

# Allton the Brown

Character Name

12th Level Wizard

Level and Class

Human Race      N Alignment

Sage Background

Background

100,001 Experience

9  
-1

**Str**

Saving Throws	
-1	Strength
+2	Dexterity
+0	Constitution
+8	Intelligence
+5	Wisdom
+0	Charisma

14  
+2

**Dex**

12  
+1

**Con**

18  
+4

**Int**

13  
+1

**Wis**

10  
+0

**Cha**

Skills	
+2	Acrobatics (Dex)
+1	Animal Handling (Wis)
+8	Arcana (Int)
-1	Athletics (Str)
0	Deception (Cha)
+8	History (Int)
+5	Insight (Wis)
0	Intimidation (Cha)
+8	Investigation (Int)
+1	Medicine (Wis)
+4	Nature (Int)
+1	Perception (Wis)
0	Performance (Cha)
0	Persuasion (Cha)
+4	Religion (Int)
+2	Sleight of Hand (Dex)
+2	Stealth (Dex)
+1	Survival (Wis)
11	Passive Wisdom (Perception)

14  
Armor Class

+2  
Initiative

30  
Speed

55  
Max hp

Current Hit Points

Hit Die	Total	Used
d6	12	

Equipment
Staff of Frost
Ring of Shooting Stars
Bracers of Defense
Wand of Wonder
Alchemy Jug
Scroll: haste
Scroll: knock
Scroll: jump
Scholar's Pack
4 pouches
Spell Component Pouch
Spell books
5 candles
tinderbox
Antitoxin (3 doses)
Arcane focus

Racial Traits

Class Features
Arcane Recovery
Ritual Casting
Arcane Tradition: Evocation)
Evocation Savant
Sculpt Spells
Potent Cantrip
Empowered Evocation

Proficiencies	
Proficiency Bonus	+4
Staff, dagger, light crossbow, dart, Slings	

Feats/Notes
War Caster
Spell Sniper

SpellCasting			
Wizard	Int	16	+8
Spellcasting Class	Ability	Save DC	Atk Bonus
Spells Known			
<b>Cantrips</b>			
Mage Hand	Sacred Flame		
Fire Bolt			
Shocking Grasp			
True Strike			
Blade Ward			
<b>1st Level</b>		Slots: 4	
Mage Armor	Identify		
Magic Missile			
Shield			
Burning Hands			
Jump			
Chromatic Orb			
<b>2nd Level</b>		Slots: 3	
Flaming Sphere			
Scorching Ray			
Knock			
Ray of Enfeeblement			
Blur			
<b>3rd Level</b>		Slots: 3	
Fireball			
Dispel Magic			
Counterspell			
Fly			
Haste			
Water Breathing			
<b>4th Level</b>		Slots: 3	
Fire Shield			
Arcane Eye			
Stoneshape			
Stoneskin			
<b>5th Level</b>		Slots: 2	
Cone of Cold			
Wall of Force			
Hold Monster			
Telekinesis			
<b>6th Level</b>		Slots: 1	
Freezing Sphere			
Chain Lightning			

Personality/Ideals/Bonds/Flaws
Inspiration

Languages
Common
Draconic
Elven

# Corinthia Leafstep

Character Name

12th Level Rogue

Level and Class

Forest Gnome

Race

CG

Alignment

Charlatan

Background

100,001

Experience

11 **Str**

+0

18 **Dex**

+4

16 **Con**

+3

16 **Int**

+3

11 **Wis**

+0

13 **Cha**

+1

## Saving Throws

+0 **Strength**

+8 **Dexterity**

+3 **Constitution**

+7 **Intelligence**

+0 **Wisdom**

+1 **Charisma**

## Skills

+8	Acrobatics (Dex)
0	Animal Handling (Wis)
+3	Arcana (Int)
0	Athletics (Str)
+1	Deception (Cha)
+3	History (Int)
0	Insight (Wis)
+1	Intimidation (Cha)
+7	Investigation (Int)
0	Medicine (Wis)
+3	Nature (Int)
+4	Perception (Wis)
+1	Performance (Cha)
+5	Persuasion (Cha)
+3	Religion (Int)
+8	Sleight of Hand (Dex)
+12	Stealth (Dex)
0	Survival (Wis)
14	Passive Wisdom (Perception)

## Attacks

Weapon	Bonus	Damage	Range	Type
+2 shortsword	+10	1d6+6		P
Shortsword	+8	1d6+4		P
Daggers (3)	+8	1d4+4	20'/60'	P

