Player:	Name Race Half-Orc Sex M
Campaign: Character Creation Date:	Alignment CN Class Barbarian Level 1
Current XP: Next Level Goal: 300 XP	Size M Height 6'-6" Weight 220 Speed 30 Initiative +1
Ability Score Modifier Throws ARMOR CLASS STR 17 +3	HIT POINTS Current Hit Points Temporary Hit Points Death Saves Pass Pass Pasi Pail Points Hit Dice Available Hit Dice INSPIRATION Exhaustion Level Effect 1 DA on ability checks 2 Speed halved 3 DA on attacks and saves 4 HP maximum halved 5 Speed reduced to 0 6 Death
Finess Weapon PROFICIENCY STR MAGIC TOTAL ATK BONUS	<u>PROFICIENCIES</u>
$ \begin{array}{c ccccccccccccccccccccccccccccccccccc$	SKILLS: SAVES: +3 Acrobatics Dex +1 Animal Handling Wis -1 Arcana Int TOOLS:
MELEE WEAPON handaxe	Flute 1
MELEE WEAPON	☐ -1 Nature Int ☐ +1 Perception Wis ☐ 0 Performance Cha ☐ 0 Persuasion Cha ☐ -1 Religion Int ☐ +1 Sleight of Hand Dex ☐ +1 Stealth Dex ☐ +3 Survival Wis ☐ +3 Survival Wis
2 + 3 + = +5	Notes:
	Darkvision, Relentless Endurance, Savage
RANGED WEAPON handaxe	Attacks, Rage, Unarmred Defense
RANGED WEAPON NAME TO TAL ATK BONUS 2 + 3 +	

	None	<u> </u>			AC	PHYSICAL
ARMOR		Doff	Arn Strength	nor Class Stealth	Weight	CHARACTERISTICS
Category	Don	роп	Strength	Stealth	weight	Age 15 Gender M
SHIELD	None	·		Weight	AC	Height 6'-6"
						Eyes Dk.Br. Hair Black
Protecti	ive Iteı	ns		AC Bonu	Weight	
						Physical Description
						CHARACTER SKETCH
Other E	quipm	ent				Languages Common, Orc, Elvish
ITEM	1	WT.	ITEM		WT.	Special Features
greataxe)	7				RACE and SUBRACE Half-Orc
two hand	daxes	4				Ability Score Increase based on race +2 Str, +1 Con
four jave	lins	8				Proficiencies based on race Intimidation
backpacl	k	5				Traits based on race Darkvision, Relentless Endurance, Savage Attacks
bedroll		7				Languages based on race Common, Orc
mess kit		1				
10 torche	es	10				BACKGROUND Outlander, outcast
10 days of	rations	20				Proficiencies based on background Athletics, Survival, flute
waterskii	n	5				Languages based on background One of your choice
hemp rope	e (50 ft.)	10				Equipment based on background A staff, a hunting trap
hunting t	rap	25				Feature - Wanderer
traveler's	clothes	4				Personality Traits
belt pouch	n pouch					Ideals Change.
flute		2				Bonds I have visions of a coming disaster
staff		4				Flaws Violence is my answer to almost any challenge.
						Money and manners won't save you from a hungry owlbear.
2	55 lbs.	510) lbs.	112		Notes
	ARRYING APACITY		LIFT W	OTAL /EIGHT ARRIED		
Lifestyle	Mod	est	Expenses/D		1 gp	-
Treasur	e CP	SP	EPGI		P	1
Jewels & Ge	ems					
Magic Items	5					
Other Items						
a trophy	trom a	n anim	al you kille	d		

Primary Ability:

	pell sav				Spell attack modifier proficiency bonus + Primary Ability modifier																	
					Sp	Spell Slots and Castings																
N	lumber of Ca	antrips Known	1st		2nd		3rd		4th		5th		6th		7th		8th	1		9tł	1	
_																						
				•	Spel	lbo	ok/	Kı	10W	n S	pel1	S										
	Level:	Spell:							Leve	l:	Spe	II:										
	Descriptio	n:							Desc	riptio	n:											
	Level:	Spell:							Leve	l:	Spe	II:										
	Descriptio	n:							Desc	riptio	n:											
	Level:	Spell:							Leve	l:	Spe	II:										
	Descriptio	n:							Desc	riptio	n:											
	Level:	Spell:							Leve	l:	Spe	II:										
	Descriptio	n:							Desc	riptio	n:											
	Level:	Spell:							Leve	l:	Spe	II:										
	Descriptio	n:							Desc	riptio	n:											
	Level:	Spell:							Leve	l:	Spe	II:										
	Descriptio	n:							Desc	riptio	n:											
	Level:	Spell:							Leve	l:	Spe	II:										
	Descriptio	n:							Desc	riptio	n:											
	Level:	Spell:							Leve	l:	Spe	II:										
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	Level:	Spell:							Leve	l:	Spe	II:										
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	Level:	Spell:							Leve	l:	Spe	II:										
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	Level:	Spell:							Leve	l:	Spe	II:										
	Descriptio	n:							Desc	riptio	n:											
	Level:	Spell:							Leve	l:	Spe	II:										
	Descriptio	n:							Desc	riptio	n:											
	Level:	Spell:							Leve	l:	Spe	II:										
	Descriptio	n:							Desc	riptio	n:											

