

**Fighter 1**  
CLASS & LEVEL

BACKGROUND

PLAYER NAME

**Human**  
RACE

ALIGNMENT

EXPERIENCE POINTS

CHARACTER NAME

**STRENGTH**  
**+3**  
16

**DEXTERITY**  
**+2**  
14

**CONSTITUTION**  
**+2**  
15

**INTELLIGENCE**  
**+0**  
11

**WISDOM**  
**+1**  
13

**CHARISMA**  
**-1**  
9

**INSPIRATION**

**+2** PROFICIENCY BONUS

**SAVING THROWS**

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

**SKILLS**

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

**17** ARMOR CLASS

**+2** INITIATIVE

**30** SPEED

Hit Point Maximum **12**

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total **1d10** HIT DICE

SUCCESSES ○○○○

FAILURES ○○○○

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

**ATTACKS & SPELLCASTING**

NAME	ATK BONUS	DAMAGE/TYPE
Greatsword	+5	2d6 + 3 slashing
Longbow	+4	1d8 + 2 piercing

**Second Wind.** You have a limited well of stamina you can draw on to protect yourself from harm. 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.

**Fighting Style (Defense).** While you are wearing armor, you gain a +1 bonus to AC. This bonus is already included in your AC.

FEATURES & TRAITS

**11** PASSIVE WISDOM (PERCEPTION)

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

**Languages:** Common, Monster's language.

OTHER PROFICIENCIES & LANGUAGES

Chain mail, greatsword, longbow, 20 arrows, two handaxes, a dungeoneer's pack. Total weight: 130 lb. You can carry 130 lb total.

CP

SP

EP

GP

PP

EQUIPMENT

## HUMAN

Humans are the youngest of the common races, late to arrive on the world scene and short-lived in comparison to dwarves, elves, and dragons. But they are the innovators, the achievers, and the pioneers of the world, the most adaptable and ambitious people among the common races.

When humans settle somewhere, they stay. They build cities to last for the ages and great kingdoms that can persist for centuries. They live fully in the present—making them well suited to the adventuring life—but also plan for the future, striving to leave a lasting legacy.

### NAME SUGGESTIONS

Briandis, Eitinevsa, Kehred, Somedluin, Brinnia, Evfemia, Sucus, Churse, Fangolly, Tailcona, Dagordoll, Farond, Robynn, Tannah, Darani, Firiell, Rubink, Targel, Dardolpain, Galim, Sames, Whillene, Darum, Galin, Segnory, Wittin, Dunedhelen, Sewyna, Xytrichea, Ediord, Heressa, Siritabus, Ygebor, Eghid, Iudioca, Sloarm.

## FIGHTER

Fighters are the most diverse class of characters in the worlds of D&D. Questing knights, conquering overlords, royal champions, elite foot soldiers, hardened mercenaries, and bandit kings—as fighters, they all share an unparalleled mastery with weapons and armor, and a thorough knowledge of the skills of combat. And they are well acquainted with death, both meting it out and staring it defiantly in the face.

## BACKGROUND

Choose one of the backgrounds from the book to make this character complete. Roll once on the trinket table (pp 160–161), too.

## GAINING LEVELS

As you adventure and overcome challenges, you gain experience points (XP), as explained in the rulebook.

With each level you gain, you gain one additional Hit Die and add 1d10 + 2 (or 8, if you don't want to roll) to your hit point maximum.

### 2ND LEVEL: 300 XP

**Action Surge.** You can push yourself beyond your normal limits for a moment. 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.

### 3RD LEVEL: 900 XP

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

### 4TH LEVEL: 2,700 XP

**Ability Score Improvement.** Choose one of your six ability scores to improve by two. For example, if you choose Strength, it increases to 18, which has the following effects:

- Your Strength modifier becomes +4.
- Your attack bonus and your damage for Strength-based attacks, such as your greatsword, increase by 1.
- Your modifier to Strength saving throws increases by 1.
- Your modifier to Athletics increases by 1.

### 5TH LEVEL: 6,500 XP

**Extra Attack.** Whenever you take the Attack action on your turn, you can make two attacks, instead of one, as part of taking that action.