### Combat Notes

Sneak Attack (6d6)  
Dual Wielder

## Personality/Ideals/Bonds/Flaws

Inspiration

## Languages

Common  
Gnome  
Small Beasts  
Theives Cant

18

Armor Class

+4

Initiative

25

Speed

98

Max hp

Current Hit Points

Hit Die	Total	Used
d8	12	

## Equipment

+1 studded leather armor  
boots of elvenkind  
wand of secrets  
wand of magic detection  
potion: invisibility  
potion: vitality  
potion: greater healing (2)  
Burglar's Pack  
50' silk rope  
caltrops (2)  
disguise kit

## Racial Traits

Darkvision 60'  
Gnome Cunning  
Natural Illusionist

## Class Features

Expertise  
Thieves' Tools  
Stealth  
Sneak Attack (6d6)  
Cunning Action  
Uncanny Dodge  
Evasion  
Reliable Talent  
  
Arcane Trickster  
Spellcasting  
Mage Hand Legerdemain  
Magical Ambush

## Proficiencies

Proficiency Bonus +4

Simple Weapons  
Rogue Weapons  
Light Armor  
Thieves' Tools

## Feats/Notes

Dual Wielder  
Magic Initiate  
Cantrips: Blade Ward, Friends  
1st Level: Featherfall

## SpellCasting

Arcane Trickster	Int	15	+7
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Spellcasting Class Ability Save DC Atk Bonus

## Spells Known

### Cantrips

Minor Illusion (gnome)  
Mage Hand Blade Ward (Feat)  
Prestidigitation Friends (Feat)  
True Strike  
Dancing Lights

1st Level Slots: 4

Featherfall (Feat)  
Detect Magic  
Charm Person  
Disguise Self  
Grease  
Color Spray

2nd Level Slots: 3

Mirror Image  
Phantasmal Force  
Spider Climb

3rd Level Slots:

4th Level Slots:

5th Level Slots:

6th Level Slots:

# Dirkin Trapsapper

Character Name

6th Level Fighter/6th Level Rogue

Level and Class

Hill Dwarf CG  
Race Alignment

Soldier

Background

100,001  
Experience

14 Str  
+2

16 Dex  
+3

20 Con  
+5

11 Int  
+0

11 Wis  
+0

8 Cha  
-1

Saving Throws	
+6	Strength
+7	Dexterity
+9	Constitution
+4	Intelligence
+0	Wisdom
-1	Charisma

Skills	
+3	Acrobatics (Dex)
+0	Animal Handling (Wis)
+0	Arcana (Int)
+6	Athletics (Str)
-1	Deception (Cha)
+0	History (Int)
+0	Insight (Wis)
+3	Intimidation (Cha)
+0	Investigation (Int)
+0	Medicine (Wis)
+0	Nature (Int)
+8	Perception (Wis)
-1	Performance (Cha)
-1	Persuasion (Cha)
+0	Religion (Int)
+11	Sleight of Hand (Dex)
+11	Stealth (Dex)
+0	Survival (Wis)
18	Passive Wisdom (Perception)

17  
Armor Class

+3  
Initiative

25  
Speed

164  
Max hp

Current Hit Points

Hit Die	Total	Used
6	d10	
6	d8	

**Equipment**

+2 studded armor  
ring of the ram  
rope of climbing  
potion: superior healing  
potion: fire resistance  
potion: heroism

Dungeoneer's Pack  
bag of caltrops (2)  
alchemist fire  
Thieves' Tools  
Mason's Tools

**Racial Traits**

Darkvision 60'  
Dwarven Resistance  
Dwarven Combat Training  
Tool Proficiency (Mason)  
Stonecunning  
Dwarven Toughness

**Class Features**

**Rogue**

Expertise  
Sneak Attack (3d6)  
Cunning Action  
Uncanny Dodge

**Thief Archetype**

Fast Hands  
Second Story Work

**Fighter**

Second Wind  
Action Surge  
Extra Attack

**Martial Archetype**

Battle Master  
4d8 Superiority Dice  
Save DC 15

**Proficiencies**

**Proficiency Bonus** +4

Simple, martial weapons  
Light armor  
Shields  
Mason Tools  
Artisans Tools  
Thieves' Tool

**Feats/Notes**

Toughness

Attacks			
Weapon	Bonus	Damage	Range Type
+1 Battleaxe	+7	1d8+3	S
Shortswords (2)	+7	1d6+3	P
+1 Double Heavy Crossbow	+8	1d10+5	100'/400' P
+2 bolts (10)	+10	1d10+7	100'/400' P

Combat Notes	Battle Master Archetype (Save DC 15)
Extra Attack Sneak Attack (3d6) Dwarven Combat Training Action Surge	4d8 superiority dice Disarming strike Riposte Trip Attack