Player:	Name Race Human Sex N
Campaign: Character Creation Date:	Alignment LG Class Cleric Level 1
Current XP: Next Level Goal: 300 XP	Size M Height 5'-8" Weight 146 Speed 30 Initiative -
Ability Score Modifier Throws ARMOR CLASS STR 15 +2 □ +2 18 DEX 9 -1 □ -1 Armored CON 14 +2 □ +2 9 INT 11 0 □ 0 Without Armor WIS 16 +3 □ +5 CHA 13 +1 □ +3 Passive Wisdom (Perception) MELEE WEAPON Mace	HIT POINTS Current Hit Points Temporary Hit Points Death Saves Pass
Finess Weapon PROFICIENCY STR MAGIC TOTAL ATK BONUS	<u>PROFICIENCIES</u>
2 + 2 + = +4	SKILLS: SAVES:
TYPE B DAMAGE 61d +2 MELEE WEAPON	☐ -1 Acrobatics Dex ☐ +3 Animal Handling Wis ☐ 0 Arcana Int ☐ +2 Athletics Str None
Finess Weapon PROFICIENCY STR MAGIC TOTAL ATK BONUS +	☐ +1 Deception Cha ☐ +2 History Int ☐ +5 Insight Wis ☐ +1 Intimidation Cha ☐ 0 Investigation Int ☐ +5 Medicine Wis
MELEE WEAPON Finess Weapon STR MAGIC TOTAL ATK BONUS TYPE DAMAGEd DAMAGEd THOWN	□ 0 Nature Int □ +3 Perception Wis □ +1 Performance Cha □ +1 Persuasion Cha □ +2 Religion Int □ -1 Sleight of Hand Dex □ -1 Stealth Dex □ THER:
PROFICIENCY DEX MAGIC TOTAL ATK BONUS 2 + -1 + = +1	□ +3 Survival Wis Notes:
TYPE P RANGE 80/320 DAMAGE 1 d 8 -1	Warding Flare
RANGED WEAPON Thrown PROFICIENCY DEX MAGIC TOTAL ATK BONUS + + + DAMAGE d AMMO A	

ARMOR scale	mail	Arr	nor Class	A6	PHYSICAL
Category Don Heavy 10 mi	n 5 n	nin DA	Stealth 13	Weight 55	CHARACTERISTICS Age 18 Gender M
	I			33	
shield shield	<u> </u>		Weight 6	42	Height 5'-8" Weight 146 lbs. Eyes Brn. Hair Brn.
D 4 42 T 4			1 00	Weight	Skin Tan Handedness R.
Protective Ites	ns		AC Bonu		Physical Description
					- I I I I I I I I I I I I I I I I I I I
Other Equipm	ent				CHARACTER SKETCH Languages Common, Elvish, Dwarvish, Gnomish
ITEM	WT.	ITEM		WT.	Special Features
mace	4	backpack		5	RACE and SUBRACE
light crossbow	5	 	•	3	Ability Score Increase based on race +1 to each
20 bolts		10 candle	25		Proficiencies based on race NONE
holy symbol	1.5	†		1	Traits based on race Speed 30
common clothes	3	alms box		1	Languages based on race Common + one
belt pouch		5 blocks of i	ncense		
'		censer		1	BACKGROUND ACOLYTE
		vestment	S	1	Proficiencies based on background Insight, Religion
		2 days of r	ations	4	Languages based on background TWO of your choice
		waterskin		5	Equipment based on background holy symbol, prayer book
					Feature: Shelter of the Faithful
					Personality Traits see omens in every event
					Ideals Charity
					Bonds Everything I do is for the common people.
					Flaws I am inflexible in my thinking.
					Worships Pholtus, the LG god of Light
225 lbs.	450) lbs.	96.5		Notes
CARRYING CAPACITY		LIFT W	OTAL EIGHT ARRIED		Light Domain
Lifestyle Mod	est	Expenses/E	Day	1 gp.	
Treasure CP	SP	EPG	P <u>15</u> P	PP	
Jewels & Gems					
Magic Items					
Other Items					

