

Cadmus

CHARACTER NAME

Criminal

BACKGROUND

Human

SPECIES

Wizard

CLASS

Transmuter

SUBCLASS

3

LEVEL

XP

ARMOR CLASS

12

SHIELD

HIT POINTS

CURRENT

TEMP

23

MAX

HIT DICE

SPENT

3d6

MAX

DEATH SAVED

SUCCESSSES

FAILURES

DUNGEONS & DRAGONS

PROFICIENCY BONUS

+2

INTELLIGENCE

+3

16

MODIFIER

SCORE

INITIATIVE

+1

SPEED

30

SIZE

M

PASSIVE PERCEPTION

11

STRENGTH

-1

8

MODIFIER

SCORE

☐ -1 Saving Throw

☐ -1 Athletics

+5 Saving Throw

+7 Arcana

+9 History

+7 Investigation

+7 Nature

+7 Religion

DEXTERITY

+1

12

MODIFIER

SCORE

☐ +1 Saving Throw

☐ +1 Acrobatics

☒ +3 Sleight of Hand

☒ +3 Stealth

WISDOM

+1

13

MODIFIER

SCORE

☒ +3 Saving Throw

☐ +1 Animal Handling

☐ +1 Insight

☐ +1 Medicine

☐ +1 Perception

☐ +1 Survival

CONSTITUTION

+3

16

MODIFIER

SCORE

☒ +5 Saving Throw

CHARISMA

+0

10

MODIFIER

SCORE

☐ +0 Saving Throw

☒ +2 Deception

☐ +0 Intimidation

☐ +0 Performance

☐ +0 Persuasion

HEROIC INSPIRATION

EQUIPMENT TRAINING & PROFICIENCIES

ARMOR TRAINING

Light

Medium

Heavy

Shields

WEAPONS

Simple Weapons

TOOLS

Thieves' Tools

WEAPONS & DAMAGE CANTRIPS			
Name	Atk Bonus / DC	Damage & Type	Notes
Dagger	+3	1d4 + 1 Piercing	Finesse, Light, Range 20/60
Fire Bolt	+5	1d10 Fire	Range 120

CLASS FEATURES

SPELLCASTING

Choose 6 spells from your spellbook to prepare.

RITUAL ADEPT

You can cast any spell as a Ritual if that spell has the Ritual tag and the spell is in your spellbook. You must read from the book.

ARCANE RECOVERY

When you finish a Short Rest, you can recover expended spell slots. The spell slots can have a combined level equal to no more than 2. You can use this feature once per Long Rest.

SCHOLAR (already added)

TRANSMUTATION SAVANT (already added)

TRANSMUTER'S STONE

When you finish a Long Rest, you can create a magic stone that lasts until you use this feature again. The stone is a Tiny object and you can use it as a Spellcasting Focus for your Wizard spells.

A creature with the stone in its possession gains proficiency in Constitution saving throws (already added to you), and can choose an additional benefit (chosen when you create the stone). You can change the benefit when you cast a Transmutation spell using a spell slot.

Darkvision. The bearer gains Darkvision with a range of 60 feet or increases the range of its Darkvision by 60 feet.

Speed. The bearer's Speed increases by 10 feet.

Resistance. The bearer gains Resistance to Acid, Cold, Fire, Lightning, Poison, or Thunder damage (your choice each time you choose this benefit).

WONDROUS ALTERATION

You always have the *Alter Self* spell prepared and can cast it once per Long Rest without expending a spell slot. You can also cast it using any spell slots of the appropriate level. While under the effects of *Alter Self* you gain an additional benefit for each of its options.

Aquatic Adaptation. While underwater, you can take the Dash action as a Bonus Action.

Change Appearance. You have Advantage on Charisma (Deception) checks.

Natural Weapons. The damage of your new growth increases to 2d6 damage of the type associated with the growth. You also have Advantage on Constitution saving throws to maintain Concentration.

SPECIES TRAITS

RESOURCEFUL

You gain Heroic Inspiration whenever you finish a Long Rest.

SKILLFUL

You gain proficiency in one skill of your choice.

VERSATILE

You gain an Origin feat of your choice.

FEATS

SKILLED (already added)

Princess Hobnip
CHARACTER NAME
Noble
BACKGROUND
Goliath
SPECIES

Fighter
CLASS
Arcane Archer
SUBCLASS

3

LEVEL

XP

ARMOR CLASS

15

SHIELD

HIT POINTS

CURRENT

TEMP

22

MAX

HIT DICE

SPENT

3d10

MAX

DEATH SAVED

SUCCESSSES

FAILURES

DUNGEONS & DRAGONS

PROFICIENCY BONUS
+2

INTELLIGENCE
+3
16
MODIFIER SCORE

INITIATIVE
+3

SPEED
30

SIZE
M

PASSIVE PERCEPTION
9

STRENGTH
+1
13
MODIFIER SCORE

☐ +3 Saving Throw
☒ +5 Arcana
☒ +5 History
☒ +5 Investigation
☒ +5 Nature
☒ +5 Religion
☐ +1 Athletics

DEXTERITY
+3
16
MODIFIER SCORE

☐ +3 Saving Throw
☐ +3 Acrobatics
☐ +3 Sleight of Hand
☐ +3 Stealth

CONSTITUTION
+0
10
MODIFIER SCORE

☒ +2 Saving Throw

HEROIC INSPIRATION

EQUIPMENT TRAINING & PROFICIENCIES

ARMOR TRAINING ☒ Light ☒ Medium ☒ Heavy ☒ Shields

WEAPONS
Martial Weapons, Simple Weapons

TOOLS
Bagpipes, Disguise Kit, Gaming Set (dragonchess)

WISDOM
-1
8
MODIFIER SCORE

☐ -1 Saving Throw
☐ -1 Animal Handling
☒ +1 Insight
☐ -1 Medicine
☐ -1 Perception
☐ -1 Survival

CHARISMA
+1
12
MODIFIER SCORE

☐ +1 Saving Throw
☐ +1 Deception
☐ +1 Intimidation
☐ +1 Performance
☒ +3 Persuasion

WEAPONS & DAMAGE CANTRIPS			
Name	Atk Bonus / DC	Damage & Type	Notes
Longbow	+7	1d8 + 3 Piercing	Slow, Range 150/600
Scimitar	+5	1d6 + 3 Slashing	Finesse, Light, Nick
Shortsword	+5	1d6 + 3 Piercing	Finesse, Light, Vex

CLASS FEATURES

FIGHTING STYLE
Archery (already added)

SECOND WIND
As a Bonus Action, you can regain 1d10 + 3 Hit Points. You can use this feature twice. You regain one expended use when you finish a Short Rest, and you regain all expended uses when you finish a Long Rest.

WEAPON MASTERY
Longbow, Scimitar, Shortsword (see PH or Basic Rules)

ACTION SURGE
On your turn, you can take one additional action, except the Magic action. Once you use this feature, you can't do so again until you finish a Short or Long Rest.

TACTICAL MIND
see PH or Basic Rules

ARCANE ARCHER LORE (already added)

ARCANE SHOT
Arcane Shot Die d6, Saving Throw DC 13
Once per turn when you make an ranged attack using a weapon with the ammunition property, choose an Arcane Shot option to apply. Use 3 times, regaining all uses after a Short or Long Rest.

Beguiling Shot. When you hit a creature with this Arcane Shot, it takes an extra 2d6 Psychic damage and must succeed on a DC 13 Wisdom saving throw or have the Charmed condition until the start of you next turn, treating either you or one of your allies within 30 ft. of the target (your choice) as the charmer. The Charmed condition ends early if the charmer attacks the target, deals damage to it, or forces it to make a saving throw.

Enfeebling Shot. The creature you hit takes an extra 2d6 Necrotic damage and must make a DC 13 Constitution saving throw. On a failed save, it has the Poisoned condition until the end of its next turn. Whenever a target Poisoned in this way hits with an attack roll, it subtracts 1d6 from the total damage of that attack.

SPECIES TRAITS

GIANT ANCESTRY (FIRE GIANT)
Fire's Burn. When you hit a target with an attack roll and deal damage to it, you can also deal 1d10 Fire damage to that target. Use twice, and regain all uses after a Long Rest.

POWERFUL BUILD
You have Advantage on any ability check you make to end the Grappled condition. You also count as one size larger when determining your carrying capacity.

