

CHARACTER NAME

DUNGEONS & DRAGONS

HILL DWARF CLERIC / LEVEL 1

ABILITY SCORES

Name Score Modifier

STRENGTH 14 +2
Athletics +4

DEXTERITY 8 -1

CONSTITUTION 15 +2

INTELLIGENCE 10 +0
Religion +2

WISDOM 16 +3
Medicine +5

CHARISMA 12 +1
Intimidation +3

Proficient skills listed below relevant ability score.

ARMOR CLASS 18

HIT POINTS 11

INITIATIVE -1

SPEED 25 ft.

SAVING THROWS

Strength +2
Dexterity -1
Constitution +2
Intelligence +0
Wisdom +5
Charisma +3

SENSES

Passive Perception 13

Darkvision 60 ft.

PROFICIENCY BONUS +2

WEAPONS & DAMAGING CANTRIPS

Name	Range	Modifier	Damage
Mace	-	+4	1d6 + 2 bludgeoning
Handaxe	20/60	+4	1d8 slashing
Sacred flame	60	Save	1d8 radiant*

*See spell description.

SPELLS

Ability Modifier +3
Attack Bonus +5
Saving Throw DC 13

See back of sheet for more information.

EQUIPMENT

Chain mail, shield, mace, handaxe, holy symbol, backpack, bedroll, mess kit, tinderbox, 10 torches, 10 days of rations, waterskin, 50 feet of hempen rope, insignia of rank, broken blade taken as a trophy from a fallen enemy, set of bone dice, set of common clothes, pouch with 10 gold pieces



CHARACTER NAME

DUNGEONS & DRAGONS

PROFICIENCIES & LANGUAGES

Armor: Heavy Armor, Light Armor, Medium Armor, Shields

Weapons: Battleaxes, Simple Weapons, Warhammers

Languages: Common, Dwarvish, Elvish, Goblin

HILL DWARF TRAITS

Darkvision. You possess darkvision out to 60 feet.

Dwarven Resilience. You have advantage on saves against poison and resistance to poison damage.

Stonecunning. Whenever you make an Intelligence (History) check related to the origin of stonework, you are considered proficient in the History skill and add double your proficiency bonus to the check.

CLASS FEATURES

Spellcasting. You can prepare and cast spells from the cleric list. See “Spells” below.

Life Domain. You gain additional class features listed in this section and add domain spells to your spells list (see “Spells” below).

Disciple of Life. Whenever you use a spell of 1st level or higher to restore hit points to a creature, the creature regains additional hit points equal to 2 + the spell's level.

SPELLS

See the *Basic Rules* or *Player's Handbook* for spell descriptions. Prepare spells at the beginning of the adventure and after each long rest.

Cantrips (no limit): *guidance, light, sacred flame*

1st Level (2 slots): *bless, cure wounds, guiding bolt, healing word, sanctuary, shield of faith*

Some traits and features not listed were already calculated into statistics.
See the *D&D Starter Set: Dragons of Stormwreck Isle* or *Player's Handbook* for a complete listing.

BACKGROUND

Soldier. You trained as a soldier on the island of Mintarn and joined a mercenary company. You traveled to the city of Neverwinter with your company to serve in both the army and city watch. Over time, you grew disillusioned with many of your fellow soldiers. They seemed to enjoy their authority at the expense of the people they're supposed to protect.

Your background shaped your character in important ways. You learned several languages in the course of your military career (shown in “Languages”). Your skill proficiencies in Athletics and Intimidation reflect your physical training and an ability to overawe foes.

Recently you've had dreams of a shadow creeping across the sea like a shroud, swallowing an island in darkness. Though you dismissed the dreams at first, you began to hear a voice calling you to stand against death's endless hunger. Certain of your deity's wishes, you resigned your post and set out on your quest.

Personal Goal: *Banish a Shadow of Death.* Researching images from your dreams pointed you to Stormwreck Isle, not far from Neverwinter. A remote cloister there holds a temple to the dragon god Bahamut, who is a patron of heroes and a champion of justice. Someone at the cloister may hold the key to the impending doom your deity wishes you to avert.

CHARACTER NAME

DUNGEONS & DRAGONS

WOOD ELF FIGHTER / LEVEL 1

ABILITY SCORES

Name Score Modifier

STRENGTH 13 +1

DEXTERITY 17 +3
Acrobatics +5

CONSTITUTION 14 +2

INTELLIGENCE 10 +0
History +2

WISDOM 13 +1
Animal Handling +3
Perception +3
Survival +3

CHARISMA 8 -1

Proficient skills listed below relevant ability score.

ARMOR CLASS 14

HIT POINTS 12

INITIATIVE +3

SPEED 35 ft.