**Proficiency Bonus.** Your proficiency bonus increases to +3, which has the following effects:

- Your attack bonus increases by 1 for weapons you're proficient with.
- Your modifier for saving throws and skills you're proficient in (indicated by a •) increases by 1.

## IMPROVING YOUR ARMOR

As you acquire treasure, you can buy better armor to improve your Armor Class. The rulebook contains equipment, including armor.

Wizard 1

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Human

RACE

ALIGNMENT

EXPERIENCE POINTS

CHARACTER NAME

STRENGTH  
**+0**  
11

DEXTERITY  
**+2**  
14

CONSTITUTION  
**+2**  
15

INTELLIGENCE  
**+3**  
16

WISDOM  
**+1**  
13

CHARISMA  
**-1**  
9

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

30 SPEED

Hit Point Maximum 8

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1d6

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME	ATK BONUS	DAMAGE/TYPE
Ray of Frost	+5	1d8 cold
Quarterstaff	+2	1d8/1d10 bl

**Cantrips.** You know mage hand, light and ray of frost

**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 your spellbook.

**Spellbook.** Your spellbook contains: burning hands, detect magic, mage armor, magic missile, shield and sleep.

ATTACKS & SPELLCASTING

**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).

FEATURES & TRAITS

11 PASSIVE WISDOM (PERCEPTION)

**Proficiencies:** Daggers, darts, slings, quarterstaves, light crossbows.

**Languages:** Common, Monster's language.

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP

PP

A quarterstaff, an arcane focus, a scholar's pack, a spellbook. Total weight: 17 lb. You can carry 165 lb total.

EQUIPMENT

## HUMAN

Humans are the youngest of the common races, late to arrive on the world scene and short-lived in comparison to dwarves, elves, and dragons. But they are the innovators, the achievers, and the pioneers of the world, the most adaptable and ambitious people among the common races.

When humans settle somewhere, they stay. They build cities to last for the ages and great kingdoms that can persist for centuries. They live fully in the present—making them well suited to the adventuring life—but also plan for the future, striving to leave a lasting legacy.

### NAME SUGGESTIONS

Alberseven, Ehornal, Honwenlys, Rhena, Eibert, Iblaid, Rorkadley, Elwin Jennanne, Sanelle, Auleach, Ethdin, Sarinbin, Barra, Falien, Jokul, Seanant Cairance, Ghaireg, Keper, Sthilduit, Grane, Kylah, Stonnam, Cunoveh, Myrnail Theudis, Dolien, Granz, Pelin, Tobos, Grugai, Perse.

## WIZARD

Wizards are supreme magic-users. Drawing on the subtle weave of magic that permeates the cosmos, they cast spells of explosive fire, arcing lightning, subtle deception, and brute-force mind control. The mightiest wizards learn to conjure elementals from other planes of existence, glimpse the future, or turn slain foes into zombies.

## BACKGROUND

Choose one of the backgrounds from the book to make this character complete. Roll once on the trinket table (pp 160–161), too.

## GAINING LEVELS

As you adventure and overcome challenges, you gain experience points (XP), as explained in the rulebook.

With each level you gain, you gain one additional Hit Die and add 1d6 + 2 (or 6, if you don't want to roll) to your hit point maximum.

You gain access to more spells as you gain levels.

### —Spell Slots per Spell Level—

Level	Prepared Spells	1st	2nd	3rd
2nd	5	3	—	—
3rd	6	4	2	—
4th	8	4	3	—
6th	9	4	3	2

## ADDING TO YOUR SPELLBOOK

Each time you gain a wizard level, you can add two wizard spells of your choice to your spellbook, chosen from the wizard spell list in the rulebook. Each of these spells must be of a level for which you have spell slots.

**Copying a Spell into the Book.** When you find a wizard spell on your adventures, you can add it to your spellbook if it is of a level for which you have spell slots and if you can spare the time to decipher and copy it. For each level of the spell, the process takes 2 hours and requires 50 gp.

### 2ND LEVEL: 300 XP

**Evocation Savant.** The gold and time you must spend to copy an evocation spell into your spellbook is halved.

**Sculpt Spells.** When you cast an evocation spell that affects other creatures you can see, you can choose a number of them equal to 1 + the spell's level. They automatically succeed on their saving throws against the spell, and they take no damage if they would normally take half damage from it.