FEATS

SKILLED (already added)

Intelligence
SPELLCASTING ABILITY

+3

SPELLCASTING
MODIFIER

13

SPELL SAVE DC

+5

SPELL ATTACK BONUS

DUNGEONS
& DRAGONS

SPELL SLOTS

	Total	Expended		Total	Expended		Total	Expended
LEVEL 1			LEVEL 4			LEVEL 7		
LEVEL 2			LEVEL 5			LEVEL 8		
LEVEL 3			LEVEL 6			LEVEL 9		

WATCH THIS CHARACTER ON

DUNGEON
MASTERS

LANGUAGES

Common, Elvish, Giant

EQUIPMENT

Studded Leather, Longbow, Scimitar, Shortsword, Quiver with 40 Arrows, Disguise Kit, Gaming Set (dragonchess), Fine Clothes, Perfume

Dungeoneer's Pack: Backpack, Caltrops, Crowbar, 2 flasks of Oil, 10 days of Rations, Rope, Tinderbox, 10 Torches, Waterskin

Potion of Healing
(see PH or Basic Rules)

Magic Item Attunement

COINS

CP	SP	EP	GP	PP
			200	

Sailor

CHARACTER NAME

Mulhorandi Tomb Raider

BACKGROUND

Aasimar

SPECIES

Monk

CLASS

Warrior of the Mystic Arts

SUBCLASS

3

LEVEL

XP

ARMOR CLASS

15

SHIELD

HIT POINTS

CURRENT

TEMP

24

MAX

HIT DICE

SPENT

3d8

MAX

DEATH SAVED

SUCCESSSES

FAILURES

DUNGEONS & DRAGONS

PROFICIENCY BONUS

+2

INTELLIGENCE

-1

8

MODIFIER

SCORE

INITIATIVE

+3

SPEED

40

SIZE

M

PASSIVE PERCEPTION

12

STRENGTH

+0

10

MODIFIER

SCORE

☒ +2 Saving Throw
 ☐ +0 Athletics

☐ -1 Saving Throw
 ☐ -1 Arcana
 ☐ -1 History
 ☒ +1 Investigation
 ☐ -1 Nature
 ☒ +1 Religion

DEXTERITY

+3

17

MODIFIER

SCORE

☒ +5 Saving Throw
 ☒ +5 Acrobatics
 ☐ +3 Sleight of Hand
 ☐ +3 Stealth

WISDOM

+2

14

MODIFIER

SCORE

☐ +2 Saving Throw
 ☐ +2 Animal Handling
 ☒ +4 Insight
 ☐ +2 Medicine
 ☐ +2 Perception
 ☐ +2 Survival

CONSTITUTION

+2

14

MODIFIER

SCORE

☐ +2 Saving Throw

CHARISMA

+0

10

MODIFIER

SCORE

☐ +0 Saving Throw
 ☐ +0 Deception
 ☐ +0 Intimidation
 ☐ +0 Performance
 ☐ +0 Persuasion

EQUIPMENT TRAINING & PROFICIENCIES

ARMOR TRAINING

Light

Medium

Heavy

Shields

WEAPONS

Simple Weapons, Martial Weapons that have the Light property

TOOLS

Mason's Tools

WEAPONS & DAMAGE CANTRIPS			
Name	Atk Bonus / DC	Damage & Type	Notes
Unarmed Strike	+5	1d6 + 3 Bludgeoning	Can use as a Bonus Action
Dagger	+5	1d4 + 3 Piercing	Finesse, Light, Range 20/60
Thunderclap	Con 12	1d6 Thunder	5-foot Emanation

CLASS FEATURES

MARTIAL ARTS (already added)

UNARMORED DEFENSE (already added)

MONK'S FOCUS
 3 Focus Points; refresh on a Short or Long Rest
Flurry of Blows. You can expend 1 Focus Point to make two Unarmed Strikes as a Bonus Action.
Patient Defense. You can take the Disengage action as a Bonus Action. Alternatively, you can expend 1 Focus Point to take both the Disengage and the Dodge actions as a Bonus Action.
Step of the Wind. You can take the Dash action as a Bonus Action. Alternatively, you can expend 1 Focus Point to take both the Disengage and Dash actions as a Bonus Action, and your jump distance is doubled for the turn.

UNARMORED MOVEMENT (already added)
UNCANNY METABOLISM
 When you roll Initiative, you can regain all expended Focus Points. When you do so, roll your Martial Arts die, and regain 3 Hit Points plus the number rolled. Once you use this feature, you can't use it again until you finish a Long Rest.
DEFLECT ATTACKS
 see PH or Basic Rules
SPELLCASTING
 You prepare and cast spells as a Sorcerer.

SPECIES TRAITS

Resistance to Necrotic damage and Radiant damage
 Darkvision 60 feet
HEALING HANDS
 As a Magic action, you touch a creature and roll 2d4. The creature regains a number of Hit Points equal to the total rolled. Once you use this trait, you can't use it again until you finish a Long Rest.
CELESTIAL REVELATION
 see PH or Basic Rules

FEATS

LUCKY
 You gain the following benefits.
Luck Points. You have 2 Luck Points and can spend the points on the benefits below. You regain your expended Luck Points when you finish a Long Rest.
Advantage. When you roll a d20 for a D20 Test, you can spend 1 Luck Point to give yourself Advantage on the roll.
Disadvantage. When a creature rolls a d20 for an attack roll against you, you can spend 1 Luck Point to impose Disadvantage on that roll.

+4 SPELL ATTACK BONUS



	Total	Expended		Total	Expended		Total	Expended
LEVEL 1	2		LEVEL 4			LEVEL 7		
LEVEL 2			LEVEL 5			LEVEL 8		
LEVEL 3			LEVEL 6			LEVEL 9		

Level	Name	Casting Time	Range	Concentration, Ritual & Required Material	Notes
0	Light	1A	Touch		1 hour duration
0	Thunderclap	1A	Self		
1	Chromatic Orb	1A	90 ft.		
1	Expeditious Retreat	1BA	Self		10 minute duration
1	Shield	1R	Self		1 round duration
					</



DUNGEON MASTERS



Common, Draconic, Netherese

Daggers (6), Light Hammer,
Mason's Tools, Crowbar, Ladder,
Pole, 2 Pouches, String, Traveler's
Clothes

Explorer's Pack: Backpack, Bedroll, 2 flasks of Oil, 10 days of Rations, Rope (2), Tinderbox, 15 Torches, Waterskin

Potion of Healing
(see PH or Basic Rules)

Magic Item Attunement



CP	SP	EP	GP	PP
			25	

Sapphira

CHARACTER NAME

Familiar Trainer

BACKGROUND

High Elf

SPECIES

Warlock

CLASS

Vestige Patron

SUBCLASS

3

LEVEL

XP

ARMOR CLASS

12

SHIELD

HIT POINTS

CURRENT

TEMP

27

MAX

HIT DICE

SPENT

3d8

MAX

DEATH SAVED

SUCCESSSES

FAILURES

DUNGEONS & DRAGONS

PROFICIENCY BONUS

+2

INTELLIGENCE

+1

12

MODIFIER SCORE

INITIATIVE

+1

SPEED

30

SIZE

M

PASSIVE PERCEPTION

10

STRENGTH

-1

8

MODIFIER SCORE

WISDOM

+0

10

MODIFIER SCORE

☐ +1 Saving Throw

☒ +3 Arcana

☐ +1 History

☒ +3 Investigation

☐ +1 Nature

☐ +1 Religion

☐ -1 Saving Throw

☐ -1 Athletics

DEXTERITY

+1

13

MODIFIER SCORE

CHARISMA

+3

16

MODIFIER SCORE

☐ +1 Saving Throw

☐ +1 Acrobatics

☐ +1 Sleight of Hand

☐ +1 Stealth

☒ +2 Saving Throw

☒ +2 Animal Handling

☒ +2 Insight

☐ +0 Medicine

☐ +0 Perception

☐ +0 Survival

CONSTITUTION

+3

16

MODIFIER SCORE

HEROIC INSPIRATION

★

☐ +3 Saving Throw

☒ +5 Saving Throw

☒ +5 Deception

☐ +0 Intimidation

☐ +0 Performance

☐ +0 Persuasion

EQUIPMENT TRAINING & PROFICIENCIES

ARMOR TRAINING

◆Light ◆Medium ◆Heavy ◆Shields

WEAPONS

Simple Weapons

TOOLS

Gaming Set (dice)

SPECIES TRAITS

Darkvision 60 feet

Elven Lineage (High Elf)

Shocking Grasp cantrip (swap after Long Rest) and Detect Magic (see PH or Basic Rules).

FEY ANCESTRY

You have Advantage on saving throws you make to avoid or end the Charmed condition.

KEEN SENSES (already added)

TRANCE

You don't need to sleep, and magic can't put you to sleep. You can finish a Long Rest in 4 hours if you spend those hours in a trancelike meditation, during which you retain consciousness.

FEATURES

FAMILIAR FRIEND

You gain the following benefits.

