



Elf Bard

Level 5 Player Character (Smuggler background)

AC	Hit Points	Hit Dice	Prof. Bonus
14	38	5D8	+4

Ability Scores

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	14 (+2)	9 (-1)	10 (+0)	16 (+3)

Saving Throws

STR	DEX	CON	INT	WIS	CHA
+1	+6	+2	-1	+0	+6

Skill Proficiencies

Acrobatics +6	Performance +9
Athletics +4	Sleight of Hand +6
Perception +3	

Other Proficiencies

Light Armor	Crossbow	Longbow
Longsword	Rapier	Short sword
Flute	Lute	Viol
Vehicles (Water)		

Equipment

Fine Clothes
Lute
Signet Ring
25 Gold (in pouch)

Favorite Attacks

Rapier. *Melee Weapon Attack:* 1d20 +6, reach 5ft, one target. Hit 1d8 +3 piercing damage

Thunderwave. *Spell Attack:* Each enemy in a 15-foot cube must make a CON save or take 2d8 thunder damage. They are then pushed 10 feet away from you. On a successful save, the creature takes half as much damage and is not pushed. When cast at level 2 or higher, the damages increases by 1d8 for each slot above the 1st.

Spells

Spell Attack Roll
d20 +6

Spell Save DC
14

Cantrips Known: 4

Dancing lights. Make lights appear around you.

Message. Send a secret message into a creature's mind.

Minor Illusion. Create a magical sound or image.

Vicious Mockery. Insult a creature. It must succeed a WIS save or take 1d4 psychic damage.

1st-Level Spell Slots: 4

Charm Person. Make a target think you are a friend.

Detect Magic. Sense magic and create an aura around it.

Healing Word. Heal your chosen target by d4 +3 hit points.

Thunderwave. See **Favourite Attacks** above.

2nd-Level Spell Slots: 3

Calm Emotions. Creatures within 20 feet are no longer hostile.

Skywrite. You cause 10 words to form in the clouds.

Thunderwave. See **Favourite Attacks** above.

3rd-Level Spell Slots: 2

Major Image. Create a large image of a creature or object.

Mass Healing Word. Heal upto 6 targets by 2d4 +3 hit points.

Thunderwave. See **Favourite Attacks** above.

Class Features

Bardic Inspiration: 3

Use a bonus action to give an ally 1d8. They may add it to one ability check within the next 10 minutes. Regain all your Bardic Inspiration slots after a short or long rest.

Unsettling Words As a bonus action, use a Bardic Inspiration slot and choose an enemy. Roll a d8 and that enemy reduces their next saving throw by that number.

Jack of All Trades You can add +1 to any ability check you are not proficient in.

Silver Tongue. When you roll for Persuasion or Deception checks treat any rolls of 9 or lower as a 10.

Song of Rest. Perform a little song during a short rest, anyone who regains hit points by using hit dice regains an extra 1d6 hp

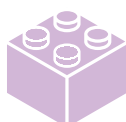
Other Features

Fey Ancestry. You have advantage against being charmed.

Trance. You only need to rest for 4 hours instead of 8.

Speaks. Elvish, Common, Celestial

Speed. 30ft





Aarakocra Ranger

Level 5 Player Character (Soldier background)

AC	Hit Points	Hit Dice	Prof. Bonus
15	39	5D10	+3

Ability Scores

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	14 (+2)	10 (-0)	15 (+2)	8 (-1)

Saving Throws

STR	DEX	CON	INT	WIS	CHA
+4	+7	+2	+0	+2	-1

Skill Proficiencies

Athletics +4	Nature +3	Survival +5
Intimidation +2	Stealth +7	

Other Proficiencies

Light Armor	Medium Armor	Simple Weapons
Martial Weapons	Shields	

Equipment

Adventuring Gear
Arrows
Leather Armor
Long bow
Short sword

Favorite Attack

Longbow. *Ranged Weapon Attack:* 1d20 +9, reach 150/600ft, one target. Hit 1d8 +4 piercing damage

Shortsword. *Melee Weapon Attack:* 1d20 +7, reach 5ft, one target. Hit 1d6 +4 piercing damage

Spells

Spell Attack Roll
d20 +5

Spell Save DC
13

1st-Level Spell Slots: 4 □□□□

Animal Friendship: Charm a nearby beast.

Beast Bond: Gain a telepathic link with a friendly beast.

Speak with Animals. Communicate with beasts.

Hunter's Mark. Use a bonus action to mark one creature as your enemy, until the spell ends you deal an extra 1d6 of force damage whenever you hit it with an attack. You also have advantage on any WIS checks to find this creature.