### 3RD LEVEL: 900 XP

**Spells.** You can now prepare and cast 2nd-level spells.

### 4TH LEVEL: 2,700 XP

**Spells.** You learn one more wizard cantrip of your choice.

**Ability Score Improvement.** Choose one of your six ability scores to improve by two. For example, if you choose Intelligence, it increases to 18, which has the following effects:

- Your Intelligence modifier becomes +4.
- Your spell saving throw DC increases by 1.
- Your bonus for your spell attacks increases by 1.
- Your modifier to Intelligence saving throws increases by 1.
- Your modifier to Intelligence-based skills increases by 1.

### 5TH LEVEL: 6,500 XP

**Spells.** You can prepare and cast 3rd-level spells.

**Proficiency Bonus.** Your proficiency bonus increases to +3, which has the following effects:

- Your attack bonus increases by 1 for your spell attacks and weapons you're proficient with.
- Your spell saving throw DC increases by 1.
- Your modifier for saving throws and skills you're proficient in (indicated by a •) increases by 1.
- Because the modifier for your Perception skill increased, your passive Wisdom (Perception) score increases by 1.

**Fighter 1**  
CLASS & LEVEL

BACKGROUND

PLAYER NAME

CHARACTER NAME

**Mountain Dwarvenfolk**  
RACE

ALIGNMENT

EXPERIENCE POINTS

**STRENGTH**  
**+3**  
17

**DEXTERITY**  
**+1**  
12

**CONSTITUTION**  
**+3**  
16

**INTELLIGENCE**  
**+0**  
10

**WISDOM**  
**+1**  
13

**CHARISMA**  
**-1**  
8

**INSPIRATION**

**+2** PROFICIENCY BONUS

**SAVING THROWS**

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

**SKILLS**

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

**17** ARMOR CLASS

**+1** INITIATIVE

**25** SPEED

Hit Point Maximum **13**

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total **1d10** HIT DICE

SUCCESSES ○○○○

FAILURES ○○○○

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME	ATK BONUS	DAMAGE/TYPE
Battleaxe	+5	1d8 + 3 slashing
Hand axe	+5	1d6 + 3 slashing

Hand axe can be thrown (20/60), battleaxe can be held with both hands (1d10 + 3).

**ATTACKS & SPELLCASTING**

**Second Wind.** You have a limited well of stamina you can draw on to protect yourself from harm. 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.

**Fighting Style (Defense).** While you are wearing armor, you gain a +1 bonus to AC. This bonus is already included in your AC.

**Darkvision.** You see in dim light within a 60-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.

**Dwarven Resilience.** You have advantage on saving throws against poison, and you have resistance against poison damage.

**11** PASSIVE WISDOM (PERCEPTION)

**Proficiencies:** All armor, shields, simple weapons, martial weapons.  
**Languages:** Dwarven, Common.

**OTHER PROFICIENCIES & LANGUAGES**

Chain mail, battleaxe, two handaxes, a dungeoneer's pack. Total weight: 125 lb. You can carry 255 lb total.

CP

SP

EP

GP

PP

**EQUIPMENT**

**FEATURES & TRAITS**

## DWARVEN

Kingdoms rich in ancient grandeur, halls carved into the roots of mountains, the echoing of picks and hammers in mines and blazing forges, a commitment to clan and tradition, and hatred of goblins and orcs—these threads are common to the dwarven heritage.

Bold and hardy, dwarves are known as skilled warriors, miners, and workers of stone and metal. They can live to be more than 400 years old, so the oldest living dwarves often remember a very different world.

Dwarves are solid and enduring like the mountains they love, weathering the centuries with stoic endurance. Individual dwarves are determined and loyal, true to their word and committed in action, sometimes to the point of stubbornness.

### NAME SUGGESTIONS

Ziri, Khainan, Nanain, Aznal, Banain, Zigiml, Shari, Orin, Thali, Mali, Bori, Mahel, Kheli, Throda, Gili, Sanzur, Ukran, Fari, Kamil, Udlar, Dainarv, Sanzir, Grimin, Bifar, Thrimin, Turi, Glukhat, Dainan, Kada, Gamil, Nanarv, Ziged, Urur, Gedu.

