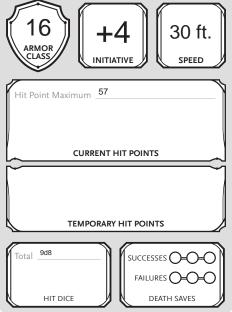


Rogue 9	Criminal	
CLASS & LEVEL	BACKGROUND	PLAYER NAME
Human	Neutral	
RACE	ALIGNMENT	EXPERIENCE POINTS









When I see something valuable, I can't think about anything but how to steal it.

BONDS

FLAWS

NAME	ATK BONUS	DAMAGE/TYPE
rapier	+8	1d8+4
shortbow*	+8	1d6+4
dagger*	+8	1d4+4
*shortbow range (80/320)		

\*thrown dagger range (20/60)

## Sneak Attack.

Once per turn, you can deal an extra 5d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon.

You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

ATTACKS & SPELLCASTING

# Your proficiency bonus is doubled for any ability check you make that uses Athletics, Deception, Stealth, or Thieves' Tools (already figured in).

Cunning Action. You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

### Uncanny Dodge.

When an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

## Evasion.

When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

## Fast Hands.

You can use the bonus action granted by your Cunning Action to make a Dexterity (Sleight of Hand) check, use your thieves' tools to disarm a trap or open a lock, or take the Use an Object action.

## Second-Story Work.

Climbing no longer costs you extra movement. In addition, when you make a running jump, the distance you cover increases by a number of feet equal to your Dexterity modifier.

## Supreme Sneak.

You have advantage on a Dexterity (Stealth) check if you move no more than half your speed on the same turn.

**FEATURES & TRAITS** 

PASSIVE WISDOM (PERCEPTION)

Armor. Light Armor

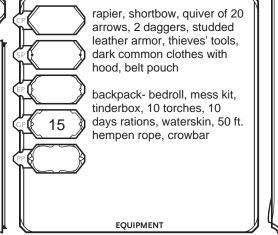
Weapons.

Simple Weapons, Hand Crossbow, Longsword, Rapier, Shortsword

Gaming Set (Dice), Thieves' Tools (+12)

Common, Elvish, Halfling, Thieves' Cant

OTHER PROFICIENCIES & LANGUAGES





Fighter 9 Soldier

CLASS & LEVEL BACKGROUND PLAYER NAME

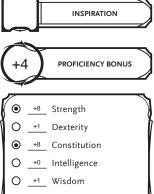
Human Lawful Neutral

RACE ALIGNMENT EXPERIENCE POINTS

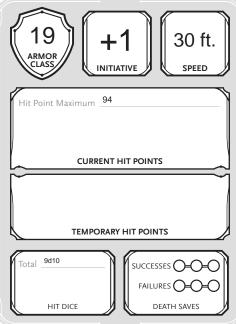


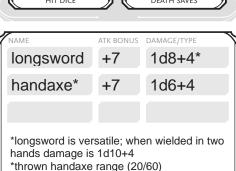
WISDOM

CHARISMA





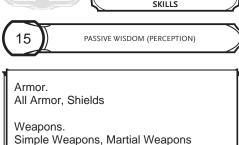




# Extra Attack.

You can attack twice, instead of once, whenever you take the Attack action on your turn.

ATTACKS & SPELLCASTING



Tools.
Gaming Set (Dice), Vehicles (Land)
Languages.

OTHER PROFICIENCIES & LANGUAGES

Common, Dwarvish

SP 10

chainmail, shield, common clothes, belt pouch, longsword, 2 handaxes

backpack- bedroll, mess kit, tinderbox, 10 torches, 10 days rations, waterskin, 50 ft. hempen rope, insignia of rank, piece of a banner from a fallen enemy, bone dice

EQUIPMENT

I've lost too many friends, and I'm slow to make new ones.

### PERSONALITY TRAITS

Ideals aren't worth killing over or going to war for.

IDEALS

I'll never forget the crushing defeat my company suffered or the enemies who dealt it.

BONDS

I have little respect for anyone who is not a proven warrior.

FLAWS

## Fighting Style (Defense).

While you are wearing armor, you gain a +1 bonus to AC.

## Second Wind.

On your turn, you can use a bonus action to regain hit points equal to 1d10 + 9. Once you use this feature, you must finish a short or long rest before you can use it again.