2nd-Level Spell Slots: 2 □□

Gust of Wind. Create a magical blast of strong wind that pushes your enemies away. Creatures must make a STR saving throw of 13 or more otherwise they are pushed back 15 feet.

Speak with Animals. Communicate with 2 beasts.

Class Features

Extra Attack. Attack twice for each attack action.

Horde Breaker. Once per turn, when you attack, you may attack another enemy within 5 feet of the first target using the same weapon.

Savage Attacker. Once per turn, when you hit with an attack, roll the damage dice twice and choose which roll to use.

Favored Enemy - Undead. Gain advantage on Survival and Intelligence checks to track or recall information about the undead.

Natural Explorer - Forests. Your group is not slowed down by difficult terrain in forests. You find it easier to survive and move within forests.

Wind Caller. Once per long rest, you can cast Gust of Wind for free.

Other Features

Flight. You can fly 30ft each turn.

Speaks. Common, Dwarvish and Leonin

Speed. 30ft.

Talons. *Melee Attack:* 1d20 +4, reach 5ft, one target. Hit 1d6+1 slashing damage





Dwarf Barbarian

Level 5 Player Character (Gladiator background)

AC	Hit Points	Hit Dice	Prof. Bonus
14	55	5D12	+3

Ability Scores					
STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	14 (+2)	10 (+0)	12 (+1)	10 (+0)

Saving Throws					
STR	DEX	CON	INT	WIS	CHA
+6	+2	+5	+0	+1	+0

Dwarves have advantage to avoid or end the Poisoned condition.

Skill Proficiencies	
Acrobatics +3	Intimidation +5
Perception +4	Performance +5

Other Proficiencies		
Light Armor	Medium Armor	Shields
Martial Weapons	Simple Weapons	
Disguise Kit	Drum	

Equipment		
Greataxe		
Handaxe		
Javelin		
Adventuring Gear		

Greataxe
Handaxe
Javelin
Adventuring Gear

Favorite Attacks

Greataxe. *Melee Weapon Attack:* 1d20 +6, reach 5ft, one target. Hit 1d12 +3 slashing damage

Reckless Attack. Gain advantage when you attack recklessly but enemies gain advantage on their attacks against you too.

Class Features

Extra Attack
You may attack twice when you take the attack action.

Rage: 3 ☐☐☐
+2 damage to your melee attacks.
As a bonus action, you enter a rage for 1 minute. You gain advantage on STR checks and saving throws.

Frenzy
When you frenzy, you may make a single melee weapon attack as a bonus action on each of your turns. You become exhausted after your rage ends.

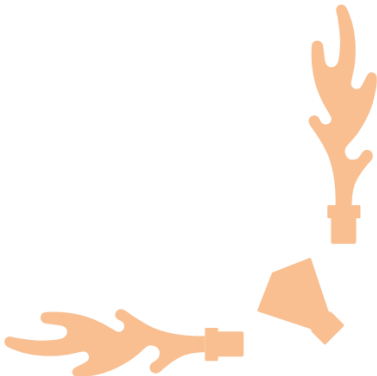
Other Features

Danger Sense. You know when danger is close.

Darkvision. Dwarves can see 120ft in the dark.

Speaks. Common, Dwarvish, Elvish and Goblin

Speed. 30ft





Tiedfling Sorceror

Level 5 Player Character (Sage background)

AC	Hit Points		Hit Dice	Prof. Bonus	
14	32		5D6	+3	
Ability Scores					
STR	DEX	CON	INT	WIS	CHA
8 (-1)	12 (+1)	13 (+1)	11 (+0)	15 (+2)	18 (+4)
Saving Throws					
STR	DEX	CON	INT	WIS	CHA
-1	+1	+4	+0	+2	+7
Skill Proficiencies					

Arcana +3
Deception +7
History +3
Intimidation +7

Other Proficiencies

Crossbow,
Light Dagger
Dart
Quarterstaff
Sling

Equipment

Adventuring Gear
Common Clothes
Crossbow, light
Crossbow Bolts x40
Dagger x4
Ink
Rod

Favorite Attacks

Crossbow. Ranged Weapon Attack: 1d20 +4, range 80/320ft, one target. Hit 1d8 +1 piercing damage.

Poison Spray. *Cantrip*, 1d20 +7 , range 30ft, one target. Hit 2d12 poison damage.

Magic Missile. 1st-Level Spell. range 120ft. You shoot out three magical darts that each strike an enemy of your choice. Each dart deals 1d4+1 force damage.

Spells

Spell Attack Roll
1d20 +7

Spell Save DC
15

Cantrips Known: 6

Acid Splash. An acidic bubble explodes around an enemy.

Create Bonfire. Flames rise up from the ground.