SAVING THROWS

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

SENSES

Passive Perception 13

Darkvision 60 ft.

PROFICIENCY BONUS +2

WEAPONS & DAMAGING CANTRIPS

Name	Range	Modifier	Damage
Greatsword	-	+3	2d6 + 1 slashing
Longbow	150/600	+7	1d8 + 3 piercing

EQUIPMENT

Leather armor, longbow, 20 arrows, greatsword, backpack, mess kit, tinderbox, 10 torches, 10 days of rations, waterskin, 50 feet of hempen rope, shovel, iron pot, set of common clothes, pouch with 10 gold pieces



CHARACTER NAME

DUNGEONS & DRAGONS

PROFICIENCIES & LANGUAGES

Armor: Heavy Armor, Light Armor, Medium Armor, Shields

Weapons: Martial Weapons, Simple Weapons

Languages: Common, Dwarvish, Elvish, Halfling

WOOD ELF TRAITS

Darkvision. You possess darkvision out to 60 feet.

Fey Ancestry. Advantage on saving throws against charm and magic can't put you to sleep.

Trance. You don't need to sleep, but instead meditate semiconsciously for 4 hours a day. After resting in this way, you gain the benefits of 8 hours of sleep.

Mask of the Wild. You can take the Hide action even when you are only lightly obscured by foliage, heavy rain, falling snow, mist, or other natural phenomena.

CLASS FEATURES

Second Wind. You can use a **bonus action** to regain 1d10 + 2 hit points. Once you use this feature, you must finish a short or long rest before you can use it again.

BACKGROUND

Folk Hero. Your parents lived in the prosperous village of Thundertree, east of the city of Neverwinter and at the edge of the Neverwinter Wood. But when nearby Mount Hotenow erupted thirty years ago, your parents fled, perhaps carrying you in your infancy (depending on how old you are). Your family drifted from village to village around the region, finding work as laborers where they could.

Your background shaped your character in important ways. You learned the languages of several different peoples (shown in "Languages"). Your skill proficiencies in Animal Handling and Survival also reflect your upbringing, working with animals and getting by in the natural world.

You've spent the last few years in Neverwinter as a carpenter working at the city's bustling docks. But it's clear to you and everyone around you that you are destined for much more. You stood up to an abusive ship captain once, so other dockworkers look up to you. Someday, you'll come into your own. You'll be a hero.

Personal Goal: Determine Your Destiny. In the remote cloister of Dragon's Rest lives an old sage who is supposed to possess great wisdom—or possibly supernatural insight. The cloister holds a temple to the dragon god Bahamut, who is a patron of heroes and a champion of justice. Maybe Elder Runara can help you determine exactly what your heroic destiny is and set you on the right path to fulfill it, so you can become the hero you know you're meant to be.

CHARACTER NAME

HUMAN PALADIN / LEVEL 1

ABILITY SCORES

Name Score Modifier

STRENGTH 16 +3
Athletics +5

DEXTERITY 9 -1

CONSTITUTION 15 +2

INTELLIGENCE 11 +0
History +2

WISDOM 13 +1
Insight +3

CHARISMA 14 +2
Persuasion +4

Proficient skills listed below relevant ability score.

ARMOR CLASS 18

HIT POINTS 12

INITIATIVE -1

SPEED 30 ft.

SAVING THROWS

Strength +3
Dexterity -1
Constitution +2
Intelligence +0
Wisdom +3
Charisma +4

SENSES

Passive Perception 13

PROFICIENCY BONUS +2

WEAPONS

Name	Range	Modifier	Damage
Battleaxe	-	+5	1d8 + 3 slashing
Javelin	30/120	+5	1d6 + 3 piercing

EQUIPMENT

Chain mail, battleaxe, shield, 5 javelins, holy symbol, backpack, bedroll, mess kit, tinderbox, 10 torches, 10 days of rations, waterskin, 50 feet of hempen rope, set of fine clothes, signet ring, scroll of pedigree, pouch with 25 gold pieces



CHARACTER NAME

DUNGEONS & DRAGONS

PROFICIENCIES & LANGUAGES

Armor: Heavy Armor, Light Armor, Medium Armor, Shields

Weapons: Martial Weapons, Simple Weapons

Languages: Common, Draconic, Dwarvish, Giant

CLASS FEATURES

Divine Sense. As an **action**, you can open your senses to the presence of strong evil and powerful good. Until the end of your next turn, you know the location of any Celestial, Fiend, or Undead within 60 feet its identity. Within the same radius, you also detect the presence of any place or object that has been consecrated or desecrated.

Lay on Hands. Your blessed touch can heal wounds. You have a pool of healing power that replenishes when you take a long rest. With that pool, you can restore a total of 5 hit points.