## FIGHTER

Fighters are the most diverse class of characters in the worlds of D&D. Questing knights, conquering overlords, royal champions, elite foot soldiers, hardened mercenaries, and bandit kings—as fighters, they all share an unparalleled mastery with weapons and armor, and a thorough knowledge of the skills of combat. And they are well acquainted with death, both meting it out and staring it defiantly in the face.

## BACKGROUND

Choose one of the backgrounds from the book to make this character complete. Roll once on the trinket table (pp 160–161), too.

## GAINING LEVELS

As you adventure and overcome challenges, you gain experience points (XP), as explained in the rulebook.

With each level you gain, you gain one additional Hit Die and add 1d10 + 3 (or 9, if you don't want to roll) to your hit point maximum.

### 2ND LEVEL: 300 XP

**Action Surge.** You can push yourself beyond your normal limits for a moment. 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.

### 3RD LEVEL: 900 XP

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

### 4TH LEVEL: 2,700 XP

**Ability Score Improvement.** Choose one of your six ability scores to improve by two. For example, if you choose Strength, it increases to 18, which has the following effects:

- Your Strength modifier becomes +4.
- Your attack bonus and your damage for Strength-based attacks, such as your battleaxe, increase by 1.
- Your modifier to Strength saving throws increases by 1.
- Your modifier to Athletics increases by 1.

### 5TH LEVEL: 6,500 XP

**Extra Attack.** Whenever you take the Attack action on your turn, you can make two attacks, instead of one, as part of taking that action.

**Proficiency Bonus.** Your proficiency bonus increases to +3, which has the following effects:

- Your attack bonus increases by 1 for weapons you're proficient with.
- Your modifier for saving throws and skills you're proficient in (indicated by a •) increases by 1.

### IMPROVING YOUR ARMOR

As you acquire treasure, you can buy better armor to improve your Armor Class. The rulebook contains equipment, including armor.

Rogue 1  
CLASS & LEVEL

BACKGROUND

PLAYER NAME

Hobbit  
RACE

ALIGNMENT

EXPERIENCE POINTS

CHARACTER NAME

STRENGTH  
**+1**  
12

DEXTERITY  
**+3**  
17

CONSTITUTION  
**+2**  
14

INTELLIGENCE  
**+0**  
10

WISDOM  
**-1**  
8

CHARISMA  
**+2**  
14

INSPIRATION

**+2** PROFICIENCY BONUS

SAVING THROWS

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

SKILLS

- +3 Acrobatics (Dex)
- 1 Animal Handling (Wis)
- +0 Arcana (Int)
- +1 Athletics (Str)
- +4 Deception (Cha)
- +0 History (Int)
- 1 Insight (Wis)
- +2 Intimidation (Cha)
- +0 Investigation (Int)
- 1 Medicine (Wis)
- +0 Nature (Int)
- +1 Perception (Wis)
- +2 Performance (Cha)
- +2 Persuasion (Cha)
- +0 Religion (Int)
- +7 Sleight of Hand (Dex)
- +5 Stealth (Dex)
- 1 Survival (Wis)

14 ARMOR CLASS    +3 INITIATIVE    25 SPEED

Hit Point Maximum 10

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1d8 HIT DICE    SUCCESSES ○○○○  
FAILURES ○○○○ DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME	ATK BONUS	DAMAGE/TYPE
Shortsword	+5	1d6+3 piercing
Shortbow	+5	1d6+3 piercing

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

ATTACKS & SPELLCASTING

**Thieves' Cant.** You know thieves' cant, a secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation. You also understand a set of secret signs and symbols used to convey short, simple messages, such as whether an area is dangerous, whether loot is nearby, or whether the people in an area are easy marks or will provide a safe house for thieves on the run.

**Lucky.** When you roll a natural 1 on an attack roll, ability check, or saving throw, you can reroll the die and must use the new roll.

