

## Adrick (Doug)

CHARACTER NAME

Cleric 1

CLASS & LEVEL

Hill dwarf

RACE

Soldier

BACKGROUND

Neutral good

ALIGNMENT

PLAYER NAME

EXPERIENCE POINTS

STRENGTH

+2

14

DEXTERITY

-1

8

CONSTITUTION

+2

15

INTELLIGENCE

+0

10

WISDOM

+3

16

CHARISMA

+1

12

+2

PROFICIENCY BONUS

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

SAVING THROWS

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

\*See your equipment.

SKILLS

13

PASSIVE WISDOM  
(PERCEPTION)

18

ARMOR  
CLASS

-1

INITIATIVE

25 feet

SPEED

Hit Point Maximum 11

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1d8

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

I'm always polite and respectful. Also, I don't trust my gut feelings, so I tend to wait for others to act.

PERSONALITY TRAITS

Respect. People deserve to be treated with dignity and courtesy.

IDEALS

I have three cousins—Gundren, Tharden, and Nundro Rockseeker—who are my friends and cherished clan members.

BONDS

I secretly wonder whether the gods care about mortal affairs at all.

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Warhammer

+4

1d8 + 2 bludgeoning

Handaxe\*

+4

1d6 + 2 slashing

\*You can throw a handaxe 20 feet, or up to 60 feet with disadvantage on the attack roll.

**Cantrips.** You know *light*, *sacred flame*, and *thaumaturgy*, and can cast them at will. Descriptions are found in the rulebook.

**Spell Slots.** You have two 1st-level spell slots you can use to cast your prepared spells.

**Prepared Spells.** You prepare four 1st-level spells to make them available for you to cast, choosing from the cleric spell list in the rulebook. In addition, you always have two domain spells prepared: *bless* and *cure wounds*.

ATTACKS & SPELLCASTING

**Spellcasting Ability.** Wisdom is your spellcasting ability for your spells. The saving throw DC to resist a spell you cast is 13. Your attack bonus when you make an attack with a spell is +5. See the rulebook for rules on casting your spells.

**Disciple of Life.** Your healing spells are particularly effective. Whenever you restore hit points to a creature with a spell of 1st level or higher, the creature regains additional hit points equal to 2 + the spell's level.

**Darkvision.** You see in dim light within a 60-foot radius of you as if it were bright light, and in darkness in that radius as if it were dim light. You can't discern color in darkness, only shades of gray.

**Dwarven Resilience.** You have advantage on saving throws against poison, and you have resistance against poison damage.

**Dwarven Toughness.** Your hit point maximum increases by 1, and it increases by 1 every time you gain a level (included).

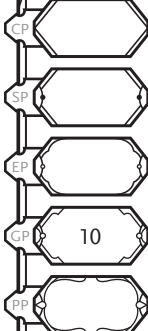
**Mercenary Sergeant.** You were a minor officer among the Mintarn mercenaries, a position that still gets you some perks. Even though you're not on active duty, Mintarn soldiers recognize your authority and influence, and they defer to you if they are of a lower rank. You can requisition simple equipment and horses for temporary use. You can also gain access to Mintarn mercenary encampments and fortresses.

**Proficiencies.** All armor, shields, all simple weapons, battleaxes, handaxes, light hammers, warhammers, playing cards, mason's tools, vehicles (land)

**Languages.** Common, Dwarvish

**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, instead of your normal proficiency bonus.

OTHER PROFICIENCIES & LANGUAGES



Chain mail,\* shield, warhammer, 2 handaxes, holy symbol, backpack, crowbar, hammer, 10 pitons, 10 torches, tinderbox, 10 days of rations, waterskin, 50 feet of hempen rope, mason's tools, dagger taken from a fallen enemy as a trophy, deck of playing cards, set of common clothes, pouch, rank insignia (sergeant)

\*While wearing this armor, you have disadvantage on Dexterity (Stealth) checks.

EQUIPMENT

FEATURES & TRAITS

Henry (Logan)

CHARACTER NAME

Rogue 1

CLASS & LEVEL

Lightfoot halfling

RACE

Criminal

BACKGROUND

Neutral

ALIGNMENT

PLAYER NAME

EXPERIENCE POINTS

STRENGTH

-1

8

DEXTERITY

+3

16

CONSTITUTION

+1

12

INTELLIGENCE

+1

13

WISDOM

+0

10

CHARISMA

+3

16

+2

PROFICIENCY BONUS

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

SAVING THROWS

- ☒ +5 Acrobatics (Dex)
- ☐ +0 Animal Handling (Wis)
- ☐ +1 Arcana (Int)
- ☐ -1 Athletics (Str)
- ☒ +5 Deception (Cha)
- ☐ +1 History (Int)
- ☐ +0 Insight (Wis)
- ☐ +3 Intimidation (Cha)
- ☒ +3 Investigation (Int)
- ☐ +0 Medicine (Wis)
- ☐ +1 Nature (Int)
- ☐ +0 Perception (Wis)
- ☒ +5 Performance (Cha)
- ☐ +3 Persuasion (Cha)
- ☐ +1 Religion (Int)
- ☒ +5 Sleight of Hand (Dex)
- ☒ +7 Stealth (Dex)
- ☐ +0 Survival (Wis)