Faithful Companion. You always have the Find Familiar spell prepared. Charisma is your spellcasting ability for this spell. You can cast it once without a spell slot or Material components, and you regain the ability to cast it in this way when you finish a Long Rest. You can also cast the spell using any spell slots you have.

Fortified Familiar. When you cast the Find Familiar spell, your familiar's Hit Point maximum and current Hit Points are increased by an amount equal to twice your character level.

Helpful Friend. When you make an ability check using a skill in which you have proficiency while your familiar is within 5 feet of you, you gain Advantage on the check. You can use this benefit twice, and you regain all expended uses when you finish a Long Rest.

+5 SPELL ATTACK BONUS



SPELL SLOTS

	Total	Expended		Total	Expended		Total	Expended
LEVEL 1	_____		LEVEL 4	_____		LEVEL 7	_____	
LEVEL 2			LEVEL 5	_____		LEVEL 8	_____	
LEVEL 3	_____		LEVEL 6	_____		LEVEL 9	_____	

CANTRIPS & PREPARED SPELLS

Level	Name	Casting Time	Range	Concentration, Ritual & Required Material	Notes
0	Eldritch Blast	1A	120 ft.	     	
0	Mage Hand	1A	30 ft.	     	1 minute duration
1	Detect Magic*	1A	Self	     	Up to 10 minutes
1	Find Familiar*	1A	10 ft.	     	
1	Guiding Bolt	1	120 ft.	     	1 round duration
1	Hex	1BA	90 ft.	     	Up to 1 hour
1	Mage Armor**	1A	Touch	     	8 hour duration
1	Shield of Faith	1BA	60 ft.	     	Up to 10 minutes
2	Cloud of Daggers	1A	60 ft.	     	Up to 1 minute
2	Invisibility	1A	Touch	     	Up to 1 hour
2	Magic Weapon	1BA	Touch	     	1 hour duration
2	Misty Step	1BA	Self	     	
2	Spiritual Weapon	1BA	60 ft.	     	Up to 1 minute
				     	

****Cast at-will.**



WATCH THIS CHARACTER ON

DUNGEON MASTERS



LANGUAGES

Common, Draconic, Elvish

EQUIPMENT

Leather Armor, Sickle, Daggers
(4), Arcane Focus (orb), Book
(occult lore), Bell, String, Traveler's
Clothes

Scholar's Pack: Backpack, Book, Ink, Ink Pen, Lamp, 10 flasks of Oil, 10 sheets of Parchment, Tinderbox

Potion of Healing
(see PH or Basic Rules)

Magic Item Attunement



COINS

CP	SP	EP	GP	PP
			25	

Cadmus

CHARACTER NAME

Criminal

BACKGROUND

Human

SPECIES

Wizard

CLASS

Transmuter

SUBCLASS

4

LEVEL

XP

ARMOR CLASS

12

SHIELD

HIT POINTS

CURRENT

TEMP

30

MAX

HIT DICE

SPENT

3d6

MAX

DEATH SAVED

SUCCESSSES

FAILURES

DUNGEONS & DRAGONS

PROFICIENCY BONUS

+2

INTELLIGENCE

+3

16

MODIFIER

SCORE

INITIATIVE

+1

SPEED

30

SIZE

M

PASSIVE PERCEPTION

12

STRENGTH

-1

8

MODIFIER

SCORE

WISDOM

+2

14

MODIFIER

SCORE

☐ +5 Saving Throw

☒ +7 Arcana

☒ +9 History

☒ +7 Investigation

☒ +7 Nature

☒ +7 Religion

☐ -1 Saving Throw

☐ -1 Athletics

DEXTERITY

+1

12

MODIFIER

SCORE

CHARISMA

+0

10

MODIFIER

SCORE

☐ +1 Saving Throw

☐ +1 Acrobatics

☒ +3 Sleight of Hand

☒ +3 Stealth

☐ +2 Animal Handling

☐ +2 Insight

☐ +2 Medicine

☐ +2 Perception

☐ +2 Survival

CONSTITUTION

+3

16

MODIFIER

SCORE

HEROIC INSPIRATION

★

☒ +5 Saving Throw

☒ +2 Deception

☐ +0 Intimidation

☐ +0 Performance

☐ +0 Persuasion

EQUIPMENT TRAINING & PROFICIENCIES

ARMOR TRAINING

Light

Medium

Heavy

Shields

WEAPONS

Simple Weapons

TOOLS

Thieves' Tools

SPECIES TRAITS

RESOURCEFUL

You gain Heroic Inspiration whenever you finish a Long Rest.

SKILLFUL

You gain proficiency in one skill of your choice.

VERSATILE

You gain an Origin feat of your choice.

FEATS

SKILLED (already added)

SPELLCASTING MODIFIER

SPELL SAVE DC

SPELL ATTACK BONUS

SPELL SLOTS

	Total	Expended		Total	Expended		Total	Expended
LEVEL 1	4		LEVEL 4			LEVEL 7		
LEVEL 2	3		LEVEL 5			LEVEL 8		
LEVEL 3			LEVEL 6			LEVEL 9		

CANTRIPS & PREPARED SPELLS

Level	Name	Casting Time	Range	Concentration, Ritual & Required Material			Notes
0	Elementalism	1A	30 ft.	✧C	✧R	✧M	
0	Fire Bolt	1A	120 ft.	✧C	✧R	✧M	
0	Mending	1A	Touch	✧C	✧R	◆M	
0	Thunderclap	1A	Self	✧C	✧R	✧M	
1	Comprehend Languages	1A	Self	✧C	◆R	◆M	1 hour duration
1	Find Familiar	1A	10 ft.	✧C	✧R	◆M	
1	Identify	1m	Touch	✧C	✧R	◆M	
1	Mage Armor	1A	Touch	✧C	✧R	◆M	
1	Magic Missile	1A	120 ft.	✧C	✧R	✧M	8 hour duration
1	Shield	1R	Self	✧C	✧R	✧M	1 round duration
2	Alter Self*	1A	Self	◆C	✧R	✧M	Up to 1 hour
2	Blindness/Deafness	1A	120 ft.	✧C	✧R	✧M	1 minute duration
2	Blur	1A	Self	◆C	✧R	✧M	Up to 1 minute
2	Dragon's Breath	1BA	Touch	◆C	✧R	◆M	Up to 1 minute
2	Magic Weapon	1BA	Touch	✧C	✧R	✧M	1 hour duration
2	Misty Step	1BA	Self	✧C	✧R	✧M	
2	Rope Trick	1A	Touch	✧C	✧R	◆M	1 hour duration
2	Spider Climb	1A	Touch	◆C	✧R	◆M	Up to 1 hour
				✧C	✧R	✧M	

*Cast once per Long Rest without a spell slot.



WATCH THIS CHARACTER ON

DUNGEON MASTERS



LANGUAGES

Common, Draconic, Halfling

EQUIPMENT

Daggers (4), Spellbook, Thieves' Tools, Crowbar, 2 Pouches, Traveler's Clothes

Scholar's Pack: Backpack, Book, Ink, Ink Pen, Lamp, 10 flasks of Oil, 10 sheets of Parchment, Tinderbox

Potion of Healing
(see PH or Basic Rules)

Magic Item Attunement



COINS

CP

SP

EP

GP

PP

50

Princess Hobnip
CHARACTER NAME

Noble
BACKGROUND

Goliath
SPECIES

Fighter
CLASS

Arcane Archer
SUBCLASS

4

LEVEL

XP

ARMOR CLASS

15

SHIELD

HIT POINTS

CURRENT

TEMP

28

MAX

HIT DICE

SPENT

3d10

MAX

DEATH SAVED

SUCCESSSES

FAILURES

DUNGEONS & DRAGONS

PROFICIENCY BONUS
+2

INTELLIGENCE
+3
16
MODIFIER SCORE

INITIATIVE
+3

SPEED
30

SIZE
M

PASSIVE PERCEPTION
9

STRENGTH
+2
14
MODIFIER SCORE

☒ +4 Saving Throw
☐ +2 Athletics

INTELLIGENCE
+3
16
MODIFIER SCORE

☐ +3 Saving Throw
☒ +5 Arcana
☒ +5 History
☒ +5 Investigation
☒ +5 Nature
☒ +5 Religion

DEXTERITY
+3
16
MODIFIER SCORE

☐ +3 Saving Throw
☐ +3 Acrobatics
☐ +3 Sleight of Hand
☐ +3 Stealth

WISDOM
-1
8
MODIFIER SCORE

☐ -1 Saving Throw
☐ -1 Animal Handling
☒ +1 Insight
☐ -1 Medicine
☐ -1 Perception
☐ -1 Survival

CONSTITUTION
+0
10
MODIFIER SCORE

☒ +2 Saving Throw

CHARISMA
+1
12
MODIFIER SCORE

☐ +1 Saving Throw
☐ +1 Deception
☐ +1 Intimidation
☐ +1 Performance
☒ +3 Persuasion

HEROIC INSPIRATION

EQUIPMENT TRAINING & PROFICIENCIES

ARMOR TRAINING Light Medium Heavy Shields

WEAPONS
Martial Weapons, Simple Weapons

TOOLS
Bagpipes, Disguise Kit, Gaming Set (dragonchess)

WEAPONS & DAMAGE CANTRIPS

Name	Atk Bonus / DC	Damage & Type	Notes
Longbow	+7	1d8 + 3 Piercing	Slow, Range 150/600
Scimitar	+5	1d6 + 3 Slashing	Finesse, Light, Nick
Shortsword	+5	1d6 + 3 Piercing	Finesse, Light, Vex

CLASS FEATURES

FIGHTING STYLE
Archery (already added)

SECOND WIND
As a Bonus Action, you can regain 1d10 + 3 Hit Points. You can use this feature twice. You regain one expended use when you finish a Short Rest, and you regain all expended uses when you finish a Long Rest.