Primary Ability: Wisdom

Spell save DC	+13	
8 + proficiency bonus + Primary Ability modifier	ادر را	

Spell attack modifier	+5
proficiency bonus + Primary Ability modifier	י ט

Spell Slots and Castings

Number of Cantrips Known	3]	1st	2	2nd	3r	d	4th		5th	6th	7th	8th		9th	
		-														
						 _										

Spellbook / Known Spells

Level: 0	Spell:	(bonus domain cantrip) light	Level: 1	spell: Protection from Evil and Good
Description			Description	1:
Level: 0	Spell:	Guidance	Level: 1	spell: Purify Food and Drink
Description	:		Description	1:
Level: 0	Spell:	Resistance	Level: 1	spell: Sanctuary
Description	:		Description	1:
Level: 0	Spell:	Sacred Flame	Level: 1	spell: Shield of Faith
Description			Description	1:
Level: 1	Spell:	Bane	Level: 1	Spell: (bonus domain spell) burning hands
Description	:		Description	ո։
Level: 1	Spell:	Bless	Level: 1	Spell: (bonus domain spell) faerie fire
Description			Description	1:
Level: 1	Spell:	Command	Level:	Spell:
Description			Description	1:
Level: 1	Spell:	Create or Destroy Water	Level:	Spell:
Description			Description	1:
Level: 1	Spell:	Cure Wounds	Level:	Spell:
Description	:		Description	1:
Level: 1	Spell:	Detect Evil and Good	Level:	Spell:
Description	:		Description	ո։
Level: 1	Spell:	Detect Magic	Level:	Spell:
Description			Description	ո։
Level: 1	Spell:	Detect Poison and Disease	Level:	Spell:
Description	:		Description	1:
Level: 1	Spell:	Guiding Bolt	Level:	Spell:
Description			Description	n:
Level: 1	Spell:	Healing Word	Level:	Spell:
Description			Description	1:
Level: 1	Spell:	Inflict Wounds	Level:	Spell:
Description	:		Description	1:

Player:	Name Race Elf Sex
Campaign: Character Creation Date:	Alignment NG Class Ranger Level 1
Current XP: Next Level Goal: 300 XP	Size M Height 5'-6" Weight 114 Speed 30 Initiative +3
Ability Score Ability Modifier Saving Throws Throws ARMOR CLASS STR 13 +1 □ +1 14 DEX 17 +3 □ +3 Armored CON 10 □ 0 □ 0 INT 13 +1 □ +1 Without Armor WIS 14 +2 □ +2 CHA 8 -1 □ -1	HIT POINTS Current Hit Points Temporary Hit Points Death Saves Pass Pass Pail Description Hit Dice Available Hit Dice INSPIRATION Devel Effect Devel Effect Description Description Level Effect Description Description Level Effect Description Description Death Saves Pass Description Fail Description Description Description Fail Description Description Description Fail Description Description Description Fail
+14 Passive Wisdom (Perception)	+2
MELEE WEAPON Shortsword	12
PROFICIENCY DEX MAGIC TOTAL ATK BONUS	PROFICIENCIES SKILLS: SAVES:
2 + 3 + = +5	□ +3 Acrobatics Dex
TYPE P DAMAGE 1 d 6 +3	✓ +4 Animal Handling Wis
MELEE WEAPON Finess Weapon Heap Heap	→
TYPE P RANGE 150/600 DAMAGE 1 d 8 +3	Notes: Darkvision, Keen Senses, Fey Ancestry,
AMMO DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD	
RANGED WEAPON PROFICIENCY DEX MAGIC TOTAL ATK BONUS	list, Favored Enemy, Natural Explorer

