak

Languages known: Common, Elvish, Sylvan



INVENTORY & EQUIPMENT





# MINSC

CHARACTER NAME

6th-Level Ranger

LEVEL & CLASS

Human

RACE

PLAYER NAME

Chaotic Good

ALIGNMENT

Soldier

BACKGROUND

EXPERIENCE POINTS

STRENGTH

18

+4

DEXTERITY

12

+1

CONSTITUTION

17

+3

INTELLIGENCE

10

0

WISDOM

10

0

CHARISMA

10

0

3

INSPIRATION

+3

PROFICIENCY BONUS

● +7

Strength

● +4

Dexterity

○

Constitution

○

Intelligence

○

Wisdom

○

Charisma

SAVING THROWS

○

Acrobatics (Dex)

● +3

Animal Handling (Wis)

○

Arcana (Int)

● +7

Athletics (Str)

○

Deception (Cha)

○

History (Int)

● +3

Insight (Wis)

○

Intimidation (Cha)

○

Investigation (Int)

○

Medicine (Wis)

● +3

Nature (Int)

○

Perception (Wis)

○

Performance (Cha)

○

Persuasion (Cha)

○

Religion (Int)

○

Sleight of Hand (Dex)

● +4

Stealth (Dex)

○

Survival (Wis)

SKILLS

10

PASSIVE PERCEPTION

14

ARMOR CLASS

65

MAX HP

TEMP HP

CURRENT HIT POINTS

d6

d8

6

d10

d12

HIT DICE

+1

INITIATIVE

30 FT.

SPEED

SUCCESSSES

FAILURES

DEATH SAVES

VISION

NAME

ATTACK

DAMAGE

RANGE

AMMO

USED

Longsword

+6

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

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

ATTACKS & SPELLCASTING

**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 evil-slicing longsword.

**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!

FEATURES & TRAITS



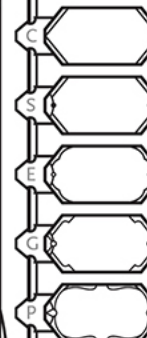
Leather Armor

Longsword

Food for Boo

Languages known: Common, Miniature

Giant Space Hamster



INVENTORY & EQUIPMENT



# NERYS

CHARACTER NAME

6th-Level Cleric  
LEVEL & CLASS

EXPERIENCE POINTS

Human  
RACE

Lawful Good  
ALIGNMENT

PLAYER NAME

Acolyte  
BACKGROUND

STRENGTH

**16**

+3

DEXTERITY

**13**

+1

CONSTITUTION

**15**

+2

INTELLIGENCE

**12**

+1

WISDOM

**17**

+3

CHARISMA

**15**

+2

3 INSPIRATION

+3 PROFICIENCY BONUS

☐ Strength

☐ Dexterity

☐ Constitution

☐ Intelligence

● +5 Wisdom

● +6 Charisma

SAVING THROWS

☐ Acrobatics (Dex)

☐ Animal Handling (Wis)

☐ Arcana (Int)

● +5 Athletics (Str)

☐ Deception (Cha)

☐ History (Int)

● +5 Insight (Wis)

☐ Intimidation (Cha)

☐ Investigation (Int)

● +5 Medicine (Wis)

☐ Nature (Int)

☐ Perception (Wis)

☐ Performance (Cha)

● +6 Persuasion (Cha)

● +6 Religion (Int)

☐ Sleight of Hand (Dex)

☐ Stealth (Dex)

☐ Survival (Wis)

