

Warlock Old One 1

Guild Artisan - Alchemist

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Human

0

RACE

ALIGNMENT

EXPERIENCE POINTS

CHARACTER NAME

STRENGTH

-1

8

DEXTERITY

+1

12

CONSTITUTION

+1

12

INTELLIGENCE

-1

9

WISDOM

+3

15+1

CHARISMA

+3

15+1

INSPIRATION

+2

PROFICIENCY BONUS

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

SAVING THROWS

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

SKILLS

13

ARMOR CLASS

+1

INITIATIVE

30

SPEED

Hit Point Maximum 9

9

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1d8

1

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

Guild Business - Alchemists and Apothecaries
Trait - I always want to know how things work and what makes people tick.

PERSONALITY TRAITS

Everyone should be free to pursue his or her own livelihood.

IDEALS

I will get revenge on the evil forces that destroyed my place of business and ruined my livelihood.

BONDS

I'll do anything to get my hands on something rare or priceless.

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

E. Blast

+5

1d10Force

W. Bolt

+5

1d12Light

Eldritch Blast - 120' 1 target ranged spell attack for 1d10 Force damage

Witch Bolt - 30' 1 target ranged spell attack for 1d12 Lightning damage, concentration to apply 1d12 per round up to 9 additional rounds as an action, any action besides, enemy out of range or behind cover ends the spell.

ATTACKS & SPELLCASTING

---Racial---

Race - Human

*Ability Score - Charisma +1 and Wisdom +1

*Size - Medium

*Skill - Perception(Wis)

*Feat - Elemental Adept(Lightning)

*Languages - Common and Draconic

---Background---

Background - Guild Artisan

*Skills - Insight(Wis) and Persuasion(Cha)

*Tool - Alchemist's Supplies

*Language - Deep Speech

---Class---

Class - Warlock

*Hit Dice - 1d8

*Armor - Light

*Weapons - Simple

*Saving Throws - Wisdom and Charisma

*Skills - Intimidation(Cha) and Deception(Cha)

*Starting Wealth - 160GP(4d4x10)

---Archetype---

Archetype - Great Old One

*Pact Magic - spell slots are of the same level and refresh after a short rest.

*Awakened Mind - you may communicate telepathically with any visible creature within 30' of you that can understand at least one language.

---Special---

Feats

*Elemental Adept(Lightning) - spells you cast ignore Resistance to Lightning and you can treat 1's rolled for damage as 2's.

15

PASSIVE WISDOM (PERCEPTION)

Languages - Common, Undercommon and Deep Speech
Tools - Alchemist's Supplies

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP

PP

8

107

Body - Studded Leather (AC 12 + Dexterity Modifier)
RH - Quarterstaff
LH - Arcane Focus(Crystal)

Misc - Alchemist's Supplies

EQUIPMENT

FEATURES & TRAITS



CHARACTER NAME

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

CHARACTER APPEARANCE

NAME

SYMBOL

ALLIES & ORGANIZATIONS

ADDITIONAL FEATURES & TRAITS

CHARACTER BACKSTORY

TREASURE

Background Equipment - A set of artisan's tools (Alchemist's Supplies), a letter of introduction from your guild, a set of traveler's clothes, and a belt pouch
Warlock Starting Equipment - Studded Leather(45GP), Arcane Focus (Crystal - 10GP), Quarterstaff(2SP) and Dungeoneer's Pack(12GP)

CHARACTER NAME

1 Bard

CLASS & LEVEL

Entertainer / Singer

BACKGROUND

PLAYER NAME

Half Elf

RACE

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

9

-1

DEXTERITY

14

+2

CONSTITUTION

14

+2

INTELLIGENCE

10

0

WISDOM

12

+1

CHARISMA

17

+3

INSPIRATION

2

PROFICIENCY BONUS

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

SAVING THROWS

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

SKILLS

13

ARMOR CLASS

+2

INITIATIVE

30

SPEED

Hit Point Maximum 10

10

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1

1d8

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

I love a good insult, even one directed at me.

I'll settle for nothing less than perfection.

PERSONALITY TRAITS

Beauty - When I perform, I make the world better than it was.

IDEALS

I want to be famous, whatever it takes.

BONDS

I'll do anything to win fame and renown.