Green-Flame Blade. A flaming sword appears in your hand.

Poison Spray. See Favorite Attacks

Shocking Grasp. Fire lightning at a creature you touch.

Thaumaturgy. Manifest a minor wonder to show your power.

1st-Level Spell Slots: 4

Burning Hands. A cone of flames shoots forth from you.

Magic Missile. See Favorite Attacks

2nd-Level Spell Slots: 3

Aganazzar's Scorching. A line of flames emanates from you.

Darkness. You can create a sphere of magical darkness.

Flaming Sphere. You can create a sphere of fire.

Hellish Rebuke. An enemy is surrounded by flames.

3rd-Level Spell Slots: 2

Fireball. A devastating explosion of fire engulfs your enemy.

Scorching Ray. Hurl three fiery rays.

Class Features

Font of Magic - 5 Sorcery points

Use a 2/3/5 sorcery points to create a 1st/2nd/3rd level spell slot.

Quickened Spell. Use 2 Sorcery Points to reduce the casting time of a spell from 1 action to a bonus action.

Twinned Spell. Spend Sorcery Points equal to a spells level to cast it again on another enemy in range.

Other Features

Darkvision. You can see in the dark.

Dragon Ancestor. You have a Red Dragon ancestor.

Hellish Resistance. You are resistant to fire damage.

Speaks. Abyssal, Common, Draconic, Infernal

Speed. 30ft





Halfling Druid

Level 5 Player Character (Hermit background)

AC	Hit Points	Hit Dice	Prof. Bonus
12	43	5D8	+3

Ability Scores					
STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	16 (+3)	10 (+0)	17 (+3)	12 (+1)

Saving Throws					
STR	DEX	CON	INT	WIS	CHA
-1	+2	+3	+3	+6	+1

Skill Proficiencies	
Medicine +6	Perception +6
Nature +3	Religion +3

Other Proficiencies	
Club	Light Armor
Dagger	Medium Armor
Dart	Shields
Herbalism Kit	Sling
Quarterstaff	

Equipment
Adventuring Gear
Herbalism Kit
Leather Armor
Quarterstaff

Favorite Attacks

Quarterstaff. *Melee Weapon Attack:* 1d20 +2, reach 5ft, one target. Hit 1d8 -1 bludgeoning damage.

Earth Tremor. *1st-Level Spell.* range 10ft. You cause a small earthquake. Anyone in the area must make a DEX save or take 1d6 bludgeoning damage and fall prone. The area then counts as difficult terrain.

Spells

Spell Attack Roll
d20 +6

Spell Save DC
14

Cantrips Known: 3

Druidcraft. Create a flower or predict the weather.

Guidance. Add 1d4 to any ability check.

Mending. Fix something that is broken.

1st-Level Spell Slots: 4 ☐☐☐☐

Earth Tremor – Cause a small earthquake.

Entangle – Trap an enemy with twisting vines.

Goodberry. You create 10 berries that heal 1hit point each.

2nd-Level Spell Slots: 3 ☐☐☐

Barkskin. You become covered in tree bark. Your AC becomes 17.

Enlarge/Reduce. Make something big or small

Spike Growth. The ground become covered in thorns

3rd-Level Spell Slots: 2 ☐☐

Plant Growth. Cause plants nearby to grow giant.

Speak With Plant. Talk with and command plants

Class Features

Circle of the Moon. This improves your Wild Shape. See below.

Druidic. You know the secret language oof the druids.

Wild Shape. 2 ☐☐

Twice per short rest you can magically turn into a beast with a CR 1 rating such as a Spider, Bear or Shark. This lasts for up to 2 hours.

Combat Wild Shape. You can Wild Shape as a bonus action and use a bonus action to spend a spell slot to regain 1d8 hit points per level of spell slot expended.

Other Features

Luck. When you roll a 1 on any check, you can reroll the die.

Naturally Stealthy. You can hide when obscured by a creature larger than you.

Speaks. Common, Orc, Giant

Speed. 30ft.





Dragonborn Paladin

Level 5 Player Character (Knight background)

AC	Hit Points	Hit Dice	Prof. Bonus
21	39	5D12	+3

Ability Scores					
STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	12 (+1)	10 (+0)	8 (-1)	16 (+3)

Saving Throws					
STR	DEX	CON	INT	WIS	CHA
+4	+0	+1	+1	+2	+6

Skill Proficiencies					
History +4	Persuasion +6				
Insight +2	Religion +4				

Other Proficiencies					
Heavy Armor	Shields				
Light Armor	Simple Weapons				
Martial Weapons					
Medium Armor					

Equipment					
Amulet					
Morningstar					
Plate					
Shield					
Signet Ring					

Favorite Attacks

Morningstar. *Melee Weapon Attack:* 1d20 +7, reach 5ft, one target. Hit 1d8 +4 piercing damage.

