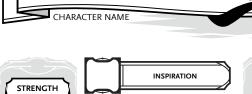
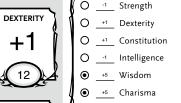


Warlock Old One 1 Guild Artisan - Alchemist CLASS & LEVEL BACKGROUND PLAYER NAME 0 Human ALIGNMENT EXPERIENCE POINTS RACE



PROFICIENCY BONUS



8

CONSTITUTION

12

INTELLIGENCE

15+1

CHARISMA







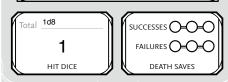


+3 Survival (Wis)

PASSIVE WISDOM (PERCEPTION)

SKILLS





TEMPORARY HIT POINTS

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.

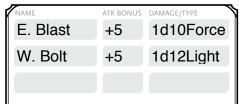
IDEALS

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



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.

*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
"Swaing 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.

**Feats*

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

FEATURES & TRAITS

ATTACKS & SPELLCASTING

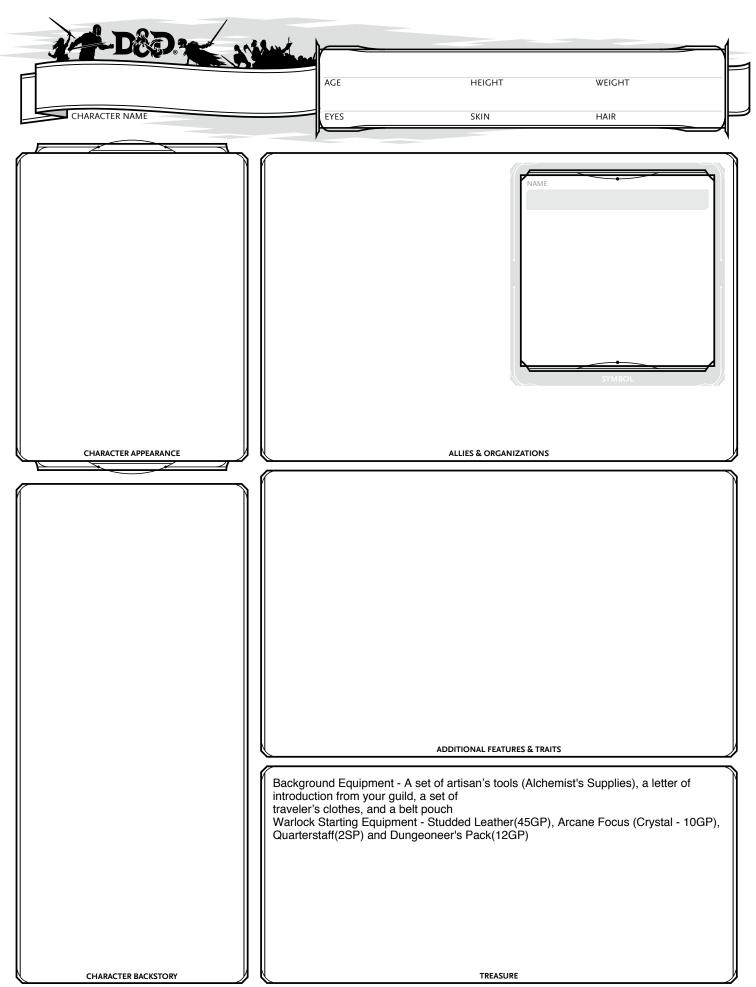
Languages - Common, Undercommon and Deep Speech