WEAPON MASTERY
Longbow, Scimitar, Shortsword (see PH or Basic Rules)

ACTION SURGE
On your turn, you can take one additional action, except the Magic action. Once you use this feature, you can't do so again until you finish a Short or Long Rest.

TACTICAL MIND
see PH or Basic Rules

ARCANE ARCHER LORE (already added)

ARCANE SHOT
Arcane Shot Die d6, Saving Throw DC 13
Once per turn when you make an ranged attack using a weapon with the ammunition property, choose an Arcane Shot option to apply. Use 3 times, regaining all uses after a Short or Long Rest.

Beguiling Shot. When you hit a creature with this Arcane Shot, it takes an extra 2d6 Psychic damage and must succeed on a DC 13 Wisdom saving throw or have the Charmed condition until the start of you next turn, treating either you or one of your allies within 30 ft. of the target (your choice) as the charmer. The Charmed condition ends early if the charmer attacks the target, deals damage to it, or forces it to make a saving throw.

Enfeebling Shot. The creature you hit takes an extra 2d6 Necrotic damage and must make a DC 13 Constitution saving throw. On a failed save, it has the Poisoned condition until the end of its next turn. Whenever a target Poisoned in this way hits with an attack roll, it subtracts 1d6 from the total damage of that attack.

SPECIES TRAITS

GIANT ANCESTRY (FIRE GIANT)
Fire's Burn. When you hit a target with an attack roll and deal damage to it, you can also deal 1d10 Fire damage to that target. Use twice, and regain all uses after a Long Rest.

POWERFUL BUILD
You have Advantage on any ability check you make to end the Grappled condition. You also count as one size larger when determining your carrying capacity.

FEATS

SKILLED (already added)

+5 SPELL ATTACK BONUS



Total		Expended		Total		Expended		Total		Expended	
LEVEL 1	_____			LEVEL 4	_____			LEVEL 7	_____		
LEVEL 2	_____			LEVEL 5	_____			LEVEL 8	_____		
LEVEL 3	_____			LEVEL 6	_____			LEVEL 9	_____		

Level	Name	Casting Time	Range	Concentration, Ritual & Required Material	Notes
0	Prestidigitation	1A	10 ft.	C R M	1 hour duration
				C R M	
				C R M	
				C R M	
				C R M	
				C R M	
				C R M	
				C R M	
				C R M	
				C R M	
				C R M	
				C R M	
				C R M	
				C R M	
				C R M	
				C R M	
				C R M	
				C R M	
				C R M	
				C R M	
				C R M	
				C R M	
				C R M	
				C R M	
				C R M	
				C R M	
				C R M	
				C R M	



DUNGEON MASTERS



Common, Elvish, Giant

Studded Leather, Longbow, Scimitar, Shortsword, Quiver with 40 Arrows, Disguise Kit, Gaming Set (dragonchess), Fine Clothes, Perfume

Dungeoneer's Pack: Backpack, Caltrops, Crowbar, 2 flasks of Oil, 10 days of Rations, Rope, Tinderbox, 10 Torches, Waterskin

Potion of Healing
(see PH or Basic Rules)

Magic Item Attunement



CP	SP	EP	GP	PP
			200	

Sailor

CHARACTER NAME

Mulhorandi Tomb Raider

BACKGROUND

Aasimar

SPECIES

Monk

CLASS

Warrior of the Mystic Arts

SUBCLASS

4

LEVEL

XP

ARMOR CLASS

16

SHIELD

HIT POINTS

CURRENT

TEMP

31

MAX

HIT DICE

SPENT

3d8

MAX

DEATH SAVED

SUCCESSSES

FAILURES

DUNGEONS & DRAGONS

PROFICIENCY BONUS

+2

INTELLIGENCE

-1

8

MODIFIER

SCORE

INITIATIVE

+4

SPEED

40

SIZE

M

PASSIVE PERCEPTION

12

STRENGTH

+0

10

MODIFIER

SCORE

+2

Saving Throw

+0

Athletics

-1

Saving Throw

-1

Arcana

-1

History

+1

Investigation

-1

Nature

+1

Religion

WEAPONS & DAMAGE CANTRIPS

Name	Atk Bonus / DC	Damage & Type	Notes
Unarmed Strike	+6	1d6 + 4 Bludgeoning	Can use as a Bonus Action
Dagger	+6	1d4 + 4 Piercing	Finesse, Light, Range 20/60
Thunderclap	Con 12	1d6 Thunder	5-foot Emanation

DEXTERITY

+4

18

MODIFIER

SCORE

+6

Saving Throw

+6

Acrobatics

+4

Sleight of Hand

+4

Stealth

WISDOM

+2

14

MODIFIER

SCORE

+2

Saving Throw

+2

Animal Handling

+4

Insight

+2

Medicine

+2

Perception

+2

Survival

CLASS FEATURES

MARTIAL ARTS

(already added)

UNARMORED DEFENSE

(already added)

MONK'S FOCUS

4 Focus Points; refresh on a Short or Long Rest

Flurry of Blows.

You can expend 1 Focus Point to make two Unarmed Strikes as a Bonus Action.

Patient Defense.

You can take the Disengage action as a Bonus Action. Alternatively, you can expend 1 Focus Point to take both the Disengage and the Dodge actions as a Bonus Action.

Step of the Wind.

You can take the Dash action as a Bonus Action. Alternatively, you can expend 1 Focus Point to take both the Disengage and Dash actions as a Bonus Action, and your jump distance is doubled for the turn.

UNARMORED MOVEMENT

(already added)

UNCANNY METABOLISM

When you roll Initiative, you can regain all expended Focus Points. When you do so, roll your Martial Arts die, and regain 4 Hit Points plus the number rolled. Once you use this feature, you can't use it again until you finish a Long Rest.

DEFLECT ATTACKS

see PH or Basic Rules

SLOW FALL

Take a Reaction when you fall to reduce damage from the fall by 12.

SPELLCASTING

You prepare and cast spells as a Sorcerer.

HEROIC INSPIRATION

CHARISMA

+0

10

MODIFIER

SCORE

+0

Saving Throw

+0

Deception

+0

Intimidation

+0

Performance

+0

Persuasion

EQUIPMENT TRAINING & PROFICIENCIES

ARMOR TRAINING

Light

Medium

Heavy

Shields

WEAPONS

Simple Weapons, Martial Weapons that have the Light property

TOOLS

Mason's Tools

SPECIES TRAITS

Resistance to Necrotic damage and Radiant damage

Darkvision 60 feet

HEALING HANDS

As a Magic action, you touch a creature and roll 2d4. The creature regains a number of Hit Points equal to the total rolled. Once you use this trait, you can't use it again until you finish a Long Rest.

CELESTIAL REVELATION

see PH or Basic Rules

FEATS

LUCKY

You gain the following benefits.

Luck Points.

You have 2 Luck Points and can spend the points on the benefits below. You regain your expended Luck Points when you finish a Long Rest.

Advantage.

When you roll a d20 for a D20 Test, you can spend 1 Luck Point to give yourself Advantage on the roll.

Disadvantage.

When a creature rolls a d20 for an attack roll against you, you can spend 1 Luck Point to impose Disadvantage on that roll.