ARMOR	leath	er arm	nor	_ Armoi	r Class	11±d	PHYSICAL
Category light	Don 1 min	Doff 1 n	nin.	ength S	tealth –	Weight 10	CHARACTERISTICS Age 123 Gender M
SHIELD		.		w	/eight	<u> </u>	Height 5'-6" Weight 114 lbs.
	110116			-		AC	Eyes Blue Hair Silver-white
Protecti	ive Iter	ms			AC Bonu	Skin Light Handedness R	
							Physical Description
Odlass F		4					CHARACTER SKETCH Languages Common Flyish Dwarvish Halfling
Other E		WT.	1	ITEM		WT.	Common, Ervion, Bwarvion, Hammig
staff	··	2	backp			5	Special Features RACE and SUBRACE High Elf
hunting t	ran	25	<u>'</u>			7	Ability Score Increase based on race Dex +2, Int +1
traveler's	•	4				<u>'</u> 1	Proficiencies based on race Perception
belt pour		4	tinder			<u>·</u> 1	Traits based on race Darkvision, Keen Senses
two short		4	 			10	Languages based on race Common, Elvish +1 other
longbow	1	2	10 day	s of ra	tions	20	
quiver of 20	0 arrows	2	water	skin		5	BACKGROUND OUTLANDER, Guide
			50 feet	hemp i	rope	10	Proficiencies based on background Athletics, Survival
							Languages based on background One of your choice
							Equipment based on background
							Personality Traits driven by wanderlust
							Ideals Greater Good.
							Bonds Injury to the wilderness is an injury to me.
							Flaws There's no room for caution
							Feature: Wanderer
1	95 lbs.	390) lbs.	10	18		Notes
	ARRYING APACITY		, DRAG, LIFT	TOT WEIG CARF	GHT		
Lifestyle	Mode	erate	Expen	ses/Day		1 gp.	
Treasur	e CP	SP	EP	GP_1	0 P	P	
Jewels & G	ems						
Magic Items	s						
	-						
Other Items a trophy		n anim	al vou l	killed			
			y 3 4 1				

Primary Ability: Wisdom

Spell save DC	+12
8 + proficiency bonus + Primary Ability modifier	+12

Spell attack modifier	+4
proficiency bonus + Primary Ability modifier	' "

Spell Slots and Castings

Number of Cantrips Known				1st		2nd		3rd		4th		5th		6th		7th		8th		9th	
Spellbook / Known Spells																					
П	Level:	Spell:								Level	:	Spel	l:								
	Descriptio									Desc											
П	Level:	Spell:							П	Level		Spel	ı.								
	Descriptio									Desc											
	Level:	Spell:								Level		Spel	l:								
	Descriptio	-								Desc											
	Level:	Spell:								Level		Spel	l:								
	Descriptio	-								Desc											
	Level:	Spell:								Level		Spel	l:								
	Descriptio	n:								Desc	riptio	n:									
	Level:	Spell:								Level	:	Spel	l:								
	Descriptio	n:								Desc	riptio	n:									
	Level:	Spell:								Level	:	Spel	l:								
	Descriptio	n:								Desc	riptio	n:									
	Level:	Spell:								Level	:	Spel	l:								
	Descriptio	n:								Description:											
	Level:	Spell:								Level	:	Spel	l:								
	Descriptio	n:								Desc	riptio	n:									
	Level:	Spell:								Level	:	Spel	l:								
	Descriptio	n:								Desc	riptio	n:									
	Level:	Spell:								Level	:	Spel	l:								
	Descriptio	n:								Desc	riptio	n:									
	Level:	Spell:								Level	:	Spel	l:								
	Descriptio	n:								Desc	riptio	n:									
	Level:	Spell:								Level	:	Spel	l:								
	Descriptio	n:								Desc	riptio	n:									
	Level:	Spell:								Level	:	Spel	l:								
	Descriptio	n:								Desc	riptio	n:									
	Level:	Spell:								Level	:	Spel	l:								
	Descriptio	n:								Desc	riptio	n:									

