

DELINA

CHARACTER NAME

6th-Level Sorcerer
LEVEL & CLASS

Moon Elf
RACE

PLAYER NAME

EXPERIENCE POINTS

Chaotic Good
ALIGNMENT

Noble
BACKGROUND



STRENGTH
9
0

DEXTERITY
16
+3

CONSTITUTION
15
+2

INTELLIGENCE
15
+2

WISDOM
13
+1

CHARISMA
17
+3

3 INSPIRATION

+3 PROFICIENCY BONUS

SAVING THROWS

- Strength
- Dexterity
- +5** Constitution
- Intelligence
- Wisdom
- +6** Charisma

SKILLS

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

11 PASSIVE PERCEPTION

15 ARMOR CLASS **34** MAX HP TEMP HP

CURRENT HIT POINTS

6 HIT DICE
d6 _____
d8 _____
d10 _____
d12 _____

+3 INITIATIVE

30 FT. SPEED

SUCCESSES ○○○○
FAILURES ○○○○

DEATH SAVES

VISION

NAME	ATTACK	DAMAGE	RANGE	AMMO	USED
Daggers	+6	1d4 + 4	20/60		
Spell Save DC = 14 Spell Attack Modifier = 6					
Cantrips: Dancing Lights, Fire Bolt, Light, Shocking Grasp, Minor Illusion					
1st Level: Burning Hands, Color Spray, Fog Cloud, Magic Missile, Thunderwave					
2nd Level: Hold Person, Invisibility, Levitate					
3rd Level: Lightning Bolt, Slow, Clairvoyance					

ATTACKS & SPELLCASTING

Socerous Origins - Wild Magic

Font of Magic - Flexible Casting - convert spell slots to sorcery points and vice versa.

Metamagic:

Careful Spell - Use a sorcery point to protect some creatures from your spell.

Empowered Spell - Use a sorcery point to reroll spell damage.

SORCERY POINTS - 6

FEATURES & TRAITS

Wild Magic Surge - DM can have you roll a d20 after casting a spell. If a 1, roll on the Wild Magic Surge table.

Tides of Chaos - Once per long rest, you can gain advantage on an attack, ability check or save.

Bend Luck - 2 sorcery points to adjust a creature's roll by +/- 1d4

INVENTORY & EQUIPMENT

Sorcerer's Robes

Cloak

Languages known: Common, Elvish, Sylvan

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INVENTORY & EQUIPMENT

KRYDLE

CHARACTER NAME

6th-Level Rogue
LEVEL & CLASS

Half Elf
RACE

PLAYER NAME

EXPERIENCE POINTS

Chaotic Good
ALIGNMENT

Noble
BACKGROUND



STRENGTH
14
+2

DEXTERITY
17
+3

CONSTITUTION
15
+2

INTELLIGENCE
13
+1

WISDOM
11
+0

CHARISMA
16
+3

3 INSPIRATION

+3 PROFICIENCY BONUS

Strength
 +6 Dexterity
 Constitution
 +4 Intelligence
 Wisdom
 Charisma
 SAVING THROWS

+6 Acrobatics (Dex)
 Animal Handling (Wis)
 Arcana (Int)
 +5 Athletics (Str)
 Deception (Cha)
 +4 History (Int)
 +3 Insight (Wis)
 +6 Intimidation (Cha)
 +4 Investigation (Int)
 Medicine (Wis)
 Nature (Int)
 Perception (Wis)
 Performance (Cha)
 +9 Persuasion (Cha)
 Religion (Int)
 Sleight of Hand (Dex)
 +6 Stealth (Dex)
 Survival (Wis)
 SKILLS

10 PASSIVE PERCEPTION

14 ARMOR CLASS
55 MAX HP
 TEMP HP
 CURRENT HIT POINTS

6 HIT DICE
 d6 _____
 d8 _____
 d10 _____
 d12 _____
 SUCCESSSES ○○○○
 FAILURES ○○○○
 DEATH SAVES
+3 INITIATIVE
30 FT. SPEED
 VISION

NAME	ATTACK	DAMAGE	RANGE	AMMO	USED
Longsword	+6	1d8 (1H) 1d10 (2H)			
Daggers	+6	1d4 + 3	20/60		

ATTACKS & SPELLCASTING

Expertise - Double your proficiency bonus on Persuasion and Stealth checks
Thieves' Cant - You know a secret thief language, along with thifty symbols and signs known only to thieves.
Cunning Action - Take a bonus action to use Dash, Disengage, or Hide
Fast Hands - Use your bonus action to, pick locks, disarm traps, or use an object and look awesome doing it.

Second Story Work - Climbing doesn't cost an extra movement. Running jump increases by your Dex mod.
Uncanny Dodge - Halve the damage taken from an attacker you can see.
Feature: Criminal Contacts - Krydle has many friends in low places.
Sneak Attack +3d6 damage on attacks where you have advantage
Knowledge of Baldur's Gate - It's home turf.