+4 SPELL ATTACK BONUS



	Total	Expended		Total	Expended		Total	Expended
LEVEL 1	3		LEVEL 4			LEVEL 7		
LEVEL 2			LEVEL 5			LEVEL 8		
LEVEL 3			LEVEL 6			LEVEL 9		

Level	Name	Casting Time	Range	Concentration, Ritual & Required Material			Notes
0	Light	1A	Touch				1 hour duration
0	Thunderclap	1A	Self				
1	Chromatic Orb	1A	90 ft.				
1	Expeditious Retreat	1BA	Self				10 minute duration
1	Shield	1R	Self				1 round duration
1	Thunderwave	1A	Self				



DUNGEON MASTERS



Common, Draconic, Netherese

Daggers (6), Light Hammer,
Mason's Tools, Crowbar, Ladder,
Pole, 2 Pouches, String, Traveler's
Clothes

Explorer's Pack: Backpack, Bedroll, 2 flasks of Oil, 10 days of Rations, Rope (2), Tinderbox, 15 Torches, Waterskin

Potion of Healing
(see PH or Basic Rules)

Magic Item Attunement



CP	SP	EP	GP	PP
			25	

Sapphira

CHARACTER NAME

Familiar Trainer

BACKGROUND

High Elf

SPECIES

Warlock

CLASS

Vestige Patron

SUBCLASS

4

LEVEL

XP

ARMOR CLASS

13

SHIELD

HIT POINTS

CURRENT

TEMP

35

MAX

HIT DICE

SPENT

3d8

MAX

DEATH SAVED

SUCCESSSES

FAILURES

DUNGEONS & DRAGONS

PROFICIENCY BONUS

+2

INTELLIGENCE

+1

12

MODIFIER

SCORE

INITIATIVE

+2

SPEED

30

SIZE

M

PASSIVE PERCEPTION

10

STRENGTH

-1

8

MODIFIER

SCORE

-1

Saving Throw

-1

Athletics

WISDOM

+0

10

MODIFIER

SCORE

+1

Saving Throw

+3

Arcana

+1

History

+3

Investigation

+1

Nature

+1

Religion

WEAPONS & DAMAGE CANTRIPS

Name	Atk Bonus / DC	Damage & Type	Notes
Sickle	+1	1d4 - 1 Slashing	Light
Dagger	+4	1d4 + 2 Piercing	Finesse, Light, Range 20/60
Eldritch Blast	+5	1d10 + 3 Force	Range 120
Shocking Grasp	+5	1d8 Lightning	Range Touch

DEXTERITY

+2

14

MODIFIER

SCORE

+2

Saving Throw

+2

Acrobatics

+2

Sleight of Hand

+2

Stealth

CHARISMA

+3

16

MODIFIER

SCORE

+5

Saving Throw

+5

Deception

+0

Intimidation

+0

Performance

+0

Persuasion

CONSTITUTION

+3

16

MODIFIER

SCORE

+3

Saving Throw

HEROIC INSPIRATION

CLASS FEATURES

ELDRITCH INVOCATIONS

Agonizing Blast. You can add +3 to the damage rolls of *Eldritch Blast*.

Armor of Shadows. You can cast *Mage Armor* on yourself without expending a spell slot.

Eldritch Mind. You have Advantage on Constitution saving throws that you make to maintain Concentration.

PACT MAGIC

You have 2 slots at level 2 each. Regain all Pact Magic spell slots after a Short or Long Rest. Spells already added.

MAGICAL CUNNING

You can perform an esoteric rite for 1 minute. At the end of it, you regain 1 expended Pact Magic spell slot. Once you use this feature, you can't do so again until you finish a Long Rest.

VESTIGE COMPANION

See bonus sheet

VESTIGE SPELLS

War Domain Cleric spells are Warlock spells for you. You always have the following spells prepared:

Guiding Bolt, Shield of Faith, Magic Weapon, Spiritual Weapon.

EQUIPMENT TRAINING & PROFICIENCIES

ARMOR TRAINING

Light

Medium

Heavy

Shields

WEAPONS

Simple Weapons

TOOLS

Gaming Set (dice)

SPECIES TRAITS

Darkvision 60 feet

Elven Lineage (High Elf)

Shocking Grasp cantrip (swap after Long Rest) and *Detect Magic* (see PH or Basic Rules).

FEY ANCESTRY

You have Advantage on saving throws you make to avoid or end the Charmed condition.

KEEN SENSES

(already added)

TRANCE

You don't need to sleep, and magic can't put you to sleep. You can finish a Long Rest in 4 hours if you spend those hours in a trancelike meditation, during which you retain consciousness.

FEATS

FAMILIAR FRIEND

You gain the following benefits.

Faithful Companion. You always have the *Find Familiar* spell prepared. Charisma is your spellcasting ability for this spell. You can cast it once without a spell slot or Material components, and you regain the ability to cast it in this way when you finish a Long Rest. You can also cast the spell using any spell slots you have.

Fortified Familiar. When you cast the *Find Familiar* spell, your familiar's Hit Point maximum and current Hit Points are increased by an amount equal to twice your character level.

Helpful Friend. When you make an ability check using a skill in which you have proficiency while your familiar is within 5 feet of you, you gain Advantage on the check. You can use this benefit twice, and you regain all expended uses when you finish a Long Rest.

+5 SPELL ATTACK BONUS

SPELL SLOTS

	Total	Expended		Total	Expended		Total	Expended
LEVEL 1			LEVEL 4			LEVEL 7		
LEVEL 2	2		LEVEL 5			LEVEL 8		
LEVEL 3			LEVEL 6			LEVEL 9		

CANTRIPS & PREPARED SPELLS

Level	Name	Casting Time	Range	Concentration, Ritual & Required Material	Notes
0	Eldritch Blast	1A	120 ft.	  	
0	Mage Hand	1A	30 ft.	  	1 minute duration
0	Minor Illusion	1A	30 ft.	  	1 minute duration
1	Detect Magic*	1A	Self	  	Up to 10 minutes
1	Find Familiar*	1A	10 ft.	  	
1	Guiding Bolt	1A	120 ft.	  	1 round duration
1	Hex	1BA	90 ft.	  	Up to 1 hour
1	Mage Armor**	1A	Touch	  	8 hour duration
1	Shield of Faith	1BA	60 ft.	  	Up to 10 minutes
2	Cloud of Daggers	1A	60 ft.	  	Up to 1 minute
2	Hold Person	1A	60 ft.	  	Up to 1 minute
2	Invisibility	1A	Touch	  	Up to 1 hour
2	Magic Weapon	1BA	Touch	  	1 hour duration
2	Misty Step	1BA	Self	  	
2	Spiritual Weapon	1BA	60 ft.	  	Up to 1 minute
				  	

****Cast at-will.**



DUNGEON MASTERS



LANGUAGES

Common, Draconic, Elvish

EQUIPMENT

Magic Item Attunement



COINS

CP	SP	EP	GP	PP
			25	

Cadmus

CHARACTER NAME

Criminal

BACKGROUND

Human

SPECIES

Wizard

CLASS

Transmuter

SUBCLASS

5

LEVEL

XP

ARMOR CLASS

12

SHIELD

HIT POINTS

CURRENT

TEMP

37

MAX

HIT DICE

SPENT

3d6

MAX

DEATH SAVED

SUCCESSSES

FAILURES

DUNGEONS & DRAGONS

PROFICIENCY BONUS

+3

INTELLIGENCE

+3

16

MODIFIER SCORE

INITIATIVE

+1

SPEED

30

SIZE

M

PASSIVE PERCEPTION

12

STRENGTH

-1

8

MODIFIER SCORE

☐ -1 Saving Throw
 ☐ -1 Athletics

☒ +6 Saving Throw
 ☐ +8 Arcana
 ☐ +10 History
 ☐ +8 Investigation
 ☐ +8 Nature
 ☐ +8 Religion

DEXTERITY

+1

12

MODIFIER SCORE

☐ +1 Saving Throw
 ☐ +1 Acrobatics
 ☒ +4 Sleight of Hand
 ☒ +4 Stealth

WISDOM

+2

14

MODIFIER SCORE

☒ +5 Saving Throw
 ☐ +2 Animal Handling
 ☐ +2 Insight
 ☐ +2 Medicine
 ☐ +2 Perception
 ☐ +2 Survival

CONSTITUTION

+3

16

MODIFIER SCORE

☒ +6 Saving Throw

CHARISMA

+0

10

MODIFIER SCORE

☐ +0 Saving Throw
 ☒ +3 Deception
 ☐ +0 Intimidation
 ☐ +0 Performance
 ☐ +0 Persuasion

HEROIC INSPIRATION

WEAPONS & DAMAGE CANTRIPS			
Name	Atk Bonus / DC	Damage & Type	Notes
Dagger	+4	1d4 + 1 Piercing	Finesse, Light, Range 20/60
Fire Bolt	+6	1d10 Fire	Range 120
Thunderclap	Con 14	1d6 Thunder	5-foot Emanation

CLASS FEATURES

SPELLCASTING

Choose 9 spells from your spellbook to prepare.