Guiding Bolt. *1st-Level Spell.* range 120ft. A flash of light streaks toward your enemy. Make a ranged spell attack causing 4d6 radiant damage on a hit. You also gain advantage on your next attack.

Spells

Spell Attack Roll
d20 +6

Spell Save DC
14

1st-Level Spell Slots: 4 □□□□

Cure Wounds. Your healing touch heals an ally.

Guiding Bolt. See Favorite Attacks above

Heroism. Make your allies braver.

Thunderous Smite. Your weapon rings with thunder causing even more damage.

2nd-Level Spell Slots: 2 □□

Enhance Ability. You magical enhance an ally with the power of an animal.

Magic Weapon. You touch a weapon and it becomes magical.

Shining Strike. A bright light damages your enemy.

Zone of Truth. Anyone in this zone can not lie to you.

Class Features

Divine Sense: 4 □□□□

You can detect the presence of good and evil.

Lay on Hands. You have 25 points of healing power to restore hit points to your allies. You can spend 5 pints to cure them of disease or poison.

Divine Smite. You can use a spell slot to do even more damage to your enemies.

Divine Health. You are immune to disease.

Extra Attack. You can attack twice per action.

Other Features

Breath Weapon. You can breath fire once per short rest.

Damage Resistance. Because of your draconic ancestry, you are resistant to fire damage.

Speaks. Common, Draconic, Elvish

Speed. 30ft.



Gith Warlock

Level 5 Player Character (Acolyte background)

AC	Hit Points	Hit Dice	Prof. Bonus
12	43	5D8	+3

Ability Scores

STR	DEX	CON	INT	WIS	CHA
8 (-1)	13 (+1)	16 (+3)	12 (+1)	10 (+0)	18 (+4)

Saving Throws

STR	DEX	CON	INT	WIS	CHA
-1	+1	+3	+1	+3	+7

Skill Proficiencies

Insight +3
Intimidation +7
Investigation +4
Perception +3
Religion +4

Other Proficiencies

Calligrapher's Supplies
Light Armor
Simple Weapons

Equipment

Book
Calligrapher's Supplies
Dagger
Leather Armor
Robe

Favorite Attacks

Dagger. *Melee Weapon Attack:* 1d20 +4, reach 5ft, one target. Hit 1d4 +1 piercing damage.

Eldritch Blast. *Cantrip.* range 300ft. Hurl 2 beams of crackling energy. 1d20 +7, one or two targets. Hit 1d10+4 force damage.

Spells

Spell Attack Roll
d20 +7

Spell Save DC
15

Warlocks use their pact slots to cast spells: 2 ☐ ☐
You gain these slots back after each short rest.

Cantrips Known: 6

Booming Blade. Weapon attacks are wrapped in booming energy.

Eldritch Blast. See Favorite Attacks above.

Green-Flame Blade. Green fire leaps from your weapon.

Mage Hand. You create and control a magical floating hand.

Resistance. You can make an ally resistant to a type of damage.

Spare the Dying. You can make an ally on 0 hit points stable.

1st-Level Spells:

Detect Magic. You can sense the presence of magic.

Inflct Wounds. *Touch.* Cause 2d10 necrotic damage to an enemy.

Jump. Triple the jump distance of an ally.

2nd-Level Spells:

Misty Step. Teleport up to 30ft.

3rd-Level Spells:

Bane. You make your enemies rolls to attack / save more difficult.

Comprehend Languages. You understand an unknown language.

Counterspell. Interrupt and stop an enemy's spell.

Ray of Enfeeblement. Weaken an enemy.

Unseen Servant. You create an invisible ally that can complete simple tasks for you.

Class Features

Otherworldly Patron. You serve the Fiend.

Dark One's Blessing. You gain 9hp when defeat an enemy.

Eldritch Invocations. You gain forbidden knowledge:

- **Agonizing Blast.** Your Eldritch Blast does more damage.
- **Repelling Blast.** Your Eldritch Blast pushes enemies 10ft.
- **Eldritch Spear.** The range of Eldritch Blast is now 300ft.

Pact Boon. Your Talisman lets you add 1d4 to a failed roll.

This can be used 3 times per long rest. **Talisman:** 3 ☐ ☐ ☐

Other Features

Githyanki Psionics. You can cast the following spells once per long rest without using a spell slot:

- Jump
- Misty Step

Magic Initiate. You can cast the following spell once per long rest without using a spell slot:

- Inflct Wounds

Psychic Resilience. You have resistance to psychic damage.

Speaks. Common, Gith

Speed. 30ft.