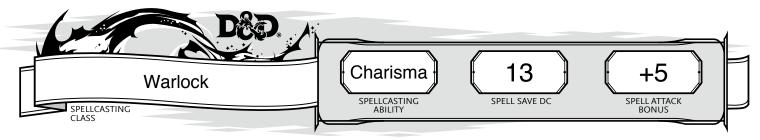
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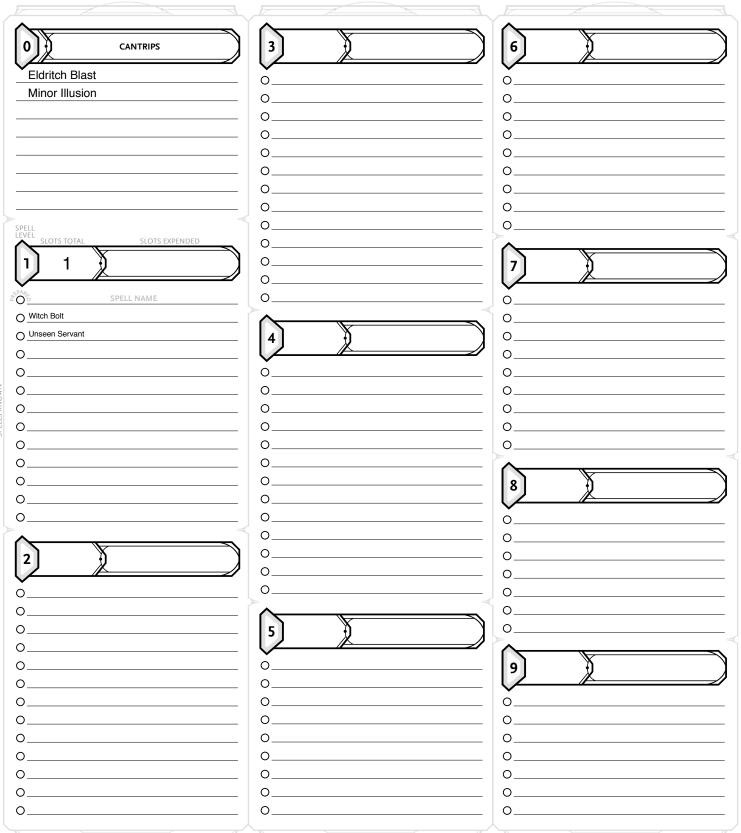
Tools - Alchemist's Supplies

Body - Studded Leather (AC 12 + Dexterity Modifier) RH - Quarterstaff LH - Arcane Focus(Crystal) 8 Misc - Alchemist's Supplies 107 **EQUIPMENT**

OTHER PROFICIENCIES & LANGUAGES









1 Bard Entertainer / Singer CLASS & LEVEL BACKGROUND PLAYER NAME Half Elf ALIGNMENT RACE EXPERIENCE POINTS



INSPIRATION

PROFICIENCY BONUS

CONSTITUTION

+4__ Dexterity +2 Constitution o Intelligence _+1_ Wisdom ● _+5 Charisma SAVING THROWS

_-1 Strength

INTELLIGENCE

0

- _-1 Athletics (Str) Deception (Cha) ___ History (Int) _+3 Insight (Wis) _+3_ Intimidation (Cha)



- _+4 Acrobatics (Dex) +1 Animal Handling (Wis) O _ 0 Arcana (Int)
- O _ 0 Investigation (Int)
- +3 Medicine (Wis)
- Nature (Int)
- _+1 Perception (Wis)
- Performance (Cha) O _+3 Persuasion (Cha)
- O ⁰ Religion (Int)
- O _+2 Sleight of Hand (Dex)
- O +2 Stealth (Dex)
- O +1 Survival (Wis)

SKILLS



Hit Point Maximum **CURRENT HIT POINTS TEMPORARY HIT POINTS**



I love a good insult, even one directed at

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.

I'll do anything to win fame and renown.

FLAWS

Rapier +4 1d8+2Dagger 1d4+2Rapier, 2lb, Piercing, Finesse

Dagger, 1 lb, Finesse, Light,

20/60

Leather Armor, 11+Dex Mod, 10 lbs.

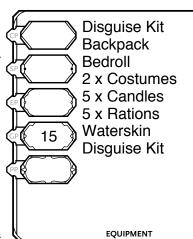
ATTACKS & SPELLCASTING

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)