RITUAL ADEPT

You can cast any spell as a Ritual if that spell has the Ritual tag and the spell is in your spellbook. You must read from the book.

ARCANE RECOVERY

When you finish a Short Rest, you can recover expended spell slots. The spell slots can have a combined level equal to no more than 2. You can use this feature once per Long Rest.

MEMORIZE SPELL

Whenever you finish a Short Rest, you can study your spellbook and replace one of the level 1+ Wizard spells with another level 1+ spell.

SCHOLAR (already added)

TRANSMUTATION SAVANT (already added)

TRANSMUTER'S STONE

When you finish a Long Rest, you can create a magic stone that lasts until you use this feature again. The stone is a Tiny object and you can use it as a Spellcasting Focus for your Wizard spells.

A creature with the stone in its possession gains proficiency in Constitution saving throws (already added to you), and can choose an additional benefit (chosen when you create the stone). You can change the benefit when you cast a Transmutation spell using a spell slot.

Darkvision. The bearer gains Darkvision with a range of 60 feet or increases the range of its Darkvision by 60 feet.

Speed. The bearer's Speed increases by 10 feet.

Resistance. The bearer gains Resistance to Acid, Cold, Fire, Lightning, Poison, or Thunder damage (your choice each time you choose this benefit).

WONDROUS ALTERATION

You always have the *Alter Self* spell prepared and can cast it once per Long Rest without expending a spell slot. You can also cast it using any spell slots of the appropriate level. While under the effects of *Alter Self* you gain an additional benefit for each of its options.

Aquatic Adaptation. While underwater, you can take the Dash action as a Bonus Action.

Change Appearance. You have Advantage on Charisma (Deception) checks.

Natural Weapons. The damage of your new growth increases to 2d6 damage of the type associated with the growth. You also have Advantage on Constitution saving throws to maintain Concentration.

EQUIPMENT TRAINING & PROFICIENCIES

ARMOR TRAINING

Light Medium Heavy Shields

WEAPONS

Simple Weapons

TOOLS

Thieves' Tools

SPECIES TRAITS

RESOURCEFUL

You gain Heroic Inspiration whenever you finish a Long Rest.

SKILLFUL

You gain proficiency in one skill of your choice.

VERSATILE

You gain an Origin feat of your choice.

FEATS

SKILLED (already added)

+3

SPELLCASTING MODIFIER

14

SPELL SAVE DC

+6

SPELL ATTACK BONUS

SPELL SLOTS

	Total	Expended		Total	Expended		Total	Expended
LEVEL 1	4		LEVEL 4			LEVEL 7		
LEVEL 2	3		LEVEL 5			LEVEL 8		
LEVEL 3	2		LEVEL 6			LEVEL 9		

CANTRIPS & PREPARED SPELLS

Level	Name	Casting Time	Range	Concentration, Ritual & Required Material			Notes
0	Elementalism	1A	30 ft.	✦C	✦R	✦M	
0	Fire Bolt	1A	120 ft.	✦C	✦R	✦M	
0	Mending	1A	Touch	✦C	✦R	◆M	
0	Thunderclap	1A	Self	✦C	✦R	✦M	
1	Comprehend Languages	1A	Self	✦C	◆R	◆M	1 hour duration
1	Find Familiar	1A	10 ft.	✦C	✦R	◆M	
1	Identify	1m	Touch	✦C	✦R	◆M	
1	Mage Armor	1A	Touch	✦C	✦R	◆M	
1	Magic Missile	1A	120 ft.	✦C	✦R	✦M	8 hour duration
1	Shield	1R	Self	✦C	✦R	✦M	1 round duration
2	Alter Self*	1A	Self	◆C	✦R	✦M	Up to 1 hour
2	Blindness/Deafness	1A	120 ft.	✦C	✦R	✦M	1 minute duration
2	Blur	1A	Self	◆C	✦R	✦M	Up to 1 minute
2	Dragon's Breath	1BA	Touch	◆C	✦R	◆M	Up to 1 minute
2	Magic Weapon	1BA	Touch	✦C	✦R	✦M	1 hour duration
2	Misty Step	1BA	Self	✦C	✦R	✦M	
2	Rope Trick	1A	Touch	✦C	✦R	◆M	1 hour duration
2	Spider Climb	1A	Touch	◆C	✦R	◆M	Up to 1 hour
3	Fireball	1A	150 ft.	✦C	✦R	◆M	
3	Haste	1A	30 ft.	◆C	✦R	◆M	Up to 1 minute
3	Slow	1A	120 ft.	◆C	✦R	◆M	Up to 1 minute
				✦C	✦R	✦M	

*Cast once per Long Rest without a spell slot.



WATCH THIS CHARACTER ON

DUNGEON MASTERS



LANGUAGES

Common, Draconic, Halfling

EQUIPMENT

Daggers (4), Spellbook, Thieves' Tools, Crowbar, 2 Pouches, Traveler's Clothes

Scholar's Pack: Backpack, Book, Ink, Ink Pen, Lamp, 10 flasks of Oil, 10 sheets of Parchment, Tinderbox

Potion of Healing
(see PH or Basic Rules)

Magic Item Attunement



COINS

CP	SP	EP	GP	PP
			50	

Princess Hobnip
CHARACTER NAME

Noble
BACKGROUND

Goliath
SPECIES

Fighter
CLASS

Arcane Archer
SUBCLASS

5

LEVEL

XP

ARMOR CLASS

15

SHIELD

HIT POINTS

CURRENT

TEMP

34

MAX

HIT DICE

SPENT

3d10

MAX

DEATH SAVED

SUCCESSSES

FAILURES

DUNGEONS & DRAGONS

PROFICIENCY BONUS
+3

INTELLIGENCE
+3
16
MODIFIER SCORE

INITIATIVE
+3

SPEED
30

SIZE
M

PASSIVE PERCEPTION
9

STRENGTH
+2
14
MODIFIER SCORE

☒ +5 Saving Throw
☐ +2 Athletics

INTELLIGENCE
+3
16
MODIFIER SCORE

☐ +3 Saving Throw
☒ +6 Arcana
☒ +6 History
☒ +6 Investigation
☒ +6 Nature
☒ +6 Religion

DEXTERITY
+3
16
MODIFIER SCORE

☐ +3 Saving Throw
☐ +3 Acrobatics
☐ +3 Sleight of Hand
☐ +3 Stealth

WISDOM
-1
8
MODIFIER SCORE

☐ -1 Saving Throw
☐ -1 Animal Handling
☒ +2 Insight
☐ -1 Medicine
☐ -1 Perception
☐ -1 Survival

CONSTITUTION
+0
10
MODIFIER SCORE

☒ +3 Saving Throw

CHARISMA
+1
12
MODIFIER SCORE

☐ +1 Saving Throw
☐ +1 Deception
☐ +1 Intimidation
☐ +1 Performance
☒ +4 Persuasion

HEROIC INSPIRATION

EQUIPMENT TRAINING & PROFICIENCIES

ARMOR TRAINING Light Medium Heavy Shields

WEAPONS
Martial Weapons, Simple Weapons

TOOLS
Bagpipes, Disguise Kit, Gaming Set (dragonchess)

WEAPONS & DAMAGE CANTRIPS			
Name	Atk Bonus / DC	Damage & Type	Notes
Longbow	+8	1d8 + 3 Piercing	Slow, Range 150/600
Scimitar	+6	1d6 + 3 Slashing	Finesse, Light, Nick
Shortsword	+6	1d6 + 3 Piercing	Finesse, Light, Vex

CLASS FEATURES

FIGHTING STYLE
Archery (already added)

SECOND WIND
As a Bonus Action, you can regain 1d10 + 3 Hit Points. You can use this feature twice. You regain one expended use when you finish a Short Rest, and you regain all expended uses when you finish a Long Rest.

WEAPON MASTERY
Longbow, Scimitar, Shortsword (see PH or Basic Rules)

ACTION SURGE
On your turn, you can take one additional action, except the Magic action. Once you use this feature, you can't do so again until you finish a Short or Long Rest.

TACTICAL MIND
see PH or Basic Rules

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

TACTICAL SHIFT
Whenever you activate your Second Wind with a Bonus Action, you can move up to half your Speed without provoking Opportunity Attacks.

ARCANE ARCHER LORE (already added)

ARCANE SHOT
Arcane Shot Die d6, Saving Throw DC 13
Once per turn when you make an ranged attack using a weapon with the ammunition property, choose an Arcane Shot option to apply. Use 3 times, regaining all uses after a Short or Long Rest.

