

Barbarian, Level 1

Sailor

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Half-Orc

RACE

ALIGNMENT

EXPERIENCE POINTS

CHARACTER NAME

**STRENGTH**

+3

16

**DEXTERITY**

+1

13

**CONSTITUTION**

+3

16

**INTELLIGENCE**

-1

8

**WISDOM**

+1

12

**CHARISMA**

+0

10

INSPIRATION

+2 PROFICIENCY BONUS

**SAVING THROWS**

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

**SKILLS**

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

14 **ARMOR CLASS**

+1 **INITIATIVE**

30ft **SPEED**

Hit Point Maximum 15

**CURRENT HIT POINTS**

**TEMPORARY HIT POINTS**

Total 1

d12 **HIT DICE**

SUCCESSSES

FAILURES

**DEATH SAVES**

**PERSONALITY TRAITS**

**IDEALS**

I've lived most of my life on ships. I've heard strange and wonderful tales from the Moonshae Isles. Sailing the waters will always be in my blood.

**BONDS**

**FLAWS**

NAME	ATK BONUS	DAMAGE/TYPE
Greataxe	+5	1d12 +3

**Handaxes:**

- 20ft/60ft, Attack Roll, +3
- slashing, 1d6 +1

**Javelins:**

- 30ft/120ft, Attack Roll, +3
- piercing, 1d6 +1

**ATTACKS & SPELLCASTING**

**Darkvision: 60ft**

**Relentless Endurance:** [ ]

**Rage:** [ ] [ ]

- Rage Damage, +2

**Savage Attack**

**Unarmored Defense**

**Ship's Passage**

I've heard tales of Kobolds being able to sail ships near the Moonshae Isles.

**FEATURES & TRAITS**

13 **PASSIVE WISDOM (PERCEPTION)**

**Languages:**

- Common
- Orc

**Proficiencies:**

- Navigator's Tools
- Water Vehicles
- Simple Weapons
- Martial Weapons
- Light Armour
- Medium Armour
- Shields

**OTHER PROFICIENCIES & LANGUAGES**

CP

SP

EP

CFP 10

PF

- Handaxes [ 2 ]
- Javelins [ 4 ]
- Rations [ 10 ]
- Torches [ 10 ]
- Hempen Rope, 50ft
- Silk Rope, 50ft
- Vial of Dragon Blood

**EQUIPMENT**

Cleric, Level 1

Acolyte

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Hill Dwarf

RACE

ALIGNMENT

EXPERIENCE POINTS

CHARACTER NAME

**STRENGTH**  
+2  
14

**DEXTERITY**  
-1  
8

**CONSTITUTION**  
+2  
15

**INTELLIGENCE**  
+1  
12

**WISDOM**  
+3  
16

**CHARISMA**  
+0  
10

INSPIRATION

+2 PROFICIENCY BONUS

SAVING THROWS

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

SKILLS

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

16 ARMOR CLASS

-1 INITIATIVE

25ft SPEED

Hit Point Maximum 11

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1

d8 HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME ATK BONUS DAMAGE/TYPE

Warham- +4 1d10 +2

Scared Flame (Cantrip):  
- 60ft, Dexterity save, 13  
- radiant, 1d8  
- 1 action

Guiding Bolt (Level 1):  
- 120ft, Attack roll, +5  
- radiant, 4d6  
- 1 action  
- next attack against target has adv

ATTACKS & SPELLCASTING

Advantage against:  
- Poison  
Darkvision: 60ft

Divine Domain:  
- War Domain  
War Priest: [ ] [ ] [ ] [ ]  
- extra attack as a bonus action  
Channel Divinity: [ ]  
- Turn Undead

Stone Cunning  
Shelter of the Faithful  
Dwarven Resilience  
Dwarven Toughness:  
- +1 hit points per level

Prepared Spells: [ 4 ]

FEATURES & TRAITS

13 PASSIVE WISDOM (PERCEPTION)

Languages:  
- Common  
- Dwarvish  
- Gnomish

Proficiencies:  
- Simple Weapons  
- Martial Weapons  
- All Armour  
- Shields  
- Brewers Supplies

OTHER PROFICIENCIES & LANGUAGES

15

- Chainmail
- Shield
- Light Crossbow
- Bolts [ 20 ]
- Warhammer
- Rations [ 2 ]
- Candles [ 10 ]
- Holy Symbol
- Prayer Book

EQUIPMENT



# Cleric

SPELLCASTING CLASS

Wisdom

SPELLCASTING ABILITY

13

SPELL SAVE DC

+5

SPELL ATTACK BONUS

0

CANTRIPS

Spare the Dying  
Guidance  
Sacred Flame

3

6

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

2

PREPARED

SPELL NAME

- Shield of Faith
- Detect Magic
- Healing Word
- Guiding Bolt

4

7

2

5

8

9

SPELLS KNOWN

Druid, Level 1

Folk Hero

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Wood Elf

RACE

ALIGNMENT

EXPERIENCE POINTS

CHARACTER NAME

**STRENGTH**

+0

10

**DEXTERITY**

+2

15

**CONSTITUTION**

+2

14

**INTELLIGENCE**

+1

12

**WISDOM**

+3

16

**CHARISMA**

-1

8

INSPIRATION

+2 PROFICIENCY BONUS

SAVING THROWS

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

SKILLS

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

15 ARMOR CLASS

+2 INITIATIVE

35ft SPEED

Hit Point Maximum 10

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1

d8 HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

I lived my entire life on Skellig Island. I killed my first wolf when I was 16. I will try my best to protect Skellig Island and the community that lives there.

