

Sgt. Carse Youngblood

CHARACTER NAME

Wizard 1
CLASS & LEVEL

Human
RACE

Soldier
BACKGROUND

Lawful Neutral
ALIGNMENT

PLAYER NAME

EXPERIENCE POINTS

STRENGTH
11
0

DEXTERITY
15
2

CONSTITUTION
14
2

INTELLIGENCE
16
3

WISDOM
13
1

CHARISMA
9
-1

0 INSPIRATION

2 PROFICIENCY BONUS

SAVING THROWS

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

SKILLS

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

12
ARMOR CLASS

+2
INITIATIVE

30ft
SPEED

Hit Point Maximum 8
CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1
HIT DICE

SUCCESSSES ○○○○
FAILURES ○○○○
DEATH SAVES

NAME	ATK BONUS	DAMAGE/TYPE
Dagger	+4	1D4+2

ATTACKS & SPELLCASTING

I'm full of tales from the military for every combat situation.
PERSONALITY TRAITS

My city/nation/people are all that matters.
IDEALS

Those who fight beside me are those worth dying for.
BONDS

I obey the law, even if the law causes misery.
FLAWS

Arcane Recovery

Cantrips: Light, Ray of Frost, Shocking Grasp

Spellbook: Burning Hands, Mage Armor, Magic Missile, Shield, Sleep, Thunderwave

Military Rank
Soldier Specialty: Officer

FEATURES & TRAITS

11 PASSIVE WISDOM (PERCEPTION)

Languages - Common

OTHER PROFICIENCIES & LANGUAGES

CP
SP
EP
GP 10
PP

Wand, Scholar's Pack, Spellbook, Insignia, Set of Cards, Common Clothes, Belt Pouch

EQUIPMENT

Azure

CHARACTER NAME

Rogue 1
CLASS & LEVEL

High Elf
RACE

Acolyte
BACKGROUND

Chaotic Neutral
ALIGNMENT

PLAYER NAME

EXPERIENCE POINTS

STRENGTH
8
-1

DEXTERITY
17
3

CONSTITUTION
12
1

INTELLIGENCE
14
2

WISDOM
14
2

CHARISMA
10
0

0 INSPIRATION

2 PROFICIENCY BONUS

SAVING THROWS

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

SKILLS

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

14
ARMOR CLASS

+3
INITIATIVE

30ft
SPEED

Hit Point Maximum 9

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

NAME	ATK BONUS	DAMAGE/TYPE
Rapier	+5	1D8+3
Shortbow	+5	1D6+3
Dagger x2	+5	1D4+3

ATTACKS & SPELLCASTING

I see omens in every event and action. The gods try to speak to us, we need to listen.

PERSONALITY TRAITS

Aspiration - Must prove myself to Shevarash

IDEALS

I owe my life to the priest who took me in when my parents died.

BONDS

I am inflexible in my thinking.

FLAWS

16 PASSIVE WISDOM (PERCEPTION)

Languages: Common, Elvish, Undercommon

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP 15

PP

Leather, Explorer's Pack, Thieves Tools, Holy Symbol of Shevarash, Prayer Book, Vestments, Common Clothes, Belt Pouch

EQUIPMENT

Elf Traits, including 60ft darkvision

Cantrip: Fire Bolt (+4, 120ft range, 1D10 dmg)

Expertise: Stealth, Perception

Thieves' Cant

Sneak Attack (1D6)

FEATURES & TRAITS

Bilgar Hilrock

CHARACTER NAME

Fighter 1
CLASS & LEVEL

Mountain Dwarf
RACE

Sage
BACKGROUND

Neutral Good
ALIGNMENT

PLAYER NAME

EXPERIENCE POINTS

STRENGTH
17
3

DEXTERITY
11
0

CONSTITUTION
15
2

INTELLIGENCE
14
2

WISDOM
10
0

CHARISMA
8
-1

0 INSPIRATION

2 PROFICIENCY BONUS

- SAVING THROWS
- 5 Strength
 - 0 Dexterity
 - 4 Constitution
 - 2 Intelligence
 - 0 Wisdom
 - 1 Charisma

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

19
ARMOR CLASS

+0
INITIATIVE

25ft
SPEED

Hit Point Maximum 12
CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1
HIT DICE

SUCCESSES
FAILURES
DEATH SAVES

NAME	ATK BONUS	DAMAGE/TYPE
Warham	+5	1D8+3
Handaxe	+5	1D6+3
Handaxe	+2	1D6 (thrw)

ATTACKS & SPELLCASTING

There's nothing I like more than a good mystery.
PERSONALITY TRAITS

Knowledge - Power and self-improvement is through knowledge.
IDEALS

I work to preserve a university
BONDS

I overlook obvious solutions in favor of complicated ones.
FLAWS

Dwarf Traits, including 60ft darkvision, poison resilience, stonecunning
Fighter Style: Defense (+1 AC when wearing armor)
Researcher
Sage Specialty: Professor
SECOND WIND
FEATURES & TRAITS

10 PASSIVE WISDOM (PERCEPTION)

Languages: Common, Dwarvish, Elvish, Goblin
OTHER PROFICIENCIES & LANGUAGES

CP Chainmail, Shield, Explorer's Pack, Sage "Stuff", Common Clothes, Belt Pouch
SP
EP
GP 10
PP
EQUIPMENT

Gilygan Hairyfoot

CHARACTER NAME

Cleric 1
CLASS & LEVEL
Lightfoot Halfling
RACE

Folk Hero
BACKGROUND
Lawful Good
ALIGNMENT

PLAYER NAME

EXPERIENCE POINTS

STRENGTH
10
0

DEXTERITY
14
2

CONSTITUTION
14
2

INTELLIGENCE
8
-1

WISDOM
15
2

CHARISMA
14
2

0 INSPIRATION

2 PROFICIENCY BONUS

- SAVING THROWS
- Strength
 - Dexterity
 - Constitution
 - Intelligence
 - Wisdom
 - Charisma

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

18
ARMOR CLASS

+2
INITIATIVE

25ft
SPEED

Hit Point Maximum 10
CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1
HIT DICE

SUCCESSSES ○○○○
FAILURES ○○○○
DEATH SAVES

NAME	ATK BONUS	DAMAGE/TYPE
Mace	+2	1D6
Lt Cross	+4	1D8+2
Bolts x 20		

ATTACKS & SPELLCASTING

If someone is in trouble, I'm there to lend a hand.
PERSONALITY TRAITS

People deserve to be treated with dignity and respect.
IDEALS

I worked the land, I love the land and I will protect the land.
BONDS

Has a weakness for vices of the city, especially hard drink.
FLAWS

12 PASSIVE WISDOM (PERCEPTION)

Languages: Common, Halfling
OTHER PROFICIENCIES & LANGUAGES

CP Scalemail, Shield, Priest's Pack, Holy Symbol of Yondalla, Cobbler's Tools, Shovel, Iron Pot, Common Clothes, Belt Pouch
SP
EP
GP 10
PP
EQUIPMENT

Halfling traits, including luck, brave, nimble and naturally stealthy
Disciple of Life
Cantrips: Guidance, Resistance, Spare the Dying
Rustic Hospitality
Folk Hero Defining Event: I stood up to a tyrant's agents.
FEATURES & TRAITS