Beguiling Shot. When you hit a creature with this Arcane Shot, it takes an extra 2d6 Psychic damage and must succeed on a DC 13 Wisdom saving throw or have the Charmed condition until the start of you next turn, treating either you or one of your allies within 30 ft. of the target (your choice) as the charmer. The Charmed condition ends early if the charmer attacks the target, deals damage to it, or forces it to make a saving throw.

Enfeebling Shot. The creature you hit takes an extra 2d6 Necrotic damage and must make a DC 13 Constitution saving throw. On a failed save, it has the Poisoned condition until the end of its next turn. Whenever a target Poisoned in this way hits with an attack roll, it subtracts 1d6 from the total damage of that attack.

SPECIES TRAITS

GIANT ANCESTRY (FIRE GIANT)
Fire's Burn. When you hit a target with an attack roll and deal damage to it, you can also deal 1d10 Fire damage to that target. Use twice, and regain all uses after a Long Rest.

POWERFUL BUILD
You have Advantage on any ability check you make to end the Grappled condition. You also count as one size larger when determining your carrying capacity.

FEATS

SKILLED (already added)

Intelligence
SPELLCASTING ABILITY

+3

SPELLCASTING
MODIFIER

14

SPELL SAVE DC

+6

SPELL ATTACK BONUS

DUNGEONS
& DRAGONS

SPELL SLOTS

	Total	Expended		Total	Expended		Total	Expended
LEVEL 1			LEVEL 4			LEVEL 7		
LEVEL 2			LEVEL 5			LEVEL 8		
LEVEL 3			LEVEL 6			LEVEL 9		



WATCH THIS CHARACTER ON

DUNGEON
MASTERS



LANGUAGES

Common, Elvish, Giant

EQUIPMENT

Studded Leather, Longbow, Scimitar, Shortsword, Quiver with 40 Arrows, Disguise Kit, Gaming Set (dragonchess), Fine Clothes, Perfume

Dungeoneer's Pack: Backpack, Caltrops, Crowbar, 2 flasks of Oil, 10 days of Rations, Rope, Tinderbox, 10 Torches, Waterskin

Potion of Healing
(see PH or Basic Rules)

Magic Item Attunement

COINS

CP	SP	EP	GP	PP
			200	

Sailor CHARACTER NAME Mulhorandi Tomb Raider BACKGROUND Aasimar SPECIES	Monk CLASS Warrior of the Mystic Arts SUBCLASS	5 LEVEL XP	ARMOR CLASS 16 SHIELD	HIT POINTS TEMP 38 CURRENT MAX	HIT DICE SPENT 3d8 MAX	DEATH SAVED SUCCESS FAILURE
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DUNGEONS & DRAGONS

PROFICIENCY BONUS +3	INTELLIGENCE -1 8 MODIFIER SCORE	INITIATIVE +4	SPEED 40	SIZE M	PASSIVE PERCEPTION 12
--	---	---	--	--	---

STRENGTH

+0

10

 MODIFIER SCORE

☒ +3 Saving Throw
☐ +0 Athletics

WISDOM

+2

14

 MODIFIER SCORE

☐ -1 Saving Throw
☐ -1 Arcana
☐ -1 History
☒ +2 Investigation
☐ -1 Nature
☒ +2 Religion

DEXTERITY

+4

18

 MODIFIER SCORE

☒ +7 Saving Throw
☒ +7 Acrobatics
☐ +4 Sleight of Hand
☐ +4 Stealth

CONSTITUTION

+2

14

 MODIFIER SCORE

☐ +2 Saving Throw

CHARISMA

+0

10

 MODIFIER SCORE

☐ +0 Saving Throw
☐ +0 Deception
☐ +0 Intimidation
☐ +0 Performance
☐ +0 Persuasion

EQUIPMENT TRAINING & PROFICIENCIES

ARMOR TRAINING

✦ Light
✦ Medium
✦ Heavy
✦ Shields

WEAPONS
 Simple Weapons, Martial Weapons that have the Light property

TOOLS
 Mason's Tools

Weapons & Damage Cantrips			
Name	Atk Bonus / DC	Damage & Type	Notes
Unarmed Strike	+7	1d6 + 4 Bludgeoning	Can use as a Bonus Action
Dagger	+7	1d4 + 4 Piercing	Finesse, Light, Range 20/60
Thunderclap	Con 13	1d6 Thunder	5-foot Emanation

CLASS FEATURES

MARTIAL ARTS (already added)

UNARMORED DEFENSE (already added)

MONK'S FOCUS
5 Focus Points; refresh on a Short or Long Rest

Flurry of Blows. You can expend 1 Focus Point to make two Unarmed Strikes as a Bonus Action.

Patient Defense. You can take the Disengage action as a Bonus Action. Alternatively, you can expend 1 Focus Point to take both the Disengage and the Dodge actions as a Bonus Action.

Step of the Wind. You can take the Dash action as a Bonus Action. Alternatively, you can expend 1 Focus Point to take both the Disengage and Dash actions as a Bonus Action, and your jump distance is doubled for the turn.

UNARMORED MOVEMENT (already added)

UNCANNY METABOLISM
 When you roll Initiative, you can regain all expended Focus Points. When you do so, roll your Martial Arts die, and regain 5 Hit Points plus the number rolled. Once you use this feature, you can't use it again until you finish a Long Rest.

DEFLECT ATTACKS
 see PH or Basic Rules

SLOW FALL
 Take a Reaction when you fall to reduce damage from the fall by 15.

STUNNING STRIKE
 see PH or Basic Rules

SPELLCASTING
 You prepare and cast spells as a Sorcerer.

SPECIES TRAITS

Resistance to Necrotic damage and Radiant damage

Darkvision 60 feet

HEALING HANDS
 As a Magic action, you touch a creature and roll 2d4. The creature regains a number of Hit Points equal to the total rolled. Once you use this trait, you can't use it again until you finish a Long Rest.

CELESTIAL REVELATION
 see PH or Basic Rules

FEATS

LUCKY
 You gain the following benefits.

Luck Points. You have 3 Luck Points and can spend the points on the benefits below. You regain your expended Luck Points when you finish a Long Rest.

Advantage. When you roll a d20 for a D20 Test, you can spend 1 Luck Point to give yourself Advantage on the roll.

Disadvantage. When a creature rolls a d20 for an attack roll against you, you can spend 1 Luck Point to impose Disadvantage on that roll.

+5 SPELL ATTACK BONUS



	Total	Expended		Total	Expended		Total	Expended
LEVEL 1	3		LEVEL 4			LEVEL 7		
LEVEL 2			LEVEL 5			LEVEL 8		
LEVEL 3			LEVEL 6			LEVEL 9		

Level	Name	Casting Time	Range	Concentration, Ritual & Required Material	Notes
0	Light	1A	Touch		1 hour duration
0	Thunderclap	1A	Self		
1	Chromatic Orb	1A	90 ft.		
1	Expeditious Retreat	1BA	Self		10 minute duration
1	Shield	1R	Self		1 round duration
1	Thunderwave	1A	Self		



DUNGEON MASTERS



Common, Draconic, Netherese

CP	SP	EP	GP	PP
			25	

Sapphira

CHARACTER NAME

Familiar Trainer

BACKGROUND

High Elf

SPECIES

Warlock

CLASS

Vestige Patron

SUBCLASS

5

LEVEL

XP

ARMOR CLASS

13

SHIELD

HIT POINTS

CURRENT

TEMP

43

MAX

HIT DICE

SPENT

3d8

MAX

DEATH SAVED

SUCCESSSES

FAILURES

DUNGEONS & DRAGONS

PROFICIENCY BONUS

+3

INTELLIGENCE

+1

12

MODIFIER SCORE

INITIATIVE

+2

SPEED

30

SIZE

M

PASSIVE PERCEPTION

10

STRENGTH

-1

8

MODIFIER SCORE

-1

Saving Throw

-1

Athletics

+6

Arcana

+1

History

+3

Investigation

+1

Nature

+1

Religion

WEAPONS & DAMAGE CANTRIPS			
Name	Atk Bonus / DC	Damage & Type	Notes
Sickle	+2	1d4 - 1 Slashing	Light
Dagger	+5	1d4 + 2 Piercing	Finesse, Light, Range 20/60
Eldritch Blast	+6	1d10 + 3 Force	Range 120
Shocking Grasp	+6	1d8 Lightning	Range Touch

DEXTERITY

+2

14

MODIFIER SCORE

+2

Saving Throw

+2

Acrobatics

+2

Sleight of Hand

+2

Stealth

WISDOM

+0

10

MODIFIER SCORE

+3

Saving Throw

+3

Animal Handling

+3

Insight

+0

Medicine

+0

Perception

+0

Survival

CONSTITUTION

+3

16

MODIFIER SCORE

+3

Saving Throw

CHARISMA

+3

16

MODIFIER SCORE

+6

Saving Throw

+6

Deception

+0

Intimidation

+0

Performance

+0

Persuasion

HEROIC INSPIRATION

CLASS FEATURES

ELDRITCH INVOCATIONS

Agonizing Blast. You can add +3 to the damage rolls of *Eldritch Blast*.