FLAWS

NAME	ATK BONUS	DAMAGE/TYPE
Scimitar	+2	1d6 +0

ATTACKS & SPELLCASTING

Produce Flame (Cantrip):

- 30ft, Attack Roll, +5
- fire, 1d8
- 1 action

Thunderwave (Level 1):

- self, 15ft cube
- Constitution Save, 13
- thunder, 2d8, push 10ft
- 1 action

Advantage against:

- Charmed

Darkvision: 60ft

Magic can't put you to sleep

Trance

Fey Ancestry

Mask of the Wild

Rustic Hospitality

Prepared Spells: [ 4 ]

FEATURES & TRAITS

15 PASSIVE WISDOM (PERCEPTION)

OTHER PROFICIENCIES & LANGUAGES

Languages:

- Common
- Elvish
- Druidic

Proficiencies:

- Land Vehicles
- All Swords
- Long Bow
- Short Bow
- Light Armour
- Medium Armour
- Shields

EQUIPMENT

- CP - Leather Armour
- SP - Wooden Shield
- EP - Scimitar
- EP - Herbalist Kit
- CP - Ration [ 10 ]
- CP - Torches [ 10 ]
- CP - Hempen Rope, 50ft
- PR - Druidic Focus
- PR - Shovel
- PR - Iron Pot



# Druid

SPELLCASTING CLASS

Wisdom

SPELLCASTING ABILITY

13

SPELL SAVE DC

+5

SPELL ATTACK BONUS

0

## CANTRIPS

- Produce Flame
- Guidance

3

6

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

2

PREPARED

SPELL NAME

- Cure Wounds
- Thunderwave
- Speak with Animals
- Healing Word

4

7

8

9

2

5

SPELLS KNOWN

Fighter, Level 1

Sage

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Fey Gnome

RACE

ALIGNMENT

EXPERIENCE POINTS

CHARACTER NAME

**STRENGTH**

+3

16

**DEXTERITY**

-1

8

**CONSTITUTION**

+2

14

**INTELLIGENCE**

+2

15

**WISDOM**

+1

12

**CHARISMA**

+0

10

INSPIRATION

+2 PROFICIENCY BONUS

**SAVING THROWS**

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

**SKILLS**

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

19 **ARMOR CLASS**

-1 **INITIATIVE**

25ft **SPEED**

Hit Point Maximum 12

**CURRENT HIT POINTS**

**TEMPORARY HIT POINTS**

Total 1

d10 **HIT DICE**

SUCCESSES

FAILURES

**DEATH SAVES**

**PERSONALITY TRAITS**

**IDEALS**

My life's work has been in uncovering knowledge of the Fey gods. I have collected tomes and artefacts related to the Fey.

**BONDS**

**FLAWS**

NAME	ATK BONUS	DAMAGE/TYPE
Longswo-	+5	1d8 +3

Light Crossbow:  
- 30ft/120ft, Attack Roll, +1  
- piercing, 1d6 -1

**ATTACKS & SPELLCASTING**

Advantage against:  
- Intelligence (magic)  
- Wisdom (magic)  
- Charisma (magic)  
Darkvision: 60ft

Second Wind: [ ]  
- healing, 1d10 +1  
Potion of Cernunnos: [ ]  
- healing, 3d4 +5

Fighting Style:  
- Defense

Gnome Cunning  
Researcher

**FEATURES & TRAITS**

13 **PASSIVE WISDOM (PERCEPTION)**

Languages:  
- Common  
- Gnomish  
- Elvish  
- Dwarvish

Proficiencies:  
- Simple Weapons  
- Martial Weapons  
- All Armour  
- Shields

**OTHER PROFICIENCIES & LANGUAGES**

CP Chainmail

SP Shield

EP Longsword

EP Light Crossbow

CP 10 Bolts [ 20 ]

CP Rations [ 10 ]

CP Torches [ 10 ]

EP Hemen Rope, 50ft

EP Bottle of black ink

EP Quill

**EQUIPMENT**

Ranger, Level 1

Soldier

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Wood Elf

RACE

ALIGNMENT

EXPERIENCE POINTS

CHARACTER NAME

**STRENGTH**

+0

10

**DEXTERITY**

+3

17

**CONSTITUTION**

+2

14

**INTELLIGENCE**

+1

12

**WISDOM**

+2

14

**CHARISMA**

-1

8

INSPIRATION

+2 PROFICIENCY BONUS

**SAVING THROWS**

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

**SKILLS**

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

14 **ARMOR CLASS**

+3 **INITIATIVE**

35ft **SPEED**

Hit Point Maximum 12

**CURRENT HIT POINTS**

**TEMPORARY HIT POINTS**

Total 1

d10 **HIT DICE**

SUCCESSES

FAILURES

**DEATH SAVES**

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME	ATK BONUS	DAMAGE/TYPE
Shrt Swrđ	+5	1d6 +3