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Rapier

+4

1d8+2

Dagger

+4

1d4+2

Rapier, 2lb, Piercing, Finesse

Dagger, 1 lb, Finesse, Light, 20/60

Leather Armor, 11+Dex Mod, 10 lbs.

ATTACKS & SPELLCASTING

Lvl 1, Bardic Inspiration, Bonus Action, You can cast this on another creature and it has to use it within 10 minutes. That player can add an additional 1d6 to an attack, save or skill check roll. Once this is used the player loses it. The bard can use this feature the amount of times to the Bard's Cha modifier. Long Rest to recover.
(5th 1d8), (10 1d10), (15 1d12)

11

PASSIVE WISDOM (PERCEPTION)

Common, Elven, Halfling
Light Armor
Simple Weapons
Hand Crossbows, Longsword, Rapiers, Shortswords
Instrument Proficiencies, Lute, bagpipe, flute, cowbell

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP

PP

15

Disguise Kit
Backpack
Bedroll
2 x Costumes
5 x Candles
5 x Rations
Waterskin
Disguise Kit

EQUIPMENT

FEATURES & TRAITS



37

AGE

5'9

HEIGHT

143 lb.

WEIGHT

CHARACTER NAME

EYES

SKIN

HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME

SYMBOL

Half Elf Racial Features

Ability Score Increases - Charisma +2, and two others +1

Speed - Medium, 30 Feet

Darkvision - 60 feet vision. You can see in dim like it is light out and in dark you can see as if it was dim out.

Fey Ancestry - You have advantage on saving throws against being charmed. Magic CANNOT put you to sleep also.


Skill Versatility - You gain proficiency in two skills of your choice.

ADDITIONAL FEATURES & TRAITS

Love letter from an old acquaintance.

CHARACTER BACKSTORY

TREASURE



Bard

Charisma

SPELLCASTING ABILITY

13

SPELL SAVE DC

+5

SPELL ATTACK BONUS

SPELLCASTING CLASS

0

CANTRIPS

Light

Vicious Mockery

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

2

PREPARED

SPELL NAME

☒ Cure Wounds

☒ Healing Word

☒ Sleep

☒ Detect Magic

2

3

4

5

6

7

8

9

CHARACTER NAME

Druid Circle of the Moon 1

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Wood Elf

0

RACE

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

+0

10

DEXTERITY

+3

14+2

CONSTITUTION

+1

13

INTELLIGENCE

+1

12

WISDOM

+3

15+1

CHARISMA

-1

8

INSPIRATION

+2

PROFICIENCY BONUS

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

SAVING THROWS

- ☐ +3 Acrobatics (Dex)
- ☒ +5 Animal Handling (Wis)
- ☐ +1 Arcana (Int)
- ☐ +0 Athletics (Str)
- ☐ -1 Deception (Cha)
- ☐ +1 History (Int)
- ☒ +5 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)
- ☐ +3 Sleight of Hand (Dex)
- ☐ +3 Stealth (Dex)
- ☒ +5 Survival (Wis)

SKILLS

16

ARMOR CLASS

+3

INITIATIVE

35

SPEED

Hit Point Maximum 9

9

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1d8

1

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

Defining Event - I saved people during a natural disaster.
Trait - If someone is in trouble, I'm always ready to lend help.

PERSONALITY TRAITS

People deserve to be treated with dignity and respect.

IDEALS

I protect those who cannot protect themselves.

BONDS

Secretly, I believe things would be better if I were a tyrant ruling over the land.

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Scimitar

+5

1d6+3Pier

P.Spray

C13

1d12Poiso

P.Flame

+5

1d8Fire

Poison Spray - 10' 1 target takes 1d12 Poison damage or makes a Constitution save to negate.

Produce Flame - 30' 1 target ranged spell attack for 1d8 Fire damage.

ATTACKS & SPELLCASTING

---Racial---

Race - Elf

*Ability Score - Dexterity +2

*Size - Medium

*Darkvision 60' - Dim=Bright, Dark=Dim(no color in Dark)

*Keen Senses - Perception(Wis)

*Fey Ancestry - Advantage vs. Charm Effects and Immunity vs. Sleep

*Trance - 4 hours = 8 hours rest

*Languages - Common and Elvish

Subrace - Wood Elf

*Ability Score - Wisdom +1

*Elf Weapon Training - Longsword, Shortsword, Longbow and Shortbow

*Fleet of Foot - Speed = 35'

*Mask of the Wild - you may attempt to Hide when lightly obscured by foliage or other natural phenomena (ex. snow, rain, etc).