As an **action**, you can touch a creature and draw power from the pool to restore a number of hit points to that creature, up to the maximum amount remaining in your pool.

Alternatively, you can expend 5 hit points from your pool of healing to cure the target of one disease or neutralize one poison affecting it. You can cure multiple diseases and neutralize multiple poisons with a single use of Lay on Hands, expending hit point separately for each one.

This feature has no effect on Undead or Constructs.

BACKGROUND

Noble. Your family is no stranger to wealth, power, and privilege. In the glory days of Neverwinter, your parents ruled the county of Corlinn Hill, located in the hills northeast of the city. But Mount Hotenow erupted thirty years ago, devastating Neverwinter and erasing Corlinn Hill. Instead of growing up on an estate, you were raised in a small townhouse in Waterdeep. As an adult, you stand to inherit only a title.

Your background shaped your character. You learned the languages of dwarves and giants from a childhood tutor (shown in “Languages”), and your skill proficiencies in History and Persuasion reflect your education in history and etiquette.

Since swearing your oath to Bahamut, you’ve returned to Neverwinter and have been a champion to those who are overlooked by the institutions that exist to protect them. Recently, your resolve has been shaken by corruption in the city guard and ruling aristocrats.

Personal Goal: *Rejuvenating Pilgrimage.* Seeking to reinvigorate your resolve, you learned of a remote cloister, Dragon’s Rest, on a tiny island. The cloister holds a temple to the dragon god Bahamut. You feel drawn to contemplate your place in the world there.

CHARACTER NAME

LIGHTFOOT HALFLING ROGUE / LEVEL 1

ABILITY SCORES

Name	Score	Modifier
STRENGTH	8	-1

DEXTERITY	16	+3
Acrobatics +5		
Sleight of Hand +5		
Stealth +7		

CONSTITUTION	12	+1
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INTELLIGENCE	13	+1
Investigation +3		

WISDOM	10	+0
Perception +2		

CHARISMA	16	+3
Deception +5		

Proficient skills listed below relevant ability score.

ARMOR CLASS	14
HIT POINTS	9

INITIATIVE	+3
SPEED	25 ft.

SAVING THROWS

Strength	-1
Dexterity	+5
Constitution	+1
Intelligence	+3
Wisdom	+0
Charisma	+3

SENSES

Passive Perception	12
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PROFICIENCY BONUS +2

WEAPONS

Name	Range	Modifier	Damage
Dagger	20/60	+5	1d4 + 3 piercing
Shortbow	80/320	+5	1d6 + 3 piercing

EQUIPMENT

Leather armor, shortbow, 20 arrows, 2 daggers, thieves' tools, backpack, bag of 1,000 ball bearings, 10 feet of string, bell, 5 candles, 2 crowbars, hammer, 10 pitons, hooded lantern, 2 flasks of oil, 5 days of rations, tinderbox, waterskin, 50 feet of hempen rope, set of dark common clothes including a hood, pouch with 10 gold pieces



CHARACTER NAME

DUNGEONS & DRAGONS

PROFICIENCIES & LANGUAGES

Armor: Light Armor

Weapons: Hand Crossbows, Longswords, Rapiers, Shortswords, Simple Weapons

Tools: Thieves' Tools

Languages: Common, Goblin, Halfling

LIGHTFOOT HALFLING TRAITS

Lucky. When you roll a 1 on the d20 for an attack roll, ability check, or saving throw, you can reroll and must take the new roll.

Brave. You have advantage on saving throws against being frightened.

Halfling Nimbleness. You can move through the space of a creature that is of a size larger than yours (you are size Small).

Naturally Stealthy. You can attempt to hide even when you are obscured by a creature that is at least one size larger than you.

CLASS FEATURES

Expertise. Your proficiency bonus is doubled for any ability check you make that uses the Stealth skill (already included) or your proficiency with thieves' tools.

Sneak Attack. Once per turn, you can deal an extra 1d6 damage to one creature you hit with an attack with a finesse or ranged weapon if you have advantage. You don't need advantage if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage.

Thieves' Cant. You have learned thieves' cant, a secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation. It takes four times longer to convey such a message than it does to speak the idea plainly.

BACKGROUND

Criminal. You fell in with a thieves' guild called the Gilded Gallows at an early age. The guild has prospered in recent years, and its influence is spreading across the Sword Coast. You followed that expansion, hoping to find your fortune in the city of Neverwinter.

Your background shaped your character in important ways. You learned the use of thieves' tools from scoundrels and gamblers (shown in "Proficiencies") and picked up the Goblin language at the same time. Your skill proficiencies in Deception and Stealth also reflect your upbringing, talking your way out of trouble and skulking past unfriendly eyes.