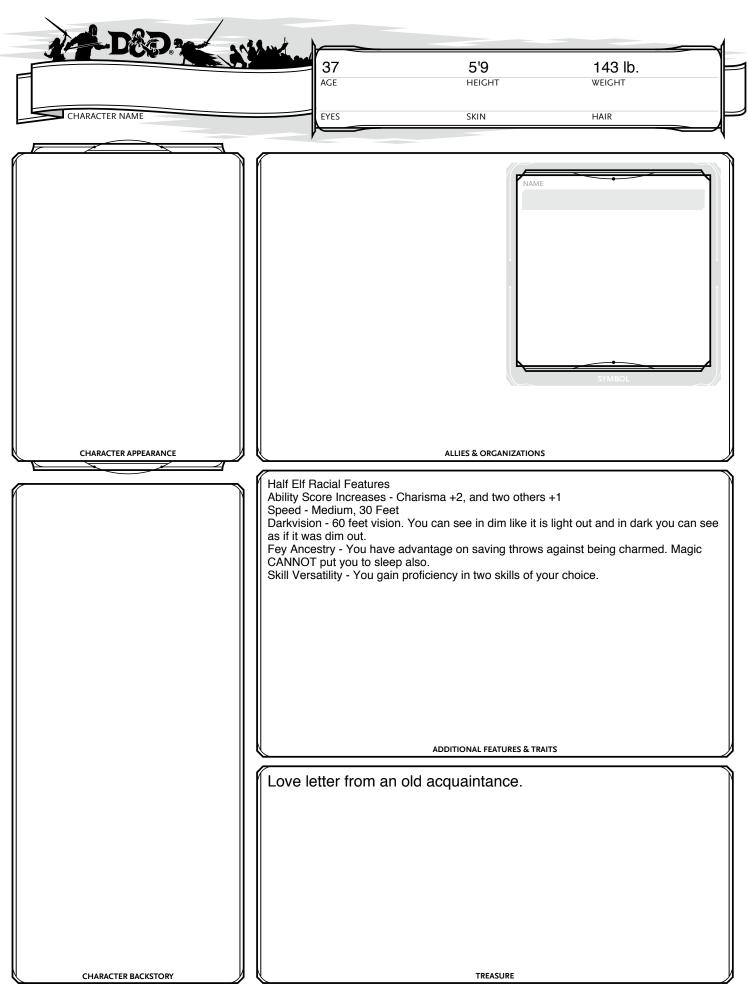
PASSIVE WISDOM (PERCEPTION)

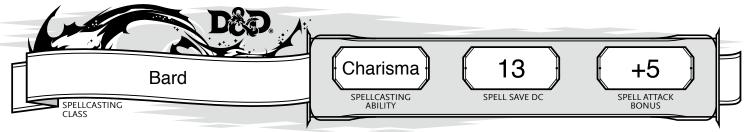
Common, Elven, Halfling Light Armor Simple Weapons Hand Crossbows, Longsword, Rapiers, Shortswords Instrument Proficiencies, Lute, bagpipe, flute, cowbell

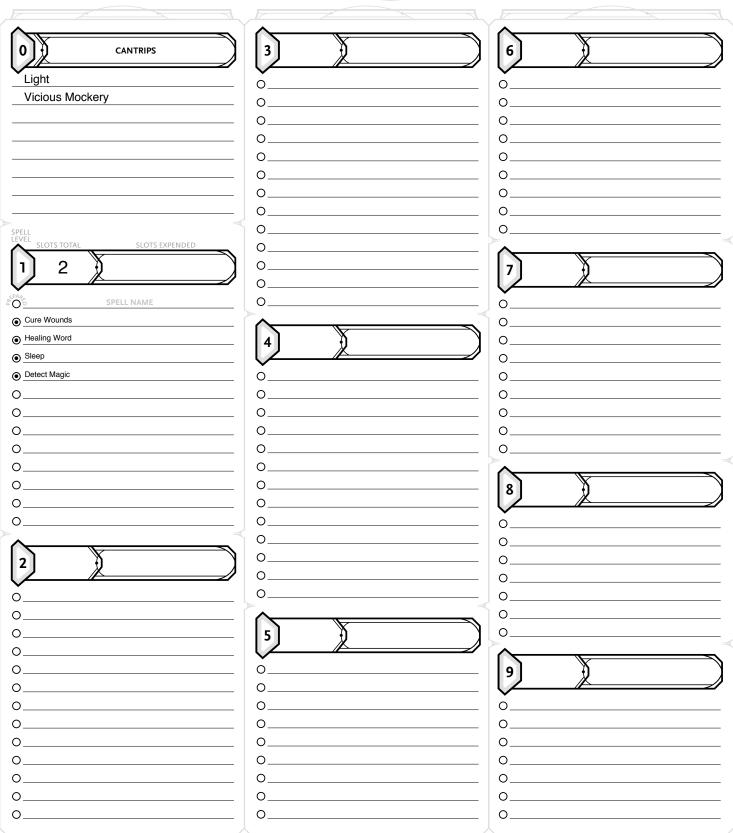
OTHER PROFICIENCIES & LANGUAGES



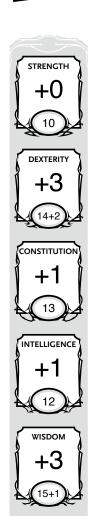
FEATURES & TRAITS







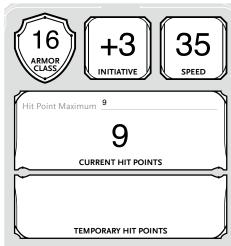






PROFICIENCY BONUS

- 0 +0 Strength 0 +3__ Dexterity +1 Constitution +3 Intelligence _+5_ Wisdom _-1_ Charisma 0
- SAVING THROWS +3 Acrobatics (Dex) Animal Handling (Wis) +1 Arcana (Int)





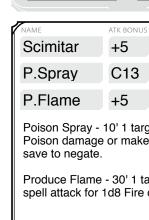


I protect those who cannot protect themselves.