---Background---

Background - Folk Hero

*Skills - Animal Handling(Wis) and Survival(Wis)

*Tools - Alchemist's Supplies and Vehicles(land)

---Class---

Class - Druid

*Hit Dice - 1d8

*Armor - Light, Medium and Shields(Druids will not wear armor or shields made of metal)

*Weapons - Clubs, Daggers, Darts, Javelins, Maces, Quarterstaves, Scimitars, Sickles, Slings and Spears

*Tools - Herbalism Kit

*Saving Throws - Intelligence and Wisdom

*Prepared Spells(4)

*Ritual Casting - you may cast any Prepared Spell with the "Ritual" tag as a Ritual without expending a Spell Slot, an additional 10 minutes are required to do so.

---Archetype---

15

PASSIVE WISDOM (PERCEPTION)

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP

PP

Body - Leather Armor (AC11 + Dexterity Modifier)
RH - Scimitar
LH - Wooden Shield (+2 AC)

Misc - Druidic Focus

EQUIPMENT

FEATURES & TRAITS



CHARACTER NAME

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME

SYMBOL

ADDITIONAL FEATURES & TRAITS

CHARACTER BACKSTORY

TREASURE

Background Equipment - Alchemist's Supplies, a shovel, an iron pot, a set of common clothes, and a belt pouch
Druid Starting Equipment - Wooden Shield, Scimitar, Leather Armor, Explorer's Pack, Club(1SP) and Druidic Focus

CHARACTER NAME

1 Paladin

CLASS & LEVEL

Acolyte

BACKGROUND

PLAYER NAME

Mountain Dwarf

RACE

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

16

+3

DEXTERITY

10

0

CONSTITUTION

15

+2

INTELLIGENCE

12

+1

WISDOM

10

0

CHARISMA

14

+2

INSPIRATION

+2

PROFICIENCY BONUS

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

SAVING THROWS

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

SKILLS

18

ARMOR CLASS

0

INITIATIVE

25

SPEED

Hit Point Maximum 12

12

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1

1d10

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

I idolize a particular hero of my faith, and constantly refer to that person's deeds and examples.
I quote sacred texts and proverbs.

PERSONALITY TRAITS

Tradition, The ancient traditions of worship and sacrifice must be preserved and upheld.

IDEALS

Everything I do is for the common people.

BONDS

I judge others harshly, and myself even more severely.

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Battleaxe

+5

1d8+3

Javelins

+5

1d6+3

Battleaxe, slashing, Versatile, 4 lbs.

5 x Javelin, Piercing, 30 / 120, 10 lbs.

Chainmail, AC 16, 55 lbs.

Shield, +2 AC, 6 lbs.

ATTACKS & SPELLCASTING

10

PASSIVE WISDOM (PERCEPTION)

Common, Dwarvish
All Armor
Shields
Simple & Martial Weapons

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP

PP

15

Holy Symbol
5 x Sticks Insense
Prayer Book & Vestments
Common Clothed
Backpack
Blanket
10 x Candles
Tinderbox
Alms Box
2 x Blocks Insense
Waterskin
2 x Rations

EQUIPMENT

FEATURES & TRAITS



80

AGE

4'7

HEIGHT

125 lb.

WEIGHT

CHARACTER NAME

EYES

SKIN

HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME

SYMBOL

Hill Dwarf Traits

Con +2, Str +2

Dwarven Armor Training = Proficiency with light and medium armor.

Darkvision = 60 Feet

Dwarf Resilience = Advantage on Poison Saves, Resistance vs Poison

Dwarf Combat Training = Proficiency with battleaxe, handaxe, throwing hammer and warhammer.


Tool Proficiency = Gain proficiency with Smith's, Brewer's & Mason tools.

Stonecunning = When you make a stonework type of History check, you add proficiency and if you have proficiency, you double it.

ADDITIONAL FEATURES & TRAITS

CHARACTER BACKSTORY

TREASURE



Paladin

SPELLCASTING CLASS

Charisma

SPELLCASTING ABILITY

SPELL SAVE DC

SPELL ATTACK BONUS

0

CANTRIPS

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

SPELL NAME

2

3

4

5

6

7

8

9

SPELLS KNOWN