## Action Surge.

On your turn, you can take one additional action on top of your regular action and a possible bonus action. Once you use this feature, you must finish a short or long rest before you can use it again.

## Indomitable.

You can reroll a saving throw that you fail. If you do so, you must use the new roll, and you can't use this feature again until you finish a long rest.

## Improved Critical.

Your weapon attacks score a critical hit on a roll of 19 or 20.

## Remarkable Athlete.

Add +2 to any Strength, Dexterity, or Constitution check you make that doesn't already use your proficiency bonus. In addition, when you make a running long jump, the distance you can cover increases by a number of feet equal to your Strength modifier.

FEATURES & TRAITS



Wizard 9	Sage	
CLASS & LEVEL	BACKGROUND	PLAYER NAME
Human	Neutral	
RACE	ALIGNMENT	EXPERIENCE POINTS



+2 Performance (Cha)

\_+2 Sleight of Hand (Dex)

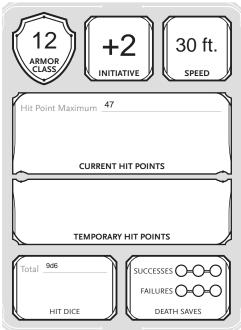
**SKILLS** 

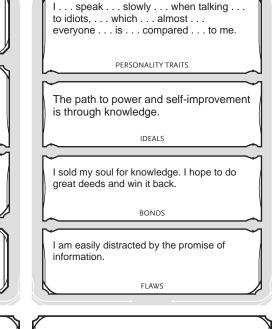
O +2 Persuasion (Cha)

+9 Religion (Int)

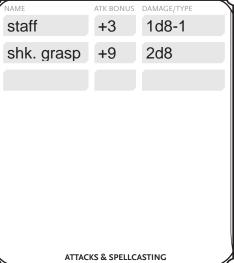
O +2 Stealth (Dex)

O \_+2 Survival (Wis)









# Ritual Casting.

You can cast a wizard spell as a ritual if that spell has the ritual tag and you have the spell in your spellbook. You don't need to have the spell prepared.

## Arcane Recovery.

Once per day when you finish a short rest, you can choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than half your wizard level (rounded up), and none of the slots can be 6th level or higher.

## Sculpt Spells.

You can create pockets of relative safety within the effects of your evocation spells. When you cast an evocation spell that affects other creatures that you can see, you can choose a number of them equal to 1 + the spell's level. The chosen creatures automatically succeed on their saving throws against the spell, and they take no damage if they would normally take half damage on a successful save.

## Potent Cantrip.

When a creature succeeds on a saving throw against your cantrip, the creature takes half the cantrip's damage (if any) but suffers no additional effect from the cantrip.

PASSIVE WISDOM (PERCEPTION)

# Weapons.

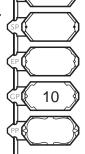
CHARISMA

Dagger, Dart, Sling, Quarterstaff, Light Crossbow

## Languages.

Common, Draconic, Dwarvish, Elvish

OTHER PROFICIENCIES & LANGUAGES



quarterstaff, component pouch, common clothes, pouch

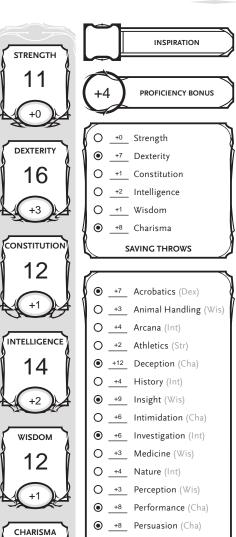
backpack- book of lore (general arcana), 2 bottles of black ink, 2 ink pens, 10 sheets parchment, little bag of sand, small knife, a letter from a dead colleague posing a question you have not yet been able to answer, spellbook

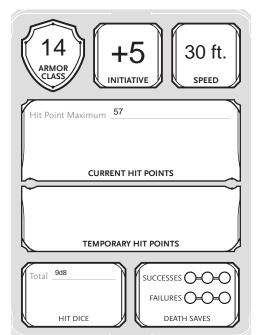
> **EQUIPMENT FEATURES & TRAITS**

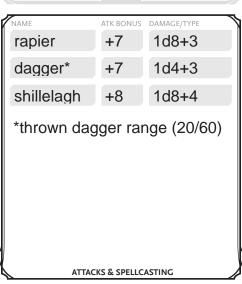
0 CANTRIPS	3 3	[6]
Donaina Lighta		
Dancing Lights	Clairvoyance	0
Light	O Dispel Magic	0
Mending	O_Fireball	0
Shocking Grasp	O Haste	0
	O Water Breathing	0
	0	0_
	0	0
=		0
SPELL LEVEL CLOTE TOTAL CLOTE TYPENDED	0	0
SLOTS TOTAL SLOTS EXPENDED	0	
[1] 4 1)	0	7
	0	
SPELL NAME	0	0
O_Burning Hands		0
O_Comprehend Languages	4 3	0
O_Detect Magic		0
Oldentify	Confusion	0
Mage Armor	Fire Shield	0
Magic Missile	O Ice Storm	0_
Protection from Evil and Good	Wall of Fire	0_
Sleep	0	0
Tenser's Floating Disc	0	
0	0	
0	0	[8]
0		
O		0
	0	0
2 3 3	0	0
	0	0
O_Darkness	0	0
O_Detect Thoughts		0
O_Gust of Wind	5 1	0
Ray of Enfeeblement		
O_Shatter	O Bigby's Hand	9
0	O Cone of Cold	
0	0	0
0	0	0
0	0	0
0	0	0
0	0	0
0		
0	0	0
0	0	0



Bard 9	Charlatan	
CLASS & LEVEL	BACKGROUND	PLAYER NAME
Human	Neutral	
RACE	ALIGNMENT	EXPERIENCE POINTS







I lie about almost everything, even when there's no good reason to.

I'm determined to make something of myself.

IDEALS

I fleeced the wrong person and must work to ensure that this individual never crosses paths with me or those I care about.

BONDS

I can't resist swindling people who are more powerful than me.

FLAWS

Ritual Casting.

You can cast any bard spell you know as a ritual if that spell has the ritual tag.

Bardic Inspiration (d8).

You can inspire others through stirring words or music. To do so, you use a bonus action on your turn to choose one creature other than yourself within 60 feet of you who can hear you. That creature gains one Bardic Inspiration die.

Once within the next 10 minutes, the creature can roll the die and add the number rolled to one ability check, attack roll, or saving throw it makes. The creature can wait until after it rolls the d20 before deciding to use the Bardic Inspiration die, but must decide before the DM says whether the roll succeeds or fails. Once the Bardic Inspiration die is rolled, it is lost. A creature can have only one Bardic Inspiration die at a time.

You can use this feature four times. You regain any expended uses when you finish a short or long rest.

## Song of Rest (d8).

If you or any friendly creatures who can hear your performance regain hit points at the end of a short rest by spending one or more Hit Dice, each of those creatures regains an extra 1d8 hit points.

## Countercharm.

As an action, you can start a performance that lasts until the end of your next turn. During that time, you and any friendly creatures within 30 feet of you have advantage on saving throws against being frightened or charmed. A creature must be able to hear you to gain this benefit. The performance ends early if you are incapacitated or silenced or if you voluntarily end it (no action required).

### Cutting Words.

When a creature that you can see within 60 feet of you makes an attack roll, an ability check, or a damage roll, you can use your reaction to expend one of your uses of Bardic Inspiration, rolling a Bardic Inspiration die and subtracting the number rolled from the creature's roll. You can choose to use this feature after the creature makes its roll, but before the DM determines whether the attack roll or ability check succeeds or fails, or before the creature deals its damage. The creature is immune if it can't hear you or if it's immune to being charmed.

FEATURES & TRAITS

PASSIVE WISDOM (PERCEPTION)

+4 Religion (Int)

\_+7 Stealth (Dex)

**SKILLS** 

O \_+3 Survival (Wis)

\_+7 Sleight of Hand (Dex)

Armor. Light Armor

Weapons.

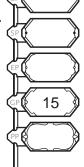
Simple Weapons, Hand Crossbow, Longsword, Rapier, Shortsword

Tools

Disguise Kit, Forgery Kit, Musical Instruments (Drum, Lute, Pan Flute)

Languages. Common, Halfling

OTHER PROFICIENCIES & LANGUAGES



rapier, dagger, walking stick (club) leather armor, pan flute, fine clothes, belt pouch

backpack- bedroll, 2 costumes, 5 candles, 5 days rations, waterskin, disguise kit, forgery kit, set of weighted dice

EQUIPMENT FEATURES &

0 CANTRIPS	3 3	6
Light	O Feign Death	0
Prestidigitation	O_Nondetection	0
Vicious Mockery	0	0
Shillelagh*	0	0
	0	0
	0	0
	0	0
	0	0
		0
SPELL LEVEL  SLOTS TOTAL  SLOTS EXPENDED		
	0	
1] 4	0	[ ] ]
2940	0	
SPELL NAME	0	0
Charm Person		0
O Comprehend Languages	4 3	0
O_Feather Fall		0
O_Illusory Script	Compulsion	0
	_ Freedom of Movement	0
0	0	0
0	0	0
0	0	0
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0	0	
0	0	0
	0	O
2 3 3	0	0
	0	0
O_Detect Thoughts	0	0
O_Suggestion		0
O_Misty Step*	[5] 1 ) 1	0
0		
0	Mislead	9
0	0	
0	0	o o
0	0	0
0	0	0
0	0	0
0	0	0
0	0	0
^ *Additional Magical Secrets	0	0



Monk 9 Folk Hero CLASS & LEVEL BACKGROUND PLAYER NAME Lawful Neutral Human RACE ALIGNMENT **EXPERIENCE POINTS** 



DEXTERITY

16

+3

CONSTITUTION

INTELLIGENCE

WISDOM

16

+3

CHARISMA



INSPIRATION



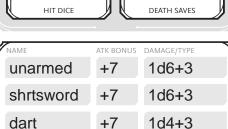






**SKILLS** 





You can attack twice, instead of once, whenever you take the Attack action on your turn.

## Martial Arts.

When you use the Attack action with an unarmed strike or a monk weapon on your turn, you can make one unarmed strike as a bonus action.

## Ki-Empowered Strikes.

Your unarmed strikes count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

## ATTACKS & SPELLCASTING



PASSIVE WISDOM (PERCEPTION)

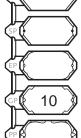
# Weapons.

Simple Weapons, Shortsword

Artisan's Tools (Calligrapher's Supplies), Musical Instrument (Lute), Vehicles (Land)

Languages. Common, Dwarvish

OTHER PROFICIENCIES & LANGUAGES



shortsword, 10 darts, common clothes, belt pouch

backpack- bedroll, mess kit, tinderbox, 10 torches, 10 days rations, waterskin, 50 ft. hempen rope, shovel, iron pot, calligrapher's supplies

**EOUIPMENT** 

I'm confident in my own abilities and do what I can to instill confidence in others.

### PERSONALITY TRAITS

No one should get preferential treatment before the law, and no one is above the law.

IDEALS

I protect those who cannot protect themselves.

BONDS

I have trouble trusting in my allies.

FLAWS

## KI SAVE DC 15; KI POINTS 9

### Flurry of Blows.

Immediately after you take the Attack action on your turn, you can spend 1 ki point to make two unarmed strikes as a bonus action.

## Patient Defense.

You can spend 1 ki point to take the Dodge action as a bonus action on your turn.

### Step of the Wind.

You can spend 1 ki point to take the Disengage or Dash action as a bonus action on your turn, and your jump distance is doubled for the turn.

## Stunning Strike.

When you hit another creature with a melee weapon attack, you can spend 1 ki point to attempt a stunning strike. The target must succeed on a Constitution saving throw or be stunned until the end of your next turn.

## Deflect Missiles.

You can use your reaction to deflect or catch the missile when you are hit by a ranged weapon attack. When you do so, the damage you take from the attack is reduced by 1d10 + 12. If you reduce the damage to 0, you can catch the missile if it is small enough for you to hold in one hand and you have at least one hand free.

If you catch a missile in this way, you can spend 1 ki point to make a ranged attack with the weapon or piece of ammunition you just caught, as part of the same reaction. You make this attack with proficiency, regardless of your weapon proficiencies, and the missile counts as a monk weapon for the attack, which has a normal range of 20 feet and a long range of 60

**FEATURES & TRAITS** 

### Slow Fall.

You can use your reaction when you fall to reduce any falling damage you take by an amount equal to five times your monk level.

## Unarmored Movement.

You have the ability to move along vertical surfaces and across liquids on your turn without falling during the move.

### Evasion

When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

### Stillness of Mind.

You can use your action to end one effect on yourself that is causing you to be charmed or frightened.

## Wholeness of Body.

You gain the ability to heal yourself. As an action, you can regain hit points equal to three times your monk level. You must finish a long rest before you can use this feature again.

## Open Hand Technique.

Whenever you hit a creature with one of the attacks granted by your Flurry of Blows, you can impose one of the following effects on that target:

- It must succeed on a Dexterity saving throw or be knocked prone.
- It must make a Strength saving throw. If it fails, you can push it up to 15 feet away from you.
- It can't take reactions until the end of your next turn.

**ADDITIONAL FEATURES & TRAITS** 



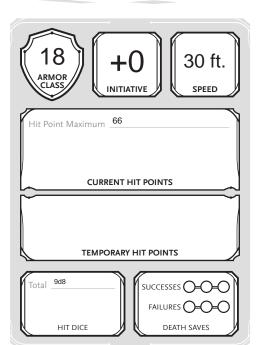
INSPIRATION

Cleric 9 Acolyte CLASS & LEVEL BACKGROUND PLAYER NAME Lawful Neutral Human RACE ALIGNMENT **EXPERIENCE POINTS** 





+2 Athletics (Str) +2 Deception (Cha)









Blessed Healer. When you cast a spell of 1st level or higher that restores hit points to a creature other than you, you regain hit points equal to 2 + the spell's level.

additional hit points equal to 2 + the spell's level.

You can cast a cleric spell as a ritual if that spell has

Whenever you use a spell of 1st level or higher to

restore hit points to a creature, the creature regains

the ritual tag and you have the spell prepared.

Channel Divinity (2/rest).

## CD: Turn Undead.

Ritual Casting.

Disciple of Life.

As an action, you present your holy symbol and speak a prayer censuring the undead. Each undead that can see or hear you within 30 feet must make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes any damage.

A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

When an undead fails its saving throw against your Turn Undead feature, the creature is instantly destroyed if its challenge rating is at or below CR 1.

### CD: Preserve Life.

As an action, you present your holy symbol and evoke healing energy that can restore a number of hit points equal to five times your cleric level. Choose any creatures within 30 feet of you, and divide those hit points among them. This feature can restore a creature to no more than half of its hit point maximum. You can't use this feature on an undead or a construct.

**FEATURES & TRAITS** 

PASSIVE WISDOM (PERCEPTION)

Armor. All Armor, Shields Weapons. Simple Weapons

Languages. Common, Celestial, Dwarvish, Elvish

OTHER PROFICIENCIES & LANGUAGES

common clothes, belt pouch 15

backpack- bedroll, mess kit, tinderbox, 10 torches, 10 days rations, waterskin, 50 ft. hempen rope, prayer book, 5 sticks of incense, vestments

mace, chainmail, shield,

dagger, holy symbol,

**EOUIPMENT** 

•		
0 CANTRIPS	3 3	[6]
Guidance	O Beacon of Hope*	0
Light	O Revivify*	0
Sacred Flame	Mass Healing Word	0
Spare the Dying	O Remove Curse	0
	Spirit Guardians	0
	0	0_
	0	0
	0	0
SPELL	0	0
SLOTS TOTAL SLOTS EXPENDED	0	
1 4	0	
	0	1
SPELL NAME	0	0
O Bless*	*	0
○ Cure Wounds*	4 3	0
Create or Destroy Water		0
O Guiding Bolt	O Death Ward*	0
O Healing Word	Guardian of Faith*	0
Protection From Evil and Good		0
O_Sanctuary	O Stone Shape	0
0	0	0
0	0	
0	0	8
0	0	
0	0	0
	0	0
2 3	0	0
	0	0
O Lesser Restoration*	0	0
Spiritual Weapon*		0
O Hold Person	[5] 1	0
O Prayer of Healing		
O Silence	Mass Cure Wounds*	
0	O Raise Dead <sup>⋆</sup>	
0	O Greater Restoration	0
0	0	0
0	0	0
0	0	0
0	0	0
O *Domain Spells-Always Prepared	0	0
0	0	0