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

FLAWS

INTELLIGENCE	O _+0 Athletics (Str)
+1	O1 Deception (Cha)
	O _+1 History (Int)
12	● _+5_ Insight (Wis)
	O1 Intimidation (Cha)
WISDOM	O _+1 Investigation (Int)
12	O _+3 Medicine (Wis)
+3	Nature (Int)
15+1	Perception (Wis)
	O1 Performance (Cha)
CHARISMA	O1 Persuasion (Cha)
	O _+1 Religion (Int)
-7 (O <u>+3</u> Sleight of Hand (Dex)



HIT DICE



FAILURES O=C

DEATH SAVES

Poison Spray - 10' 1 target takes 1d12 Poison damage or makes a Constitution

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

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***Race	-	Εŀ	***

- 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
 *Trance 4 hours = 8 hours rest
- *Languages Common and Elvish
 Subrace Wood Elf

- *Ability Score Wisdom +1
 *Elf Weapon Training Longsword, Shortsword, Longbow and Shorthow
- '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,
- Quarterstaffs, 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==-

PASSIVE WISDOM (PERCEPTION)

+3 Stealth (Dex)

+5 Survival (Wis)

SKILLS

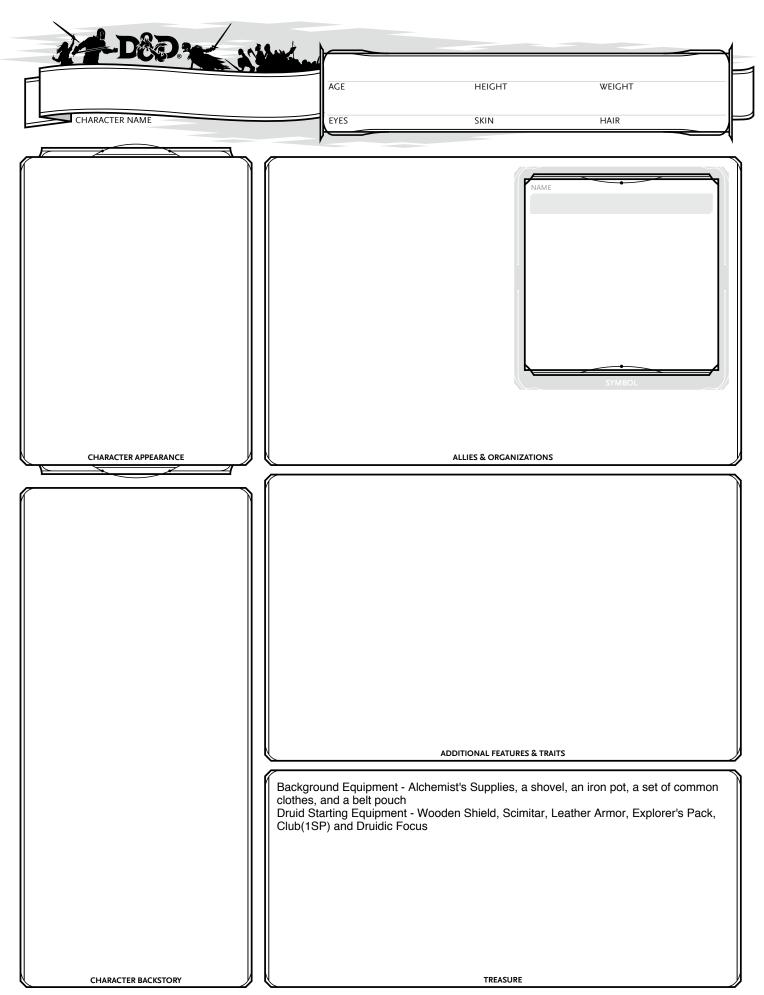
OTHER PROFICIENCIES & LANGUAGES

Body - Leather Armor (AC11 + Dexterity Modifier) 9 RH - Scimitar LH - Wooden Shield (+2 AC) Misc - Druidic Focus 9