**Personality/Ideals/Bonds/Flaws**

Inspiration

**Languages**

Common  
Dwarven  
Thieves Cant

SpellCasting			
Spellcasting Class	Ability	Save DC	Atk Bonus
Spells Known			
Cantrips			
1st Level	Slots: <input type="text"/>		
2nd Level	Slots: <input type="text"/>		
3rd Level	Slots: <input type="text"/>		
4th Level	Slots: <input type="text"/>		
5th Level	Slots: <input type="text"/>		
6th Level	Slots: <input type="text"/>		

# Maidenia the Melancholy

Character Name

12th Level Cleric

Level and Class

Stout Halfling

Race

LG

Alignment

Acolyte

Background

100,001

Experience

10 **Str**

+0

12 **Dex**

+1

15 **Con**

+2

13 **Int**

+1

19 **Wis**

+4

16 **Cha**

+3

## Saving Throws

+1 Strength

+2 Dexterity

+3 Constitution

+2 Intelligence

+9 Wisdom

+8 Charisma

## Skills

+2 Acrobatics (Dex)

+5 Animal Handling (Wis)

+2 Arcana (Int)

+1 Athletics (Str)

+4 Deception (Cha)

+2 History (Int)

+9 Insight (Wis)

+4 Intimidation (Cha)

+2 Investigation (Int)

+9 Medicine (Wis)

+2 Nature (Int)

+5 Perception (Wis)

+4 Performance (Cha)

+4 Persuasion (Cha)

+6 Religion (Int)

+2 Sleight of Hand (Dex)

+2 Stealth (Dex)

+5 Survival (Wis)

15 Passive Wisdom (Perception)

## Attacks

Weapon	Bonus	Damage	Range	Type
+2 mace	+7	1d6+2		B
Sling	+5	1d4+1		B

## Combat Notes

Lucky  
Divine Strike (1/turn)  
Channel Divinity: Turn Undead

20

Armor Class

+1

Initiative

25

Speed

76

Max hp

Current Hit Points

Hit Die	Total	Used
d8	12	

## Equipment

+1 breastplate  
+2 shield  
Healer's Kit (2)  
luckstone  
pearl of power  
Scroll: dispel magic  
Scroll: greater restoration  
Scroll: mass cure wounds

Priest's Pack  
Holy Water (4)  
Silver holy symbol

## Racial Traits

Lucky  
Brave  
Stout Resistance

## Class Features

Ritual Casting  
Channel Divinity  
Turn Undead (Destroy <2 HD)  
Preserve Life  
**Life Domain**  
Disciple of Life  
Blessed Healer  
Divine Strike

## Proficiencies

Proficiency Bonus +4

Light, medium, heavy armor  
Shields  
Simple weapons  
Healer's Kit

## Feats/Notes

Healer

## SpellCasting

Cleric	Wis	16	+8
Spellcasting Class	Ability	Save DC	Atk Bonus

## Spells Known

### Cantrips

Guidance  
Light  
Mending  
Resistance  
Sacred Flame

1st Level Slots: 4

Bless  
Cure Wounds  
Detect Poison and Disease  
Detect Magic  
Guiding Bolt  
Shield of Faith

2nd Level Slots: 3

Lesser Restoration  
Spiritual Weapon  
Enhance Ability  
Prayer of Healing  
Aid  
Silence

3rd Level Slots: 3

Beacon of Hope  
Revivify  
Create Food and Water  
Remove Curse  
Tongues  
Daylight

4th Level Slots: 3

Guardian of Faith  
Divination  
Freedom of Movement

5th Level Slots: 2

Flame Strike  
Mass Cure Wounds  
Raise Dead

6th Level Slots: 1

Heal

## Personality/Ideals/Bonds/Flaws

Inspiration

## Languages

Common  
Halfling  
Elven  
Lizardfolk

# Sylpheria Silverhue

Character Name

6th Level Ranger/6th Level Druid	
Level and Class	
Wood Elf	NG
Race	Alignment

Hermit
Background
100,001
Experience

14  
+2

Str

Saving Throws	
+8	Strength
+11	Dexterity
+4	Constitution
+2	Intelligence
+4	Wisdom
+3	Charisma

20  
+5

Dex

14  
+2

Con

11  
+0

Int

14  
+2

Wis

12  
+1

Cha

Skills	
+5	Acrobatics (Dex)
+2	Animal Handling (Wis)
+0	Arcana (Int)
+2	Athletics (Str)
+1	Deception (Cha)
+0	History (Int)
+2	Insight (Wis)
+1	Intimidation (Cha)
+0	Investigation (Int)
+6	Medicine (Wis)
+4	Nature (Int)
+6	Perception (Wis)
+1	Performance (Cha)
+1	Persuasion (Cha)
+4	Religion (Int)
+5	Sleight of Hand (Dex)
+9	Stealth (Dex)
+6	Survival (Wis)
16	Passive Wisdom (Perception)