Player:	Name	Tiefling sex M									
Campaign: Character Creation Date:	Alignment CN Class F	Rogue Level 1									
Current XP: Next Level Goal: 300 XP	Size M Height 5'-6" Weight 15	5 Speed 30 Initiative +2									
Ability Saving Throws ARMOR	HIT POINTS 8 1d8 Hit Dice Available Hit Dice INSPIRATION PROFICIENCY BONUS +2 PROFICIENC PROFICIENC										
2 + 2 + = +4	SKILLS: ✓ +4 Acrobatics Dex	SAVES:									
TYPE P DAMAGE 1 d 8 +2	☐ +1 Animal Handling Wis☐ +2 Arcana Int	Dexterity. Intelligence TOOLS: Thio year' tools									
MELEE WEAPON Proficiency DEX MAGIC TOTAL ATK BONUS 2 + 2 + = +4 TYPE P DAMAGE 1 d 4 +2	☐ +1 Athletics Str ☐ +2 Deception Cha ☐ +2 History Int ☐ +1 Insight Wis ☐ 0 Intimidation Cha ☑ +4 Investigation Int	Thieves' tools, Disguise kit, forgery kit WEAPONS: Simple weapons, hand crossbows,									
MELEE WEAPON Finess Weapon PROFICIENCY STR MAGIC TOTAL ATK BONUS +	☐ +1 Medicine Wis ☐ +2 Nature Int ☑ +3 Perception Wis ☐ 0 Performance Cha ☐ 0 Persuasion Cha ☐ +2 Religion Int ☑ +4 Sleight of Hand Dex ☑ +4 Stealth Dex	longswords, rapiers, shortswords ARMOR: Light armor OTHER:									
RANGED WEAPON Shortbow ☐ Thrown ☐ PROFICIENCY DEX MAGIC TOTAL ATK BONUS	☐ +1 Survival Wis										
2 + 2 + = +4 TYPE P RANGE 80/320 DAMAGE 1 d 6 +2	Notes: Darkvision Hellish Resis	tance Infernal									
AMMO 00000000000000000000000000000000000	Darkvision, Hellish Resistance, Infernal Legacy, Expertise, Sneak Attack, Thieves'										
RANGED WEAPON Dagger (thrown) PROFICIENCY DEX MAGIC TOTAL ATK BONUS 2 + 2 +	Cant	,									

ARMOR leath	er arm	nor Arn	nor Class	11±d	PHYSICAL
Category Don light 1 mir	Doff 1 n	Strength -	Stealth	Weight 10	CHARACTERISTICS Age 18 Gender M
			Weight	<u> </u>	Height 5'-6" Weight 155 lb.
SHIELD none	!		Weight.	AC	Eyes Scarlet Hair Vermilion
Protective Ite	ms		AC	Weight	Skin Crimson Handedness R
			Bonu	ıs	Physical Description
					horns, 4' tail, pointed
					canine teeth
					CHARACTER SKETCH
Other Equipm	ent				Languages Common, Infernal, Elvish, Thieves' cant
ITEM	WT.	ITEM		WT.	Special Features
fine clothes	6	backpack		5	RACE and SUBRACE Tiefling
belt pouch		10 pitons		2.5	Ability Score Increase based on race +1 Int, +2 Cha
rapier	2	hooded la	ntern	2	Proficiencies based on race NONE
shortbow	2	tinderbox		1	Traits based on race Darkvision, Hellish Resistance, Infernal Legacy
quiver of 20 arrows	2	2 flasks o	foil	2	Languages based on race Common, Infernal
two daggers	2	5 days of r	ations	10	
thieves' tools	1	waterskin		5	BACKGROUND Charlatan
Disguise kit	3	50 feet hem	rope	10	Proficiencies based on background Deception, Sleight of Hand
forgery kit	5	a bell			Languages based on background NONE
		5 candles			Equipment based on background Disguise kit, forgery kit
		crowbar		5	favorite scam: cheat at games of chance.
		hammer		3	Personality Traits born gambler
					Ideals Independence
					Bonds I owe everything to my mentor
					Flaws can't resist taking a risk if there's money involved.
					Feature: False Identity
180 lbs.	360) lbs.	78.5		Notes
CARRYING CAPACITY		LIFT W	OTAL EIGHT .RRIED	•	
Lifestyle Mod	erate	Expenses/D	ау	1 gp.	
Treasure CP	SP	EPGF	15 F	P9	
Jewels & Gems					
Magic Items					
wagie reems					
					<u> </u>
Other Items disguise kit, a d	eck of	marked car	de ha	a of	
1,000 ball beari		marked car	us, ba	9 01	

Primary Ability: Intelligence

Spell save DC 8 + proficiency bonus + Primary Ability modifier	+12	Spell attack modifier proficiency bonus + Primary Ability modifier	+4
		Spell Slots and Castings	

Number of Cantrips Known				1st	t	2nd		3rd		4th		5th		6th		7th		8th		9th	1
	Spellbook / Known Spells																				
	Level:	Spell:								Level	:	Spell	:								
	Descriptio	n:								Desci	riptio	n:									
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	Level:	Spell:								Level	:	Spell	:								
	Descriptio	n:								Desci	riptio	n:									
	Level:	Spell:								Level	:	Spell	:								
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	Level:	Spell:								Level	:	Spell	:								
	Descriptio	n:								Desci	riptio	n:									