SKILLS

10

PASSIVE WISDOM  
(PERCEPTION)

14

ARMOR  
CLASS

+3

INITIATIVE

25 feet

SPEED

Hit Point Maximum 9

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1d8

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

I never have a plan, but I'm great at making things up as I go along. Also, the best way to get me to do something is to tell me I can't do it.

PERSONALITY TRAITS

People. I'm loyal to my friends, not to any ideals. Everyone else can take a trip on the River Styx for all I care.

IDEALS

Qelline Alderlead, my aunt, has a farm in Phandalin. I always give her some of my ill-gotten gains.

BONDS

My aunt must never know the deeds I did as a member of the Redbrands.

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Shortsword

+5

1d6 + 3 piercing

Shortbow\*

+5

1d6 + 3 piercing

\*You can shoot your shortbow 80 feet, or up to 320 feet with disadvantage on the attack roll.

**Sneak Attack.** Once per turn, when you hit a creature with a Dexterity-based attack (such as with your shortsword or shortbow) and you have advantage on the attack roll, you can deal an extra 1d6 damage to your target. You don't need advantage if another enemy of the target is within 5 feet of it and isn't incapacitated. You can't deal the extra damage, however, if you have disadvantage on the attack roll.

ATTACKS & SPELLCASTING

**Thieves' Cant.** You know thieves' cant, a secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation. You also understand a set of secret signs and symbols used to convey short, simple messages, such as whether an area is dangerous, whether loot is nearby, or whether the people in an area are easy marks or will provide a safe house for thieves on the run.

**Lucky.** When you roll a natural 1 on an attack roll, ability check, or saving throw, you can reroll the die and must use the new roll.

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

**Halfling Nimbleness.** You can move through the space of any creature that is of a size larger than yours.

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

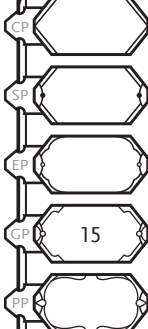
**Criminal Contact.** You have a contact who acts as your liaison to a network of other criminals. You know how to get messages to and from your contact, even over great distances; you know the local messengers, corrupt caravan masters, and seedy sailors who can carry messages for you. You can move secret information or stolen goods through your contact in exchange for money or other information you seek.

**Proficiencies.** Light armor, simple weapons, hand crossbows, longswords, rapiers, shortswords, thieves' tools, playing cards, carpenter's tools

**Languages.** Common, Halfling

**Expertise.** When you make a Dexterity (Stealth) check or a check using thieves' tools, your proficiency bonus is doubled. This benefit is included in your Stealth skill bonus.

OTHER PROFICIENCIES & LANGUAGES



Shortsword, shortbow, 20 arrows, leather armor, thieves' tools, backpack, bell, 5 candles, crowbar, hammer, 10 pitons, 50 feet of hempen rope, hooded lantern, 2 flasks of oil, 5 days rations, tinderbox, waterskin, crowbar, set of dark common clothes including a hood, pouch

EQUIPMENT

FEATURES & TRAITS

Bufo (Seth)

CHARACTER NAME

Wizard 1

CLASS & LEVEL

High elf

RACE

Acolyte

BACKGROUND

Chaotic good

ALIGNMENT

PLAYER NAME

EXPERIENCE POINTS

STRENGTH

+0

10

DEXTERITY

+2

15

CONSTITUTION

+2

14

INTELLIGENCE

+3

16

WISDOM

+1

12

CHARISMA

-1

8

+2

PROFICIENCY BONUS

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

SAVING THROWS

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

SKILLS

13

PASSIVE WISDOM  
(PERCEPTION)

12

ARMOR  
CLASS

+2

INITIATIVE

30 feet

SPEED

Hit Point Maximum 8

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1d6

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

I use polysyllabic words that convey the impression of erudition. Also, I've spent so long in the temple that I have little experience dealing with people on a casual basis.

PERSONALITY TRAITS

Knowledge. The path to power and self-improvement is through knowledge.

IDEALS

The tome I carry with me is the record of my life's work so far, and no vault is secure enough to keep it safe.

BONDS

I'll do just about anything to uncover historical secrets that would add to my research.

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Shortsword

+4

1d6 + 2 piercing

**Cantrips.** You know *mage hand*, *prestidigitation*, *ray of frost*, and *shocking grasp*, and can cast them at will.

**Spell Slots.** You have two 1st-level spell slots you can use to cast your prepared spells.

**Prepared Spells.** You prepare four 1st-level spells to make them available for you to cast, choosing from the spells in your spellbook.