**Brave.** You have advantage on saving throws against being frightened.

**Halfling Nimbleness.** You can move through the space of any creature that is of a size larger than yours.

**Stout Resilience.** You have advantage on saving throws against poison, and you have resistance against poison damage.

FEATURES & TRAITS

11 PASSIVE WISDOM (PERCEPTION)

**Proficiencies.** Light armor, simple weapons, hand crossbows, longswords, rapiers, shortswords, thieves' tools (double).

**Languages.** Common, Halfling.

OTHER PROFICIENCIES & LANGUAGES

Shortsword, shortbow, 20 arrows, a burglar's pack, leather armor, two daggers, thieves' tools. Total weight: 66 lb. You can carry 180 lb total.

CP

SP

EP

GP

PP

EQUIPMENT

## HOBBIT

Most hobbits, also known as halflings, value the comforts of home: a place to settle in peace and quiet, far from marauding monsters and clashing armies; a blazing fire and a generous meal; and fine drink and fine conversation. Though some hobbits live out their days in remote agricultural communities, others form nomadic bands that travel constantly, lured by the open road and the wide horizon to discover the wonders of new lands and peoples. But even these wanderers love peace, food, hearth, and home, though home might be a wagon jostling along an old dirt road.

The diminutive halflings survive in a world full of larger creatures by avoiding notice or, barring that, avoiding offense. Standing about 3 feet tall, they appear relatively harmless and so have managed to survive for centuries in the shadow of empires and on the edges of wars and political strife. They're concerned with basic needs and simple pleasures and have little use for ostentation.

Halflings are an affable and cheerful people. They cherish the bonds of family and friendship, as well as the comforts of hearth and home, harboring few dreams of glory. Even adventurers among them usually venture into the world for reasons of community, friendship, wanderlust, or curiosity.

### NAME SUGGESTIONS

Friffolk Porte, Ibac, Halfrim, Mado, Flaco Cottook, Rancis Browe, Perand, Kathel, Salvy Galbairn, Endell Banksi, Idgel, Priely, Idel, Cela Gammugw, Ellell, Bella Gerubb, Lana, Camay Bophin, Raby, Belby, Bella Gamwort, Alix, Joane, Ador Galboff, Dina, Auciell, Malva Marchill, Eryen Wente, Arryn, Adoc, Symes Smeson, Gery, Tobo, Nieves Velley, Nichye, Mado, Falco, Giles Nery.

## ROGUE

Rogues rely on skill, stealth, and their foes' vulnerabilities to get the upper hand in any situation. They have a knack for finding the solution to just about any problem.

## BACKGROUND

Choose one of the backgrounds from the book to make this character complete. Roll once on the trinket table (pp 160–161), too.

## GAINING LEVELS

As you adventure and overcome challenges, you gain experience points (XP), as explained in the rulebook.

With each level you gain, you gain one additional Hit Die and add 1d8 + 2 (or 7, if you don't want to roll) to your hit point maximum.

### 2ND LEVEL: 300 XP

**Cunning Action.** Your quick thinking and agility allow you to move and act quickly, so 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.

### 3RD LEVEL: 900 XP

**Second-Story Work.** You gain the ability to climb faster than normal, so climbing no longer costs you extra movement. In addition, when you make a running jump, the distance you can cover increases by a number of feet equal to your Dexterity modifier.

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

**Sneak Attack.** You deal 2d6 damage with your Sneak Attack feature, instead of 1d6.

### 4TH LEVEL: 2,700 XP

**Ability Score Improvement.** Choose one of your six ability scores to improve by two. For example, if you choose Dexterity, increases to 19, which has the following effects:

- Your Dexterity modifier becomes +4.
- Your attack bonus and your damage for Dexterity-based attacks, such as your shortsword and shortbow, increase by 1.
- Your modifier to Dexterity saving throws increases by 1.
- Your modifier to Dexterity-based skills increases by 1.
- While you wear light or no armor, your Armor Class increases by 1.
- Your initiative increases by 1.

### 5TH LEVEL: 6,500 XP

**Proficiency Bonus.** Your proficiency bonus increases to +3, which has the following effects:

- Your attack bonus increases by 1 for weapons you're proficient with.
- Your modifier for saving throws and skills you're proficient in (indicated by a •) increases by 1. Your Expertise feature means your bonus for Sleight of Hand and the use of thieves' tools instead each increase by 2.