SKILLS

13 PASSIVE PERCEPTION

**16** ARMOR CLASS

**55** MAX HP

TEMP HP

CURRENT HIT POINTS

d6

**6** d8

d10

d12

HIT DICE

+2 INITIATIVE

**30 FT.** SPEED

SUCCESSES

FAILURES

DEATH SAVES

VISION

NAME	ATTACK	DAMAGE	RANGE	AMMO	USED
Greatsword	+6	2d6 + 3			
Dagger	+6	1d4 + 6			
<b>Spell Save DC = 14      Spell Attack Modifier = 6</b>					
<b>Cantrips:</b> Spare the Dying, Thaumaturgy, Light, Guidance					
<b>1st Level:</b> Command, Cure Wounds, Detect Evil and Good, Detect Magic					
<b>2nd Level:</b> Prayer of Healing, Zone of Truth, Locate Object					
<b>3rd Level:</b> Speak with Dead, Glyph of Warding, Magic Circle					
<b>Domain Spells (Always prepared)</b> - Divine Favor, Shield of Faith, Magic Weapon, Spiritual Weapon, Crusader's Mantle, Spirit Guardian					
ATTACKS & SPELLCASTING					

**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

FEATURES & TRAITS



Medium Armor - Breastplate

Cloak

Greatsword

Holy Symbol of Kelemvor

Prayer Book

5 sticks of incense

Languages known: Common, Dwarven

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INVENTORY & EQUIPMENT



# SHANDIE

CHARACTER NAME

6th-Level Rogue

LEVEL & CLASS

Lightfoot Halfling

RACE

PLAYER NAME

Chaotic Good

ALIGNMENT

Urchin

BACKGROUND

EXPERIENCE POINTS

STRENGTH

10

0

DEXTERITY

18

+4

CONSTITUTION

15

+2

INTELLIGENCE

13

+1

WISDOM

12

+1

CHARISMA

14

+2

3

INSPIRATION

+3

PROFICIENCY BONUS

- ☐ Strength
- ☒ +6 Dexterity
- ☐ Constitution
- ☒ +4 Intelligence
- ☐ Wisdom
- ☐ Charisma

SAVING THROWS

- ☒ +7 Acrobatics (Dex)
- ☐ Animal Handling (Wis)
- ☐ Arcana (Int)
- ☐ Athletics (Str)
- ☐ Deception (Cha)
- ☐ History (Int)
- ☒ +3 Insight (Wis)
- ☐ Intimidation (Cha)
- ☒ +4 Investigation (Int)
- ☐ Medicine (Wis)
- ☐ Nature (Int)
- ☐ Perception (Wis)
- ☐ Performance (Cha)
- ☒ +8 Persuasion (Cha)
- ☐ Religion (Int)
- ☒ +7 Sleight of Hand (Dex)
- ☒ +10 Stealth (Dex)
- ☐ Survival (Wis)

SKILLS

11

PASSIVE PERCEPTION

15

ARMOR CLASS

55

MAX HP

TEMP HP

CURRENT HIT POINTS

6

d6

d8

d10

d12

HIT DICE

+4

INITIATIVE

25 FT.

SPEED

SUCCESSES

FAILURES

DEATH SAVES

VISION

NAME	ATTACK	DAMAGE	RANGE	AMMO	USED
Shortsword	+6	1d6 + 4			
Daggers	+6	1d4 + 4	20/60		
Short Bow	+6	1d6 + 4	80/320		

ATTACKS & SPELLCASTING

**Expertise** - Double your proficiency bonus on Persuasion and Stealth checks

**Thieves' Cant** - You know a secret thief language, along with thievery 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.

FEATURES & TRAITS

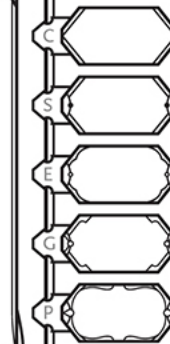
**Second Story Work** - Climbing doesn't cost an extra movement. Running jump increases by your Dex mod.

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

**Feature: Criminal Contacts** - Shandie 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.



Giant, Thieves' Cant

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 days rations, tinder box, waterskin, 50' of hempen rope)

Quiver with 20 arrows

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

Small knife

Map of Baldur's Gate

Disguise Kit

Set of common clothes with hooded cloak

Pouch containing 15 gp

Languages known: Common, Halfling,

Giant, Thieves' Cant

INVENTORY & EQUIPMENT