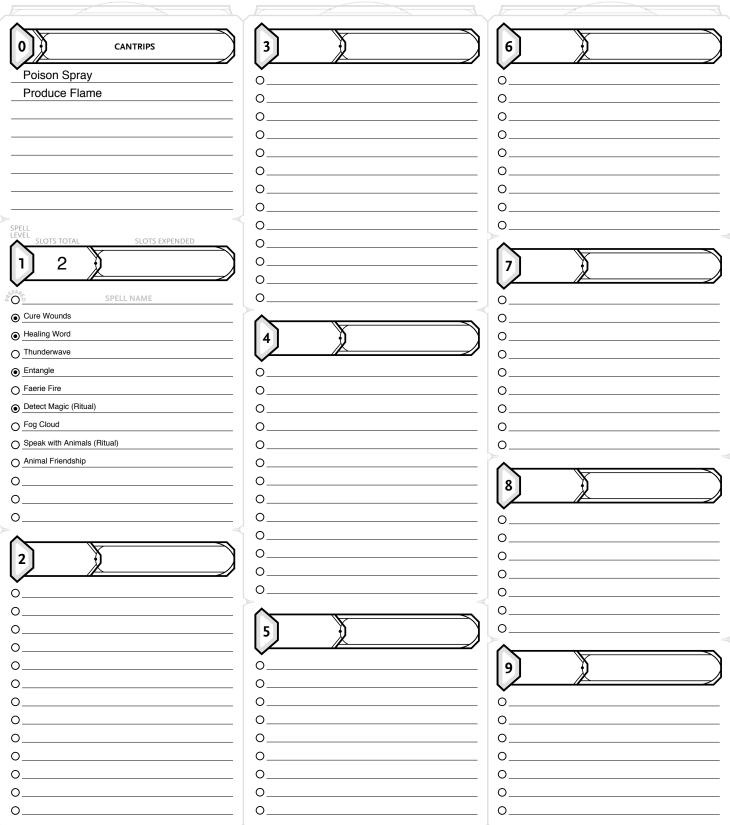
ATTACKS & SPELLCASTING

EQUIPMENT

FEATURES & TRAITS









1 Paladin Acolyte BACKGROUND CLASS & LEVEL PLAYER NAME

Mountain Dwarf

ALIGNMENT EXPERIENCE POINTS



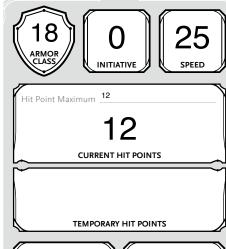
INSPIRATION

PROFICIENCY BONUS

DEXTERITY

CONSTITUTION

- 0 +3 Strength ⁰ Dexterity _+2 Constitution +1 Intelligence +2 Wisdom • +4 Charisma SAVING THROWS
- __ Acrobatics (Dex) ___ Animal Handling (Wis) _+1 Arcana (Int) +3 Athletics (Str)
- INTELLIGENCE +2 Deception (Cha) +1 History (Int) +2 Insight (Wis) Intimidation (Cha) __+1 Investigation (Int) WISDOM
 - +2 Medicine (Wis) +1 Nature (Int) Perception (Wis) O +2 Performance (Cha) O +2 Persuasion (Cha) CHARISMA +3 Religion (Int) O O Sleight of Hand (Dex)





Battleaxe +5 1d8 + 3Javelins +5 1d6 + 3Battleaxe, slashing, Versatile, 4 lbs. 5 x Javelin, Piecing, 30 / 120, 10 lbs. Chainmail, AC 16, 55 lbs. Shield, +2 AC, 6 lbs.

ATTACKS & SPELLCASTING

I idolize a particular hero of my faith, and constantly refer to that person's deads 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.

RONDS

I judge others harshly, and myself even more severely.

FLAWS

-Lvl 1, Divine Sense, Action, within 60 feet you know the location of any celestial, fiend or undead. You can use this 1 + Cha modifier. Long Rest. -Lvl 1, Lay On Hands, Action, you have a healing pool paladin level x 5. You can touch and heal HP or spend 5 points and cure disease or 1 poison effect.

PASSIVE WISDOM (PERCEPTION)

O _ º Stealth (Dex) O O Survival (Wis)

SKILLS

Common, Dwarvish All Armor Shields Simple & Martial Weapons

OTHER PROFICIENCIES & LANGUAGES

Holy Symbol 5 x Sticks Insense Prayer Book & Vestments Common Clothed Backpack Blanket 10 x Candles Tinderbox 15 Alms Box 2 x Blocks Insense Waterskin 2 x Rations **EQUIPMENT**

FEATURES & TRAITS