Fortunes in Neverwinter have been fair but not the fast riches you hoped for. You heard a story from a smuggler about a high-ranking member of the Gilded Gallows who turned traitor, killed their partner, and fled with a sovereign's ransom in treasure. Thanks to details you've picked up here and there that corroborate the story, you're certain it's more than just a rumor.

Personal Goal: Find the Lost Fortune. Whoever that Gilder was who skipped out with the gold, they've covered their tracks well. The trail went cold in Neverwinter, but recently you've learned of a remote island cloister called Dragon's Rest. The cloister holds a temple to the dragon god Bahamut, who is a patron of heroes and a champion of justice. There is also a community of hermits who live there now, the perfect place to hide for someone wishing to escape their past. If that treasure's there, you'll find it.

CHARACTER NAME

HIGH ELF WIZARD / LEVEL 1

ABILITY SCORES

Name	Score	Modifier
STRENGTH	10	+0

DEXTERITY	15	+2
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CONSTITUTION	14	+2
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INTELLIGENCE	16	+3
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Arcana +5
History +5
Investigation +5

WISDOM	12	+1
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Insight +3
Perception +3

CHARISMA	8	-1
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Proficient skills listed below relevant ability score.

ARMOR CLASS	12
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HIT POINTS	8
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SAVING THROWS

Strength	+0
Dexterity	+2
Constitution	+2
Intelligence	+5
Wisdom	+3
Charisma	-1

INITIATIVE	+2
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SPEED	30 ft.
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SENSES

Passive Perception	13
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Darkvision 60 ft.

PROFICIENCY BONUS +2

WEAPONS & DAMAGING CANTRIPS

Name	Range	Modifier	Damage
Shortsword	-	+4	1d6 + 2 piercing
Ray of frost	60	+5	1d8 cold*
Shocking grasp	-	+5	1d8 lightning*

*See spell description.

SPELLS

Ability Modifier	+3
Attack Bonus	+5
Saving Throw DC	13

See back of sheet for more information.

EQUIPMENT

Shortsword, component pouch, spellbook, backpack, book of lore, 2 bottles of ink, ink pen, 10 sheets of parchment, little bag of sand, small knife, a letter from a dead colleague posing a question you have not yet been able to answer, set of common clothes, pouch with 10 gold pieces



CHARACTER NAME

DUNGEONS & DRAGONS

PROFICIENCIES & LANGUAGES

Armor: None

Weapons: Daggers, Darts, Light Crossbows, Longswords, Quarterstaffs, Shortbows, Shortswords, Slings

Languages: Common, Celestial, Draconic, Dwarvish, Elvish

HIGH ELF TRAITS

Darkvision. You possess darkvision out to 60 feet.

Fey Ancestry. Advantage on saving throws against charm and magic can't put you to sleep.

Trance. You don't need to sleep, but instead meditate semiconsciously for 4 hours a day. After resting in this way, you gain the benefits of 8 hours of sleep.

CLASS FEATURES

Spellcasting. You can prepare and cast spells from the wizard list. You need your spellbook to prepare spells of 1st level or higher. See "Spells" below.

Arcane Recovery. Once per day when you finish a short rest, you can choose to recover 1 expended spell slot.

SPELLS

See the *Basic Rules* or *Player's Handbook* for spell descriptions. Prepare spells at the beginning of the adventure and after each long rest. You can prepare four 1st-level spells from your known 1st-level spells below.

Cantrips (no limit): *mage hand, prestidigitation, ray of frost, shocking grasp*

1st Level (2 slots): *detect magic, mage armor, magic missile, shield, sleep, thunderwave*

BACKGROUND

Sage. Your parents identified your magical talent early in your long elven life and arranged for you to be apprenticed to a kindly wizard in the city of Neverwinter. You excelled at your studies and forged friendships and rivalries with other apprentices. You always had a particular knack for wielding flashy, energetic forces, and you focused your study on the school of evocation.

Your background shaped your character in some important ways. A secret sought by a colleague drives you. Your skill proficiencies in Arcana and History also reflect your upbringing, studying the nature of magic and the great wizards of days past who wielded it.

After graduating from your apprenticeship, you and your peers went your separate ways to focus on your own studies. Recently, you received a letter from one of your colleagues, pointing you toward a source of lost knowledge. Shortly after the letter arrived, you learned tragic news: your friend died under mysterious circumstances.

Personal Goal: Discover Lost Knowledge. The letter spoke of an arcane observatory built on a nearby island by wizards long gone, and it hinted at powerful magic hidden there. A small cloister known as Dragon's Rest also resides on the island. The caretaker of the cloister's temple to the dragon god Bahamut, who is a patron of heroes and a champion of justice, must have information regarding the observatory. This Elder Runara can set you on the path to discovering the knowledge your friend never found.