**Sneak Attack.** You deal 3d6 damage with your Sneak Attack feature, instead of 2d6.

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

## IMPROVING YOUR ARMOR

As you acquire treasure, you can buy better armor to improve your Armor Class. The rulebook contains equipment, including armor.



Cleric 1

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Human

RACE

ALIGNMENT

EXPERIENCE POINTS

CHARACTER NAME

STRENGTH  
**+2**  
14

DEXTERITY  
**+0**  
11

CONSTITUTION  
**+2**  
15

INTELLIGENCE  
**+1**  
13

WISDOM  
**+3**  
16

CHARISMA  
**-1**  
9

INSPIRATION

**+2** PROFICIENCY BONUS

SAVING THROWS

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

SKILLS

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

ARMOR CLASS **16**

INITIATIVE **+0**

SPEED **30**

Hit Point Maximum **10**

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total **1d8**

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME      ATK BONUS      DAMAGE/TYPE

Mace	+4	1d6 + 2 bludge
Sacred Flame	Dex 13	1d8 radiant

**Cantrips.** You know light, sacred flame, and thaumaturgy.

**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 cleric spell list in the rulebook. In addition, you always have two domain spells prepared: bless, and cure wound.

ATTACKS & SPELLCASTING

**Disciple of Life.** Your healing spells are particularly effective. Whenever you restore hit points to a creature with a spell of 1st level or higher, the creature regains additional hit points equal to 2 + the spell's level.

FEATURES & TRAITS

13 PASSIVE WISDOM (PERCEPTION)

**Proficiencies:** Light armor, medium armor, shields, simple weapons.

**Languages:** Common, Monster's language.

OTHER PROFICIENCIES & LANGUAGES

Mace, shield, scale mail, dagger, a priest's pack, holy symbol (amulet). Total weight: 81 lb. You can carry 210 lb total.

CP

SP

EP

GP

PP

EQUIPMENT

## HUMAN

When humans settle somewhere, they stay. They build cities to last for the ages and great kingdoms that can persist for centuries. They live fully in the present—making them well suited to the adventuring life—but also plan for the future, striving to leave a lasting legacy.

### NAME SUGGESTIONS

Anjayley, Delenath, Iseann, Stricus, Araur, Edrose Johare, Avellewkes, Eurico, Kavon, Thindallea, Bottillia Fulumbalta, Lyncdearch, Usink, Cadwaldor, Gawaerbh, Malgyth, Valandi, Ceardy Gekingo, Metharin, Vedulania, Gillaikki, Nadeth, Gotor Narri, Dagonius, Ioamrod, Reoterop, Ycledo, Dairea, Iseana, Rolde, Zavig.

## CLERIC

Clerics are intermediaries between the mortal world and the distant planes of the gods. As varied as the gods they serve, clerics strive to embody the handiwork of their deities. No ordinary priest or temple servant, a cleric is imbued with divine magic.

**Divine Domain.** You draw magic from a divine domain—a sphere of magical influence—associated with your deity. Your domain lets you have certain spells, such as *bless* and *cure wounds*, always prepared.

Your domain is Life, which is affiliated with many gods of good.

## BACKGROUND

Choose one of the backgrounds from the book to make this character complete. Roll once on the trinket table (pp 160–161), too.

## GAINING LEVELS

As you adventure and overcome challenges, you gain experience points (XP), as explained in the rulebook.

With each level you gain, you gain one additional Hit Die and add 1d8 + 2 (or 7, if you don't want to roll) to your hit point maximum.

You gain access to more spells as you gain levels.

### —Spell Slots per Spell Level—

Level	Prepared Spells	1st	2nd	3rd
2nd	5	3	—	—
3rd	6	4	2	—
4th	8	4	3	—
6th	9	4	3	2

### 2ND LEVEL: 300 XP

**Channel Divinity.** You can channel divine energy directly from your deity, using that energy to fuel one of two magical effects: Turn Undead or Preserve Life. They require you to use an action and present your holy symbol. You must then finish a short or long rest to use your Channel Divinity again.