20  
Armor Class

+5  
Initiative

35  
Speed

92  
Max hp

Current Hit Points

Hit Die	Total	Used
d10	6	
d8	6	

Equipment
+2 leather armor
ring of protection
cloak of protection
bracers of archery
Explorer's Pack
50' silk rope
Antitoxin (2)
Drow Poison (5)
quivers (2)
whetstone
Small folding hunting trap
20 blowgun darts

Racial Traits
Fey Ancestry
Elf Weapon Training
Fleet of Foot
Mask of the Wild
Keen Senses
Trance

Class Features
<b>Ranger</b>
Favored Enemy: Dragons, Monstrosities
Natural Explorer (Forest, Underdark)
Fighting Style: Archery
Primeval Awareness
Extra Attack
Ranger Archetype: Hunter
Hunter's Prey: Horder Breaker
Spellcasting
<b>Druid</b>
Spellcasting
Ritual Casting
Wild Shape
Circle of the Land (Forest)
Natural Recovery
Bonus Cantrip
Land's Stride

Proficiencies
<b>Proficiency Bonus</b> +4
Light, meduim armor
simple, martial weapons
(No metal armor; only wooden shields)

Feats/Notes
Sharpshooter

SpellCasting			
Ranger	Wis	14	+6
Druid	Wis	14	+6
<b>Spellcasting Class</b>	<b>Ability</b>	<b>Save DC</b>	<b>Atk Bonus</b>
Spells Known			
<b>Cantrips</b>			
Druidcraft			
Mending			
Produce Flame			
Resistance			
<b>1st Level</b>	Slots:		4
Faerie Fire (Dr)			
Jump (Dr)			
Cure Wounds (Ra)			
Longstrider (Ra)			
<b>2nd Level</b>	Slots:		3
Heat Metal (DR)			
Enhance Ability (Dr)			
Spider Climb (Dr)			
Barkskin (Dr)			
Silence (Ra)			
Lesser Restoration (Ra)			
<b>3rd Level</b>	Slots:		3
Meld into Stone (Dr)			
Water Walk (Dr)			
Plant Growth (Dr)			
Call lightning (Dr)			
<b>4th Level</b>	Slots:		3
Grasping Vines (Dr)			
Conjure Minor Elemental (Dr)			
<b>5th Level</b>	Slots:		1
None (but can cast lower level spells in this slot)			
<b>6th Level</b>	Slots:		

Personality/Ideals/Bonds/Flaws
Inspiration

Languages
Common
Druidic
Elven
Sylvan
Draconic

# Vanek

Character Name

20  
+5

**Str**

14  
+2

**Dex**

16  
+3

**Con**

9  
-1

**Int**

9  
-1

**Wis**

10  
+0

**Cha**

Saving Throws	
+10	Strength
+3	Dexterity
+8	Constitution
+0	Intelligence
+0	Wisdom
+1	Charisma

12 Level Barbarian

Level and Class

Human	LN
Race	Alignment

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

Outlander

Background

100,001
Experience

18  
Armor Class

+2  
Initiative

40  
Speed

128  
Max hp

Current Hit Points

Hit Die	Total	Used
d12	12	

### Equipment

cloak of protection  
Explorer's Pack  
Boots of Striding and Springing  
Ring of warmth  
potion: greater healing  
potion: speed  
potion: water breathing

### Racial Traits

### Class Features

Extra Attack  
Brutal Critical  
Rage  
Reckless Attack  
Relentless Attack

#### Path of the Totem Warrior

Armadillo  
Totem Spirit: +2 AC  
Aspect of the Armadillo  
Advantage on Con Saves

### Proficiencies

Proficiency Bonus +4  
Light armor  
Simple, martial weapons

### Feats/Notes

Great Weapon Master  
Savage Attacker

### Attacks

Weapon	Bonus	Damage	Range	Type
+1 Maul	+10	2d6+5		B
Battle Axe	+9	1d8+5		S
Hand Axe (2)	+9	1d6+5	20'/60'	S
Dagger	+9	1d4+5	20'/60'	P

Combat Notes	
Feat: Great Weapon Master Feat: Savage Attacker Extra Attack Brutal Critical	Rage Reckless Attack Relentless Rage

### Personality/Ideals/Bonds/Flaws

Inspiration

### Languages

Common

### SpellCasting

Spellcasting Class	Ability	Save DC	Atk Bonus
Spells Known			

Cantrips

1st Level Slots:

2nd Level Slots:

3rd Level Slots:

4th Level Slots:

5th Level Slots:

6th Level Slots: