

Cleric 1
CLASS & LEVEL

Soldier (healer)
BACKGROUND

PLAYER NAME

FACTION

Water Genasi
RACE

Neutral Good
ALIGNMENT

EXPERIENCE POINTS

DCI NUMBER

CHARACTER NAME

STRENGTH

+2

14

DEXTERITY

0

10

CONSTITUTION

+3

16

INTELLIGENCE

0

10

WISDOM

+3

16

CHARISMA

-1

8

INSPIRATION

+2 PROFICIENCY BONUS

SAVING THROWS

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

SKILLS

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

18 ARMOR CLASS

0 INITIATIVE

30 SPEED

Hit Point Maximum 11

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1d8

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

I've lost too many friends, and I'm slow to make new ones. I'm haunted by images of war. I can't get the images of violence out of my head.

PERSONALITY TRAITS

Independence. When people follow orders blindly, they embrace a kind of tyranny.

IDEALS

I'll never forget the crushing defeat my company suffered, or the enemies (the Cult of the Eternal Flame) who dealt it.

BONDS

My hatred of my enemies (the Cult of the Eternal Flame) is blind and unreasoning.

FLAWS

NAME ATK BONUS DAMAGE/TYPE

Mace	+4	1d6+2 bludgeoning
Harpoon (javelin)	+4	1d6+2 piercing
Sacred Flame	--	1d8 radiant

Harpoon (javelin); thrown (range 30/120).

Sacred Flame: Range 60'. Target makes a DC 13 Dex save to avoid damage.

Cantrips. You know guidance, sacred flame, shape water, and thaumaturgy and can cast them at will.

Spell Slots. You have two spell slots you can use to cast the 1st-level spells you know. See page 3 of this sheet.

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.

Acid Resistance. You have resistance to acid damage.

Amphibious. You can breathe air and water.

Swim: You have a swim speed of 30'

13 PASSIVE WISDOM (PERCEPTION)

Proficiencies: All armors and shields, all simple weapons, dice sets, and vehicles (water).

Languages: Common and Primordial.

OTHER PROFICIENCIES & LANGUAGES

CP Chain mail & shield with holy symbol

SP Chaplain/healer rank insignia

EP A set of bone dice, a set of common clothes, a belt pouch, and a pouch of ash (a trophy from a defeated fire elemental enemy).

GP 10 Priest's Pack: A backpack, a blanket, 10 candles, a tinderbox, an alms box, 2 sticks of incense, a censer, vestments, 2 days of rations, and a waterskin.

PP Trinket: A brass ring that never tarnishes.

EQUIPMENT

Call to the Wave. You know the shape water cantrip. Constitution is your spellcasting ability for this spell.

Ritual Casting. You can cast a cleric spell as a ritual if that spell has the ritual tag and if you have the spell prepared.

Divine Domain. Life

Disciple of Life. Whenever you use a spell of 1st level or higher to restore hit points to a creature other than you, the target gains additional hp equal to 2 plus the spell level.

FEATURES & TRAITS



CHARACTER NAME

AGE

Midnight Blue
EYES

HEIGHT

Turquoise
SKIN

WEIGHT

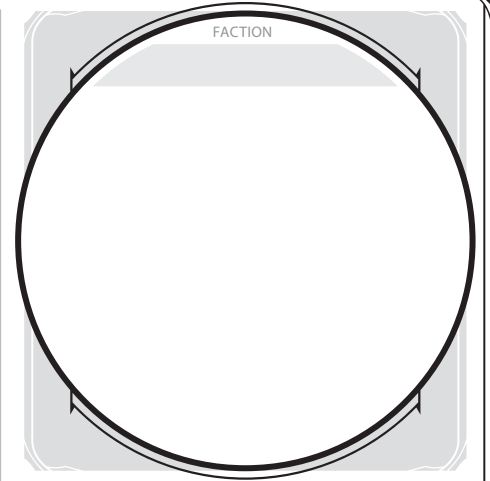
Light Blue
HAIR

CHARACTER APPEARANCE

Faction Rank

Suggested names:
 Fluvian, Skaras, Musal, Aka,
 Urkara, Luku, Shoal, Wave,
 Poole, Fathom, Creek, Plunge,
 Drench, Quench, Douse, Drizzle

FACTION



Created by Fred Upton

ALLIES & ORGANIZATIONS

You were raised in Mulmaster by your human mother, as your marid father wandered off during your infancy. Growing up, you had trouble "fitting in" due to your strange appearance, so you often spent time alone at the beach or harbor.

Upon reaching adulthood, you were "volunteered" to join the Mulmaster Navy. You disliked the authoritarian command structure, but found your calling as a ship's chaplain, ministering to the wounds of the crew as well as counseling them regarding the trials of battle and the sea.

One night, your ship was set ablaze and quickly sank in the middle of the Moonsea. You survived only due to your genasi racial abilities -- the entire rest of his crew perished. Investigating the wreckage, you found that the fires had been set by devices bearing the symbol of the Cult of the Eternal Flame.

You have now taken to adventuring and seek to avenge the death of your crew.

CHARACTER BACKSTORY

Soldier Feature,
 Military Rank:

You can invoke your rank to exert influence over other soldiers and requisition simple equipment and horses for temporary use. You can also usually gain access to friendly military encampments and fortresses where your rank is recognized.

Combat Specialty: Healer
 Insignia of Rank: Chaplain in the Mulmaster Navy

You worship Eldath, goddess of peace. Her holy symbol is a waterfall plunging into a still pool.

ADDITIONAL FEATURES & TRAITS

TOTAL NON-CONSUMABLE MAGIC ITEMS

TREASURE

Fighter 1
CLASS & LEVEL

Acolyte (Tempus)
BACKGROUND

PLAYER NAME

FACTION

Goliath
RACE

Neutral
ALIGNMENT

EXPERIENCE POINTS

DCI NUMBER

CHARACTER NAME

STRENGTH
+3
16

DEXTERITY
+1
13

CONSTITUTION
+3
16

INTELLIGENCE
-1
8

WISDOM
+1
12

CHARISMA
0
10

INSPIRATION

+2 PROFICIENCY BONUS

SAVING THROWS

- +5** Strength
- +1** Dexterity
- +5** Constitution
- 1** Intelligence
- +1** Wisdom
- +0** Charisma

SKILLS

- +1** Acrobatics (Dex)
- +3** Animal Handling (Wis)
- 1** Arcana (Int)
- +5** Athletics (Str)
- +0** Deception (Cha)
- 1** History (Int)
- +3** Insight (Wis)
- +0** Intimidation (Cha)
- 1** Investigation (Int)
- +1** Medicine (Wis)
- 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)

16 ARMOR CLASS

+1 INITIATIVE

30 SPEED

Hit Point Maximum **13**

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total **1d10**

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

I prefer to communicate with the power of silence, and a stern expression.

PERSONALITY TRAITS

I fight for the glory of Tempus, and honor those who live the life of a warrior. I obey the rules of war without question.

IDEALS

I will gladly lay down my life to protect those who fight beside me.

BONDS

I am trusting of anyone who proclaims faith in Tempus, and am forgiving of their shortcomings.

FLAWS

NAME ATK BONUS DAMAGE/TYPE

Greatsword	+5	2d6+3 slashing
Greataxe	+5	1d12+3 slashing
Handaxe (thrown)	+3	1d6+3 slashing

Greatsword; heavy, two-handed.

Greataxe; heavy, two-handed.

Handaxe; light, thrown (range 20/60).

ATTACKS & SPELLCASTING

Stone's Endurance. You can focus yourself to occasionally shrug off injury. When you take damage, you can use your reaction to roll a d12. Add your Constitution modifier to the number rolled, and reduce the damage by that total. After you use this trait, you can't use it again until you finish a short or long rest.

Powerful Build. You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

Mountain Born. You're acclimated to high altitude, including elevations above 20,000 feet. You're also naturally adapted to cold climates, as described in chapter 5 of the Dungeon Master's Guide.

11 PASSIVE WISDOM (PERCEPTION)

Proficiencies: All armor, shields, and simple and martial weapons.

Languages: Common, Giant, Dwarven, and Gnomish.

OTHER PROFICIENCIES & LANGUAGES

Chain mail, greatsword, greataxe, 2 handaxes.

5 A holy symbol, a prayer book, 5 sticks of incense, vestments, a set of common clothes, and a belpouch.

10 Trinket: A small, weightless stone block.

Dungeoneer's Pack: A backpack, a crowbar, a hammer, 10 pitons, 10 torches, a tinderbox, 10 days of rations, and a waterskin. The pack also has 50 feet of hempen rope strapped to the side of it.

EQUIPMENT

Great Weapon Fighting. When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can re-roll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the two-handed or versatile property for you to gain this benefit.

Second Wind. You have a limited well of stamina that you can draw on to protect yourself from harm. On your turn, 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.

FEATURES & TRAITS



CHARACTER NAME

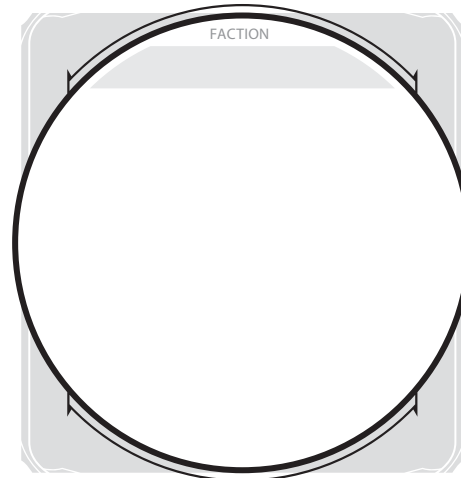
AGE	HEIGHT	WEIGHT
Blue EYES	Gray SKIN	None (male) or Black (female) HAIR

CHARACTER APPEARANCE

Faction Rank

Suggested Names:
 Varak, Berris, Seljuk, Aukan,
 Eglath, Gauthak, Ilikan, Gae-Al,
 Kuori, Manneo, Nalla

FACTION



Created by Joshua Arquitt

ALLIES & ORGANIZATIONS

You hale from a small band of Goliath from the Ogolokanu tribe in the Earthspur mountains. They were an offshoot group who were devout worshipers of Tempus. A conflict with a nearby tribe of stone giants left only you and your brother Lo-Tam alive. Rather than seeking a new home with others of your kind, you chose to come to Mulmaster in hopes of earning glory in battle.

Once in Mulmaster, you found respite in the High Hall of Swords, a temple to Tempus. Several priests suggested you join the City Watch after pledging yourself to Tempus as an acolyte.

Your incredible strength and stature helped you enter the Mulmaster City Watch, however, you were not trusted by the others because you refused to take bribes and involve yourself in the many corrupt schemes that were rampant in the Watch.

You resigned from the Watch, and now hope to find glory elsewhere.

CHARACTER BACKSTORY

Acolyte Feature,
 Shelter of the Faithful:

As an acolyte, you command the respect of those who share your faith, and you can perform the religious ceremonies of your deity. You and your adventuring companions can expect to receive free healing and care at a temple, shrine, or other established presence of your faith, though you must provide any material components needed for spells. Those who share your religion will support you (but only you) at a modest lifestyle.

You have ties to the High Hall of Swords in Mulmaster. While near it, you can call upon the priests for assistance, provided the assistance you ask for is not hazardous and you remain in good standing with your temple.

ADDITIONAL FEATURES & TRAITS

TOTAL NON-CONSUMABLE MAGIC ITEMS

TREASURE

Fighter 1
CLASS & LEVEL

Noble
BACKGROUND

PLAYER NAME

FACTION

Air Genasi
RACE

Neutral Good
ALIGNMENT

EXPERIENCE POINTS

DCI NUMBER

CHARACTER NAME

STRENGTH
+1
13

DEXTERITY
+3
16

CONSTITUTION
+2
14

INTELLIGENCE
-1
8

WISDOM
0
10

CHARISMA
+2
14

INSPIRATION

+2 PROFICIENCY BONUS

SAVING THROWS

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

SKILLS

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

16 ARMOR CLASS

+3 INITIATIVE

30 SPEED

Hit Point Maximum **12**

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total **1d10**

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

I take great pains to always look my best and follow the latest fashions. My favor, once lost, is lost forever.

PERSONALITY TRAITS

Respect. Respect is due to me because of my position, but all people regardless of station deserve to be treated with dignity.

IDEALS

The common folk must see me as a hero of the people.

BONDS

I hide a truly scandalous secret that could ruin my family forever.

FLAWS

NAME ATK BONUS DAMAGE/TYPE

Longbow	+7	1d8+3 piercing
Rapier	+5	1d8+3 piercing
Handaxe	+3	1d6+1 slashing

Longbow; ammo (range 150/600), two-handed.

Rapier; finesse (usually used with shield).

Handaxes; light, thrown (range 20/60).

ATTACKS & SPELLCASTING

Unending Breath: You can hold your breath indefinitely while you're not incapacitated.

Mingle with the Wind: You can cast the levitate spell once with this trait, requiring no material components, and you regain the ability to cast it this way when you finish a long rest. Constitution is your spellcasting ability for this spell.

Fighting Style: Archery; you gain a +2 bonus to attack rolls you make with ranged weapons.

Second Wind: You have a limited well of stamina that you can draw on to protect yourself from harm. On your turn, 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.

FEATURES & TRAITS

12 PASSIVE WISDOM (PERCEPTION)

Languages: Common, Primordial, Elvish.

Proficiencies: All armor, shields, simple weapons, martial weapons, and Dragonchess set.

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP **25**

PP

Leather armor and shield (AC w/ shield 16, without 14). Longbow, & quiver w/ 20 arrows. Rapier, 2 hand-axes

A set of fine clothes, a signet ring, a scroll of pedigree, and a purse.

Explorer's pack: Includes a backpack, a bedroll, a mess kit, a tinderbox, 10 torches, 10 days of rations, and a water-skin. The pack also has 50 feet of hempen rope strapped to the side of it.

Trinket: A bit of folded cloth that, when unfolded, turns into a stylish cap.

EQUIPMENT



CHARACTER NAME

AGE

HEIGHT

WEIGHT

Sapphire Blue
EYES

Light Blue
SKIN

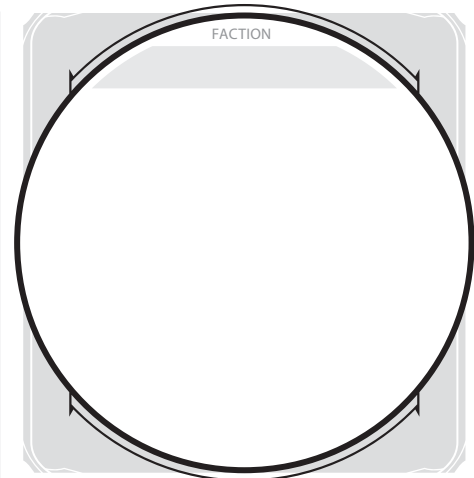
Pearl Blue
HAIR

CHARACTER APPEARANCE

Faction Rank

Suggested Names:
Jul'lea Vanchesca, Parral,
Nesa, Lorel, Maras, Shevan,
Aras, Whisper, Breeze, Gale,
Bluster, Sirroco, Foehn, Haze,
Skye, Gust

FACTION



Created by Shawn Bergseng

ALLIES & ORGANIZATIONS

You are the youngest of your noble family, and also the most spirited of the four siblings. You were often kept under house arrest due to your spirited ways. At a young age you mastered the art of archery. Your skills with the bow helped elevate your family among other noble houses in Silverymoon. You won many contests of skill, but it was just not the skill with bow, but your charismatic personality that would often help win your way with the judges.

During a renowned tournament of skill, you were bested and would have taken second, but if not for scheming, with which you were able to persuade a judge into disqualifying your opponent. This created a stir among the nobles and your father had to make sure the scheming ways of his offspring did not get out to the other noble families, so he bribed the judge to remain silent. You were afraid your father also whispered a threat of death, because the judge left Silverymoon the next day.

As you became of age you struck out on her own; you had always enjoyed an adventurous life, and looked to get away from your strict family to see the world. You knew that with your skill and personality you could get away with most anything, and do anything you put your mind to. You are very polite to those you know are beneath you, but you often try to earn their respect by way of flattery or skill in archery.

CHARACTER BACKSTORY

**Noble Feature,
Position of Privilege:**

Thanks to your noble birth, people are inclined to think the best of you. You are welcome in high society, and people assume you have the right to be wherever you are. The common folk make every effort to accommodate you and avoid your displeasure, and other people of high birth treat you as a member of the same social sphere. You can secure an audience with a local noble if you need to.

ADDITIONAL FEATURES & TRAITS

TOTAL NON-CONSUMABLE MAGIC ITEMS

TREASURE

Rogue 1
CLASS & LEVEL

Sage
BACKGROUND

PLAYER NAME

FACTION

Deep Gnome
RACE

Neutral
ALIGNMENT

EXPERIENCE POINTS

DCI NUMBER

CHARACTER NAME

STRENGTH

-1

8

DEXTERITY

+3

16

CONSTITUTION

0

10

INTELLIGENCE

+3

16

WISDOM

+1

13

CHARISMA

+1

12

INSPIRATION

+2 PROFICIENCY BONUS

SAVING THROWS

- 1 Strength
- +5 Dexterity
- 0 Constitution
- +5 Intelligence
- +1 Wisdom
- +1 Charisma

SKILLS

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

14 ARMOR CLASS

+3 INITIATIVE

25 SPEED

Hit Point Maximum 8

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1d8

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

I don't part with my money easily and will haggle tirelessly to get the best deal possible. I always want to know how things work and what makes people tick.

PERSONALITY TRAITS

Self-Improvement: The goal of study and research is to improve one's lot in life.

IDEALS

One day I will return to my school and prove that I am the greatest sage of them all.

BONDS

I am easily distracted by the promise of information that might lead to wealth. I'm never satisfied with what I have, I always want more.

FLAWS

NAME	ATK BONUS	DAMAGE/TYPE
Rapier	+5	1d8+3 piercing
Shortbow	+5	1d6+3 piercing
Dagger	+5	1d4+3 piercing

Dagger; finesse, light, thrown (range 20/60)

Rapier; finesse.

Shortbow; ammo (range 80/320), two-handed.

ATTACKS & SPELLCASTING

13 PASSIVE WISDOM (PERCEPTION)

Proficiencies: Light armor, imple weapons, hand crossbows, longswords, shortwords, and thieves' tools.

Languages: Common, Gnomish, Dwarvish, Giant, Undercommon, and Thieves' Cant.

OTHER PROFICIENCIES & LANGUAGES

CP Leather armor, rapier, 2 daggers

SP Shortbow & quiver with 20 arrows

EP Thieves' tools

GP A bottle of black ink, a quill, a small knife, a letter from a dead colleague with a question you have not yet been able to answer, and a belt pouch.

GP 10 Burglar's Pack: A backpack, a bag of 1,000 ball bearings, 10 feet of string, a bell, 5 candles, a crowbar, a hammer, 10 pitons, a hooded lantern, 2 flasks of oil, 5 days rations, a tinderbox, and a waterskin. The pack also has 50' of hempen rope strapped to the side of it.

PP Trinket: A pipe that blows bubbles.

EQUIPMENT

Superior Darkvision. You see in dim light within a 120-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.

Gnome Cunning. You have advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

Stone Camouflage. You have advantage on Dexterity (stealth) checks to hide in rocky terrain.

Expertise. When you make a Charisma (Deception) or a Wisdom (Perception) check, your proficiency bonus is doubled. This benefit is included in your Deception and Perception skill bonuses.

Sneak Attack. Once per turn, when you hit a creature with a Dexterity-based attack (such as with your shortsword, dagger, 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.

FEATURES & TRAITS



CHARACTER NAME

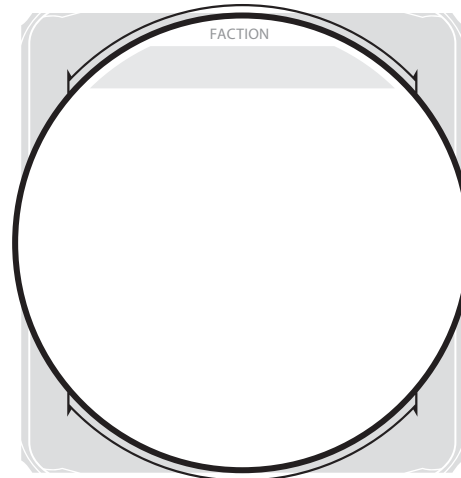
AGE	HEIGHT	WEIGHT
Gray EYES	Dun SKIN	None (male) or Black (female) HAIR

CHARACTER APPEARANCE

Faction Rank

Suggested Names:
Diggle Stone Knuckles, Reen,
Rimmara, Sodi, Ruck, Wratt,
Wisby

FACTION



Created by Shawn Bergseng

ALLIES & ORGANIZATIONS

You come from the Gemcutter Clan and were born and raised in Mithral Hall, amongst the dwarves, by the small number of clan-mates that survived the destruction of Blindenstone many years earlier. As a youth, you delved into books and attended schools. Some bad decisions led you to falsifying research and found you expelled from the university.

You worked as a tutor in Silverymoon and Waterdeep. It was in Waterdeep where you also picked up thieving abilities. The City of Splendors made you the way you are now, greedy, a kleptomaniac, and a swindler. Your faults lost you your position.

You traveled the Sword Coast using your skills to profit and live a modest life, but your personality drove you to be better and live a wealthier life at any cost. You steal, swindle, and con others to make that better life you think you deserve.

Your last con not only brought you to where you live now, but also made you change your ways for the better. Your con artistry hurt the family of a local Harper, and instead of turning you in, the Harper agent made you feel bad, and remorseful which in turn made you change your ways for the better.

You still look to live a rich and fulfilling life, but you want to try and do it legitimately. Your education propels you, but lack of money puts you in a position that makes you take risks and make dangerous life choices.

You set your feet to a path of adventure to fill your coffers with riches. Since the day you took this path, you have felt alive.

CHARACTER BACKSTORY

Sage Feature,
Researcher:

When you attempt to learn or recall a piece of lore, if you do not know that information, you often know where and from whom you can obtain it. Usually, this information comes from a library, scriptorium, university, or a sage or other learned person or creature. Your DM might rule that the knowledge you seek is secreted away in an almost inaccessible place, or that it simply cannot be found. Unearthing the deepest secrets of the multiverse can require an adventure or even a whole campaign.

ADDITIONAL FEATURES & TRAITS

TOTAL NON-CONSUMABLE MAGIC ITEMS

TREASURE

Wizard 1 CLASS & LEVEL Criminal (smuggler) BACKGROUND
 Fire Genasi RACE Chaotic Good ALIGNMENT
 PLAYER NAME EXPERIENCE POINTS FACIION DCI NUMBER

CHARACTER NAME

STRENGTH
+0
10

DEXTERITY
+1
12

CONSTITUTION
+0
10

INTELLIGENCE
+3
16

WISDOM
+1
13

CHARISMA
+2
14

INSPIRATION

+2 PROFICIENCY BONUS

SAVING THROWS

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

SKILLS

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

11 ARMOR CLASS

+1 INITIATIVE

30 SPEED

Hit Point Maximum 6

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1d6 HIT DICE

SUCCESSES FAILURES DEATH SAVES

NAME ATK BONUS DAMAGE/TYPE

Dagger - thrown (20')	+3	1d4+1 piercing
Dagger	+3	1d4 piercing
Fire Bolt	+5	1d10 fire damage

Dagger; finesse, light, thrown (range 20/60)

Cantrips. You know cause bonfire, dancing lights, fire bolt, and produce flame, 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. See page 3 of this sheet.

ATTACKS & SPELLCASTING

I don't pay attention to the risks in a situation. Never tell me the odds. I blow up at the slightest insult.

PERSONALITY TRAITS

Redemption. There's a spark of good in everyone.

IDEALS

I will become the greatest wizard that ever lived.

BONDS

An innocent person is in prison for a crime that I committed. I'm okay with that.