Armor of Shadows. You can cast *Mage Armor* on yourself without expending a spell slot.

Eldritch Mind. You have Advantage on Constitution saving throws that you make to maintain Concentration.

PACT MAGIC

You have 2 slots at level 2 each. Regain all Pact Magic spell slots after a Short or Long Rest. Spells already added.

MAGICAL CUNNING

You can perform an esoteric rite for 1 minute. At the end of it, you regain 1 expended Pact Magic spell slot. Once you use this feature, you can't do so again until you finish a Long Rest.

VESTIGE COMPANION

See bonus sheet.

VESTIGE SPELLS

War Domain Cleric spells are Warlock spells for you. You always have the following spells prepared:

Guiding Bolt, Shield of Faith, Magic Weapon, Spiritual Weapon, Spirit Guardians.

EQUIPMENT TRAINING & PROFICIENCIES

ARMOR TRAINING

Light

Medium

Heavy

Shields

WEAPONS

Simple Weapons

TOOLS

Gaming Set (dice)

SPECIES TRAITS

Darkvision 60 feet

Elven Lineage (High Elf)

Shocking Grasp cantrip (swap after Long Rest) and *Detect Magic* (see PH or Basic Rules).

FEY ANCESTRY

You have Advantage on saving throws you make to avoid or end the Charmed condition.

KEEN SENSES

(already added)

TRANCE

You don't need to sleep, and magic can't put you to sleep. You can finish a Long Rest in 4 hours if you spend those hours in a trancelike meditation, during which you retain consciousness.

FEATURES

FAMILIAR FRIEND

You gain the following benefits.

Faithful Companion. You always have the *Find Familiar* spell prepared. Charisma is your spellcasting ability for this spell. You can cast it once without a spell slot or Material components, and you regain the ability to cast it in this way when you finish a Long Rest. You can also cast the spell using any spell slots you have.

Fortified Familiar. When you cast the *Find Familiar* spell, your familiar's Hit Point maximum and current Hit Points are increased by an amount equal to twice your character level.

Helpful Friend. When you make an ability check using a skill in which you have proficiency while your familiar is within 5 feet of you, you gain Advantage on the check. You can use this benefit twice, and you regain all expended uses when you finish a Long Rest.

+6 SPELL ATTACK BONUS



SPELL SLOTS

	Total	Expended		Total	Expended		Total	Expended
LEVEL 1			LEVEL 4			LEVEL 7		
LEVEL 2			LEVEL 5			LEVEL 8		
LEVEL 3	2		LEVEL 6			LEVEL 9		

CANTRIPS & PREPARED SPELLS

Level	Name	Casting Time	Range	Concentration, Ritual & Required Material	Notes
0	Eldritch Blast	1A	120 ft.	  	
0	Mage Hand	1A	30 ft.	  	1 minute duration
0	Minor Illusion	1A	30 ft.	  	1 minute duration
1	Detect Magic*	1A	Self	  	Up to 10 minutes
1	Find Familiar*	1A	10 ft.	  	
1	Guiding Bolt	1A	120 ft.	  	1 round duration
1	Hex	1BA	90 ft.	  	Up to 1 hour
1	Mage Armor**	1A	Touch	  	8 hour duration
1	Shield of Faith	1BA	60 ft.	  	Up to 10 minutes
2	Cloud of Daggers	1A	60 ft.	  	Up to 1 minute
2	Hold Person	1A	60 ft.	  	Up to 1 minute
2	Invisibility	1A	Touch	  	Up to 1 hour
2	Magic Weapon	1BA	Touch	  	1 hour duration
2	Misty Step*	1BA	Self	  	
2	Spiritual Weapon	1BA	Touch	  	Up to 1 minute
3	Counterspell	1A	60 ft.	  	
3	Fly	1A	Touch	  	Up to 10 minutes
3	Spirit Guardians	1A	Self	  	Up to 10 minutes
				  	

****Cast at-will.**



DUNGEON MASTERS



LANGUAGES

Common, Draconic, Elvish

EQUIPMENT

Leather Armor, Sickle, Daggers
(4), Arcane Focus (orb), Book
(occult lore), Bell, String, Traveler's
Clothes

Scholar's Pack: Backpack, Book, Ink, Ink Pen, Lamp, 10 flasks of Oil, 10 sheets of Parchment, Tinderbox

Potion of Healing
(see PH or Basic Rules)

Magic Item Attunement



COINS

CP	SP	EP	GP	PP
			25	

VESTIGE PATRON (WARLOCK)

Wield the Remnants of a Dying God's Power

Your pact draws on the power of a dying god, a being once worshipped by countless followers but now abandoned and forgotten. This dying god, known as a vestige, might have been benevolent, evil, or strange and unknowable, but now it is driven to regain its former power. The vestige needs your help, and it is willing to share its remaining strength with you.

LEVEL 3: VESTIGE COMPANION

The vestige manifests, drawing strength from your pact. It uses the **Vestige Companion** stat block and is a Celestial, Fiend, or Undead (choose when you gain this feature). You determine what the vestige looks like, but regardless of its form, the vestige bears features indicating its supernatural origin. For example, you might decide your vestige is an oversize floating skull etched with sigils, a circle of glowing runes, or a constantly shifting abstract shape. The vestige is Friendly to you and your allies and obeys your commands. It vanishes if you die.

The Vestige in Combat. In combat, the vestige acts during your turn. It can move and use its Reaction on its own, but the only action it takes is the Dodge action unless you take a Bonus Action to command it to take an action in its stat block or some other action. You can also sacrifice one of your attacks when you take the Attack action to command the vestige to take the Vestige's Strike action. If you have the Incapacitated condition, the vestige acts on its own and isn't limited to the Dodge action.

Disappearance of the Vestige. When the vestige drops to 0 Hit Points, it disappears. You can spend 1 minute performing a magical ceremony to manifest the vestige again; it reappears with its maximum Hit Points in an unoccupied space within 5 feet of you. As a Magic action, you can temporarily dismiss the vestige to a pocket dimension. As a Magic action while it is temporarily dismissed, you can cause the vestige to reappear in an unoccupied space within 30 feet of you. Whenever the vestige drops to 0 Hit Points or disappears into the pocket dimension, it leaves behind in its space anything it was wearing or carrying. Whenever you finish a Long Rest, you can summon the vestige in a new form, which appears in an unoccupied space within 5 feet of you. You choose its appearance and whether it is a Celestial, Fiend, or Undead. If the vestige is already manifested from this feature, its form changes to the new one.

VESTIGE COMPANION

Small Celestial, Fiend, or Undead; Neutral

AC 13 + your Charisma modifier
HP 4 + four times your Warlock level (the vestige has a number of Hit Dice [d6s] equal to your Warlock level)
Speed 5 Ft., Fly 30 ft. (hover)

MOD			SAVE			MOD			SAVE			MOD			SAVE		
STR	1	-5	-5	DEX	14	+2	+2	CON	10	+0	+0						
INT	15	+2	+2	WIS	15	+2	+2	CHA	16	+3	+3						

Resistances Fire (Fiend only), Necrotic (Undead only), Radiant (Celestial only)
Immunities Charmed, Frightened, Prone
Senses Darkvision 60 ft.; Passive Perception 12
Languages Speaks the languages you know
CR None (XP 0; PB equals your Proficiency Bonus)

TRAITS

Pact Bond. Add your Proficiency Bonus to any ability check or saving throw the vestige makes.

ACTIONS

Vestige's Strike. *Melee or Ranged Attack Roll:* Bonus equals your spell attack modifier, reach 5 ft. or range 60 ft. *Hit:* 1d6 + 3 plus your Charisma modifier Fire (Fiend), Necrotic (Undead), or Radiant (Celestial) damage.

BONUS ACTIONS

Divine Power (1/Day). Your vestige manifests a remnant of its divine power in one of the following ways, based on its form:

Cursed Invocation (Undead Only). The vestige places a curse on a creature you can see within 30 feet of the vestige for 1 minute. While cursed, the target has Disadvantage on attack rolls against you and the vestige.

Fiendish Swap (Fiend Only). If you and the vestige are within 60 feet of each other, you both teleport, swapping places.

Healing Touch (Celestial Only). The vestige touches another creature. The target regains Hit Points equal to 2d8 plus your Charisma modifier and ends one condition on it: Blinded, Deafened, or Poisoned.