**Turn Undead.** When you use Turn Undead, each undead that can see or hear you within 30 feet of you must make a Wisdom saving throw (DC 13). 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 it has nowhere it can move, the creature can use the Dodge action.

**Preserve Life.** When you use Preserve Life, choose one or more creatures within 30 feet of you to heal, then distribute up to 10 hit points among them. This feature can restore a creature to no more than half of its hit point maximum. At 3rd level, you can distribute 15 hit points, at 4th level 20, and at 5th level 25.

### 3RD LEVEL: 900 XP

**Spells.** You can now prepare and cast 2nd-level spells. In addition to the spells you choose to prepare, you always have two additional domain spells prepared: lesser restoration and spiritual weapon.

### 4TH LEVEL: 2,700 XP

**Spells.** You learn one more cleric cantrip of your choice.

**Ability Score Improvement.** Choose one of your six ability scores to improve by two. For example, if you choose Wisdom, it increases to 18, which has the following effects:

- Your Wisdom modifier becomes +4.
- Your spell saving throw DC and the DC for your Turn Undead each increase by 1.
- Your bonus for your spell attacks increases by 1.
- Your modifier to Wisdom saving throws increases by 1.
- Your modifier to Wisdom-based skills increases by 1.
- Because the modifier for your Perception skill increased, your passive Wisdom (Perception) score increases by 1.

### 5TH LEVEL: 6,500 XP

**Spells.** You can now prepare and cast 3rd-level spells. In addition to the spells you choose to prepare, you always have two additional domain spells prepared: beacon of hope and revivify.

**Proficiency Bonus.** Your proficiency bonus increases to +3, which has the following effects:

- Your attack bonus increases by 1 for your spell attacks and for weapons you're proficient with.
- Your spell saving throw DC and the DC for your Turn Undead each increase by 1.
- Your modifier for saving throws and skills you're proficient in (indicated by a •) increases by 1.

**Destroy Undead.** When an undead fails its saving throw against your Turn Undead feature, the creature is instantly destroyed if its challenge rating is 1/2 or lower.

### IMPROVING YOUR ARMOR

As you acquire treasure, you can buy better armor to improve your Armor Class. The rulebook contains equipment, including armor.

**Fighter 1**  
CLASS & LEVEL

BACKGROUND

PLAYER NAME

**High Elf**  
RACE

ALIGNMENT

EXPERIENCE POINTS

CHARACTER NAME

**STRENGTH**  
**+1**  
12

**DEXTERITY**  
**+3**  
16

**CONSTITUTION**  
**+1**  
13

**INTELLIGENCE**  
**+3**  
16

**WISDOM**  
**+0**  
10

**CHARISMA**  
**-1**  
8

**INSPIRATION**

**+2** PROFICIENCY BONUS

**SAVING THROWS**

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

**SKILLS**

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

**15** ARMOR CLASS

**+3** INITIATIVE

**30** SPEED

Hit Point Maximum **11**

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total **1d10** HIT DICE

SUCCESSES ○○○○

FAILURES ○○○○

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

**ATTACKS & SPELLCASTING**

NAME	ATK BONUS	DAMAGE/TYPE
Ray of Frost	+5	1d8 cold
Shortsword	+5	1d6 + 5 piercing

**Second Wind.** You have a limited well of stamina you can draw on to protect yourself from harm. 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.

**Fighting Style (Dueling).** When you are wielding a mēlée weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon. This bonus is already included in your attack with your shortsword.

**Darkvision.** You see in dim light within a 60-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.

**Fey Ancestry.** You have advantage on saving throws against being charmed, and magic can't put you to sleep.

**Trance.** Elves don't need to sleep. They meditate deeply, remaining semiconscious, for 4 hours a day and gain the same benefit a human does from 8 hours of sleep.

**FEATURES & TRAITS**

**13** PASSIVE WISDOM (PERCEPTION)

**OTHER PROFICIENCIES & LANGUAGES**

**EQUIPMENT**

CP

SP

EP

GP

PP

Studded leather, shortsword, dagger, an explorer's pack, a component pouch. Total weight: 77 lb. You can carry 180 lb total.