**Spellbook.** You have a spellbook containing these 1st-level spells: *burning hands*, *detect magic*, *mage armor*, *magic missile*, *shield*, and *sleep*. Descriptions are in the rulebook.

ATTACKS & SPELLCASTING

**Spellcasting Ability.** Intelligence is your spellcasting ability for your spells. The saving throw DC to resist a spell you cast is 13. Your attack bonus when you make an attack with a spell is +5. See the rulebook for rules on casting your spells.

**Arcane Recovery.** You can regain some of your magical energy by studying your spellbook. Once per day during a short rest, you can choose to recover expended spell slots with a combined level equal to or less than half your wizard level (rounded up).

**Darkvision.** You see in dim light within a 60-foot radius of you as if it were bright light, and in darkness in that radius as if it were dim light. You can't discern color in darkness, only shades of gray.

**Fey Ancestry.** You have advantage on saving throws against being charmed, and magic can't put you to sleep.

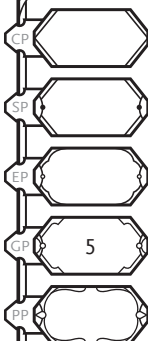
**Trance.** Elves don't need to sleep. They meditate deeply, remaining semiconscious, for 4 hours a day and gain the same benefit a human does from 8 hours of sleep.

**Shelter of the Faithful.** As a servant of Oghma, you command the respect of those who share your faith, and you can perform the rites of Oghma. You and your companions can expect to receive free healing and care at a temple, shrine, or other established presence of Oghma's faith. Those who share your religion will support you (and only you) at a modest lifestyle. You also have ties to the temple of Oghma in Neverwinter, where you have a residence. When you are in Neverwinter, you can call upon the priests there for assistance that won't endanger them.

FEATURES & TRAITS

**Proficiencies.** Daggers, darts, light crossbows, longbows, longswords, quarterstaves, shortbows, shortswords, slings  
**Languages.** Common, Elvish, Draconic, Dwarvish, Goblin

OTHER PROFICIENCIES & LANGUAGES



Shortsword, component pouch, spellbook, backpack, bottle of ink, ink pen, 10 sheets of parchment, small knife, tome of historical lore, holy symbol, prayer book, set of common clothes, pouch

EQUIPMENT

Beth (Emily)

CHARACTER NAME

Fighter 1

CLASS & LEVEL

Human

RACE

Folk hero

BACKGROUND

Lawful good

ALIGNMENT

PLAYER NAME

EXPERIENCE POINTS

STRENGTH

+2

14

DEXTERITY

+3

16

CONSTITUTION

+2

15

INTELLIGENCE

+0

11

WISDOM

+1

13

CHARISMA

-1

9

+2

PROFICIENCY BONUS

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

SAVING THROWS

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

SKILLS

13

PASSIVE WISDOM  
(PERCEPTION)

14

ARMOR  
CLASS

+3

INITIATIVE

30 feet

SPEED

Hit Point Maximum 12

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1d10

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

When I set my mind to something, I follow through. Also, I use long words in an attempt to sound smarter.

PERSONALITY TRAITS

Sincerity. It's no good pretending to be something I'm not.

IDEALS

One day, Thundertree will be a prosperous town again. A statue of me will stand in the town square.

BONDS

I'm convinced of the significance of my destiny, and blind to my shortcomings and the risk of failure.

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Greatsword

+4

2d6 + 2 slashing

Longbow\*

+7

1d8 + 3 piercing

\*You can shoot your longbow 150 feet, or up to 600 feet with disadvantage on the attack roll.

ATTACKS & SPELLCASTING

**Second Wind.** You have a limited well of stamina you can draw on to protect yourself from harm. You can use a bonus action to regain hit points equal to 1d10 + your fighter level.

Once you use this feature, you must finish a short or long rest before you can use it again.

**Fighting Style (Archery).** You gain a +2 bonus to attack rolls you make with ranged weapons. This bonus is already included in your attack with your longbow.

**Rustic Hospitality.** Since you come from the ranks of the common folk, you fit in among them with ease. You can find a place to hide, rest, or recuperate among other commoners, unless you have shown yourself to be a danger to them. They shield you from the law or anyone else searching for you, though they are unwilling to risk their lives for you.

**Proficiencies.** All armor, shields, simple weapons, martial weapons, carpenter's tools, vehicles (land)

**Languages.** Common, Elvish

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP

PP

10

Leather armor, longbow, 20 arrows, greatsword, backpack, bedroll, mess kit, tinderbox, 10 torches, 10 days of rations, waterskin, 50 feet of hempen rope, carpenter's tools, shovel, iron pot, set of common clothes, pouch

EQUIPMENT

FEATURES & TRAITS