**Long Bow:**

- 150ft/600ft, Attack Roll, +5
- piercing, 1d8 +3

**ATTACKS & SPELLCASTING**

**Advantage against:**

- Survival (Dragons)
- Intelligence (Dragons)

**Darkvision:** 60ft

**Favoured Enemy:**

- Dragons

**Natural Explorer:**

- Forest

**Trance**

**Fey Ancestry**

**Mask of the Wild**

**Military Rank**

**FEATURES & TRAITS**

14 **PASSIVE WISDOM (PERCEPTION)**

**Languages:**

- Common
- Elvish
- Draconic

**Proficiencies:**

- Simple Weapons
- Martial Weapons
- Light Armour
- Medium Armour
- Shields

**OTHER PROFICIENCIES & LANGUAGES**

CP

SP

EP

CFP 10

PF

- Leather Armour
- Short Swords [ 2 ]
- Long Bow
- Arrows [ 20 ]
- Rations [ 10 ]
- Torches [ 10 ]
- Hempen Rope, 50ft
- Insignia of Rank
- Piece of Military Banner
- Set of Bone Dice

**EQUIPMENT**

Sorcerer, Level 1

Criminal

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Dark Elf (Drow)

RACE

ALIGNMENT

EXPERIENCE POINTS

CHARACTER NAME

**STRENGTH**

-1

8

**DEXTERITY**

+2

15

**CONSTITUTION**

+2

14

**INTELLIGENCE**

+1

12

**WISDOM**

+0

10

**CHARISMA**

+3

16

INSPIRATION

+2 PROFICIENCY BONUS

SAVING THROWS

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

SKILLS

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

15 ARMOR CLASS

+2 INITIATIVE

30ft SPEED

Hit Point Maximum 9

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1

d6 HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

I am the last of my tribe. They were brutally slain by kobolds. I will have my vengeance.

FLAWS

NAME	ATK BONUS	DAMAGE/TYPE
Dagger	+4	1d4 +2

Fire Bolt (Cantrip):  
 - 120ft, Attack Roll, +5  
 - fire, d10  
 - 1 action

Chromatic Orb (Level 1):  
 - 90ft, Attack Roll, +5  
 - you choose type, 3d8  
 - 1 action

Light crossbow:  
 - 30ft/120ft, Attack Roll, +4  
 - piercing, 1d6 +2

ATTACKS & SPELLCASTING

Advantage against:  
 - Charmed

Weakness:  
 - Direct Sunlight

Darkvision: 120ft

Magic can't put you to sleep

Sorcerous Origin:  
 - Dragonic Bloodline: Red

Trance

Fey Ancestry

Sunlight Sensitivity

Drow Magic

Kobold Hunter

Criminal Contact

Draconic Resilience:  
 - +1 hit points per level

Spells Known: [ 2 ]

10 PASSIVE WISDOM (PERCEPTION)

OTHER PROFICIENCIES & LANGUAGES

Languages:  
 - Common  
 - Elvish  
 - Draconic

Proficiencies:  
 - thieves tools  
 - dragon interactions  
 - daggers  
 - rapiers  
 - short swords  
 - hand crossbows  
 - light crossbows  
 - darts

EQUIPMENT

- CP [ ] - Daggers [ 2 ]
- SP [ ] - Light Crossbow
- EP [ ] - Bolts [ 20 ]
- EP [ ] - Thieves Tools
- EP [ ] - Crowbar
- CP [ ] - Rations [ 10 ]
- CP [ ] - Torches [ 10 ]
- CP [ ] - Hempen Rope, 50ft
- CP [ ] - Component Pouch
- CP [ ] - Stolen Diamond (50gp), used for Chromatic Orb spell

FEATURES & TRAITS





# Sorcerer

SPELLCASTING CLASS

Charisma

SPELLCASTING ABILITY

13

SPELL SAVE DC

+5

SPELL ATTACK BONUS

**0** **CANTRIPS**

- Dancing Lights
- Fire Bolt
- Minor Illusion
- Mage Hand
- Prestidigitation

**3**

- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 

**6**

- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 

SPELL LEVEL SLOTS TOTAL SLOTS EXPENDED

**1** **2**

- PREPARED SPELL NAME
- Chromatic Orb
  - Feather Fall
  - 
  - 
  - 
  - 
  - 
  - 
  - 
  - 
  - 
  - 
  - 
  - 
  - 
  - 
  -

**7**

- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 

**4**

- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 

**8**

- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 

**2**

- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 

**5**

- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 

**9**

- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 
- 

SPELLS KNOWN