## ELF

Elves are a people of otherworldly grace, living in the world but not entirely part of it. They live in places of ethereal beauty, in the midst of ancient forests or in silvery spires glittering with faerie light, where soft music drifts through the air and gentle fragrances waft on the breeze. Elves love nature and magic, art and artistry, music and poetry.

Elves can live over 700 years. They are more often amused than excited, and more likely to be curious than greedy. They tend to remain aloof and unfazed by petty happenstance, and they trust in diplomacy and compromise to resolve differences before they escalate to violence.

Most elves dwell in small forest villages hidden among the trees. Their contact with outsiders is usually limited, though a few elves make a good living by trading crafted items for metals, which they have no interest in mining.

### NAME SUGGESTIONS

Imel, Nimrianye, Luthelye, Ladire, Lalwenye, Enellas, Ebrias, Golinar, Gonerdhir, Ilaloth, Endin, Mothili, Niserie, Eadatad, Mithelye, Lebrilye, Iilmis, Amas, Elen, Erwelel, Ellarwen, Aniriel, Eleldas, Nimrinde, Endeldas, Edhel, Arwel, Laserie, Arwenel, Mirilye, Eldartas, Imroth, Enwedhel, Inden, Gilmithrie, Minerdhir, Galionor, Elelros, Egnor, Ablung, Danethin, Erdhin, Hilbore, Lomahta, Ec-thebrir.

## FIGHTER

Fighters are the most diverse class of characters in the worlds of D&D. Eldritch Knights combine the martial mastery common to all fighters with a careful study of magic.

## BACKGROUND

Choose one of the backgrounds to make this character complete. Roll once on the trinket table (pp 160–161), too.

## GAINING LEVELS

As you adventure and overcome challenges, you gain experience points (XP), as explained in the rulebook.

With each level you gain, you gain one additional Hit Die and add 1d10 + 1 (or 7, if you don't want to roll) to your hit point maximum.

### 2ND LEVEL: 300 XP

**Action Surge.** You can push yourself beyond your normal limits for a moment. 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.

### 3RD LEVEL: 900 XP

**Spellcasting.** When you reach 3rd level, you augment your martial prowess with the ability to cast spells. You commit the spells to memory instead of keeping them in a spellbook.

Choose two cantrips and three 1st level spells from the wizard spell list. Two of the spells must be abjuration or evocation. You have two slots to cast your spells. Your spell save DC is 13 and your spell attack modifier is +5.

**Weapon Bond.** You learn a ritual that creates a magical bond between yourself and one weapon. You perform the ritual over the course of 1 hour, which can be done during a short rest. The weapon must be within your reach throughout the ritual, at the conclusion of which you touch the weapon and forge the bond.

Once you have bonded a weapon to yourself, you can't be disarmed of that weapon unless you are incapacitated. You can summon that weapon as a bonus action on your turn, causing it to teleport instantly to your hand.

### 4TH LEVEL: 2,700 XP

**Spells.** You learn a new 1st level wizard abjuration or evocation spell of your choice and you can replace one of the wizard spells you know with another wizard abjuration or evocation spell.

**Ability Score Improvement.** Choose one of your six ability scores to improve by two. For example, if you choose Dexterity, it increases to 18, which has the following effects:

- Your Dexterity modifier becomes +4.
- Your attack bonus and your damage for Dexterity-based attacks, such as your shortsword, increase by 1.
- Your modifier to Dexterity saving throws increases by 1.
- Your modifier to Dexterity-based skills increases by 1.
- While you wear light or no armor, your Armor Class increases by 1.
- Your initiative increases by 1.

### 5TH LEVEL: 6,500 XP

**Extra Attack.** Whenever you take the Attack action on your turn, you can make two attacks, instead of one, as part of taking that action.

**Proficiency Bonus.** Your proficiency bonus increases to +3, which has the following effects:

- Your attack bonus increases by 1 for weapons you're proficient with.
- Your modifier for saving throws and skills you're proficient in (indicated by a •) increases by 1.

## IMPROVING YOUR ARMOR

As you acquire treasure, you can buy better armor to improve your Armor Class. The rulebook contains equipment, including armor.