FLAWS

13 PASSIVE WISDOM (PERCEPTION)

Languages: Common and Primordial

Proficiencies: Daggers, darts, slings, quarterstaves, light crossbows, Dragonchess, and thieves' tools

OTHER PROFICIENCIES & LANGUAGES

CP Dagger

SP Orb

EP Spellbook

GP 15

PP A crowbar, set of dark common clothes including a hood, and a belt pouch.

Scholar's Pack: A backpack, a book of lore, a bottle of ink, an ink pen, 10 sheets of parchment, a little bag of sand, and a small knife.

Trinket: A vest with a hundred tiny pockets.

EQUIPMENT

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).

Ritual Casting. You can cast a cleric spell as a ritual if that spell has the ritual tag and if you have the spell prepared.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light.

Fire Resistance. You have resistance to fire damage.

Reach to the Blaze. You know the produce flame cantrip (in the Player's Handbook). Constitution is your spellcasting ability for this spell.

FEATURES & TRAITS



CHARACTER NAME

AGE

HEIGHT

WEIGHT

Dark - they flare red when angry
 EYES

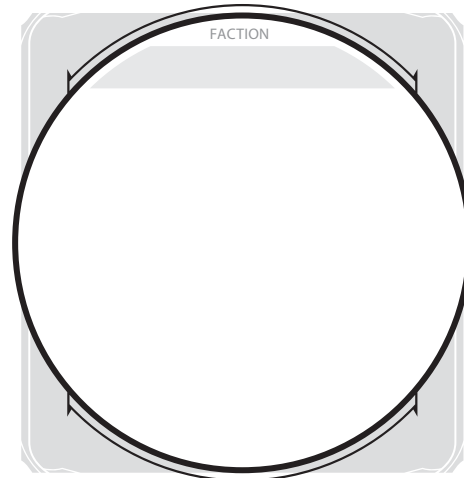
Coal Black
 SKIN

Red and writhing
 HAIR

Faction Rank

Suggested names:
 Ashur Longflame, Ka, Fera,
 Kree, Flame, Ember, Blaze,
 Cinder, Spark, Burn, Ash

FACTION



Created by Roland Volz

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

Your family came from Calimshan, cast out generations ago by the genie rulers of those lands for an unnamed crime. Your family has established itself well in Mulmaster among the aristocrats here, with their extensive trade contacts, criminal syndicate and other allies. At first, all went well and for generations you have prospered, keeping the family's criminal tendencies quiet, but of late the situation has become bleak.

The secret police force (the Hawks) have become little more than the personal enforcers of the will of the High Blade, leader of the Council of Blades which runs the city. Corruption has become rampant, especially among the Brotherhood of the Cloak, the guild of arcanists which enforce the laws which prohibit the casting of magic within the city. With the arrival of the elemental cults, the situation is primed to explode.

And your people are caught in the crossfire. In this time of troubles your differences cause others to mistrust you (some for good reason), and your people will suffer for it; this is the lesson of history. Unless you do something about it...

Personal Goal: Acquire a Devastation Orb. You have learned of the existence of powerful elemental artifacts called devastation orbs, which are reputed to have world-shaping powers. Based on divinations you have had performed, you are convinced that somewhere nearby, these items are being constructed. If you can acquire one and unlock its arcane secrets, you will have the power to defend your people. But the divinations revealed that they were being made for a fell purpose; you've no doubt that whoever is making them intends to use them as a weapon, and soon.

CHARACTER BACKSTORY

Criminal (Smuggler) Feature,
 Criminal Contact:

You have a reliable and trustworthy 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; specifically, you know the local messengers, corrupt caravan masters, and seedy sailors who can deliver messages for you.

ADDITIONAL FEATURES & TRAITS

TOTAL NON-CONSUMABLE MAGIC ITEMS

TREASURE



Wizard 1

SPELLCASTING CLASS

Int

SPELLCASTING ABILITY

13

SPELL SAVE DC

+5

SPELL ATTACK BONUS

0

CANTRIPS

- Create bonfire
- Dancing lights
- Fire bolt
- Produce flame

3

6

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

2

PREPARED

SPELL NAME

- Absorb elements
- Burning hands
- Charm person
- Comprehend languages
- Mage armor
- Sleep

2

4

7

8

5

9

SPELLS KNOWN