Leather armor (AC 11 + Dex modifier)
 Burglar's pack - (1,000 ball bearings, a bell, 10' of string, 5 candles, crowbar, hammer, 10 pitons, hooded lantern, 2 flasks of oil, 5 days rations, tinder box, waterskin, 50' of hempen rope)
 Thieves' tools (X2 prof bonus)(small file, lockpick set, pliers)
 Small mirror mounted on a metal handle
 Narrow-bladed scissors
 Set of common clothes with hooded cloak
 Pouch containing 15 gp
 Languages known: Common, Elvish,
 Thieves' Cant

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 INVENTORY & EQUIPMENT

MINSC

CHARACTER NAME

6th-Level Ranger

LEVEL & CLASS

Human

RACE

PLAYER NAME

Chaotic Good

ALIGNMENT

Soldier

BACKGROUND

EXPERIENCE POINTS



STRENGTH

18

+4

DEXTERITY

12

+1

CONSTITUTION

17

+3

INTELLIGENCE

10

0

WISDOM

10

0

CHARISMA

10

0

3

INSPIRATION

+3

PROFICIENCY BONUS

- **+7** Strength
- **+4** Dexterity
- ___ Constitution
- ___ Intelligence
- ___ Wisdom
- ___ Charisma

SAVING THROWS

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

SKILLS

10

PASSIVE PERCEPTION

14

ARMOR CLASS

65

MAX HP

TEMP HP

CURRENT HIT POINTS

___ d6

___ d8

6 d10

___ d12

HIT DICE

+1

INITIATIVE

30 FT.

SPEED

SUCCESSES ○○○○

FAILURES ○○○○

DEATH SAVES

VISION

NAME	ATTACK	DAMAGE	RANGE	AMMO	USED
Longsword	+6	1d8 + 4 / 1d10 +4 (2H)			
<p>Spell Save DC = 11 Spell Attack Modifier = 3</p> <p>1st Level: Animal Friendship, Hunter's Mark, Longstrider, Speak with Animals</p> <p>2nd Level: Animal Messenger, Beast Sense</p>					
ATTACKS & SPELLCASTING					

Favored Enemy - Minsc's favored enemy is... Evil! And he gets bonuses for smashing it.

Greater Favored Enemy - Minsc gets more bonuses for smashing evil!

Natural Explorer: Minsc does not get hampered by hampering things. Also, he does rangery things better!

Fighting Style - Minsc does +2 with his evil-slicing longsword.

Primeval Awareness - Minsc can communicate with beasts.

"Go for the eyes, Boo!"

Extra Attack - More attacks mean more smiting!

Ranger's Companion - There can be only one giant miniature space hamster. Boo!

FEATURES & TRAITS

Leather Armor

Longsword

Food for Boo

Languages known: Common, Miniature

Giant Space Hamster

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INVENTORY & EQUIPMENT

NERYS

CHARACTER NAME

6th-Level Cleric

LEVEL & CLASS

Human

RACE

PLAYER NAME

Lawful Good

ALIGNMENT

Acolyte

BACKGROUND



STRENGTH
16
+3

DEXTERITY
13
+1

CONSTITUTION
15
+2

INTELLIGENCE
12
+1

WISDOM
17
+3

CHARISMA
15
+2

3 INSPIRATION

+3 PROFICIENCY BONUS

SAVING THROWS

- Strength
- Dexterity
- Constitution
- Intelligence
- +5** Wisdom
- +6** Charisma

SKILLS

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

13 PASSIVE PERCEPTION

16 ARMOR CLASS

55 MAX HP

TEMP HP

CURRENT HIT POINTS

6 HIT DICE

d6 _____

d8 _____

d10 _____

d12 _____

+2 INITIATIVE

30 FT. SPEED

SUCCESSES

FAILURES

DEATH SAVES

VISION

NAME	ATTACK	DAMAGE	RANGE	AMMO	USED
Greatsword	+6	2d6 + 3			
Dagger	+6	1d4 + 6			
Spell Save DC = 14		Spell Attack Modifier = 6			
Cantrips: Spare the Dying, Thaumaturgy, Light, Guidance					
1st Level: Command, Cure Wounds, Detect Evil and Good, Detect Magic					
2nd Level: Prayer of Healing, Zone of Truth, Locate Object					
3rd Level: Speak with Dead, Glyph of Warding, Magic Circle					
Domain Spells (Always prepared) - Divine Favor, Shield of Faith, Magic Weapon, Spiritual Weapon, Crusader's Mantle, Spirit Guardian					

ATTACKS & SPELLCASTING

Divine Domain - War - proficiency with martial weapons and hvy. armor

Channel Divinity

Turn Undead

Guided Strike - +10 to attack

War God's Blessing - grant creature +10 attack

War Priest - attack as a bonus action

Destroy Undead - Destroy undead CR 1/2

FEATURES & TRAITS

Medium Armor - Breastplate

Cloak

Greatsword

Holy Symbol of Kelemvor

Prayer Book

5 sticks of incense

Languages known: Common, Dwarven

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INVENTORY & EQUIPMENT

SHANDIE

CHARACTER NAME

6th-Level Rogue
LEVEL & CLASS

Lightfoot Halfling
RACE

PLAYER NAME

EXPERIENCE POINTS

Chaotic Good
ALIGNMENT

Urchin
BACKGROUND



STRENGTH
10
0

DEXTERITY
18
+4

CONSTITUTION
15
+2

INTELLIGENCE
13
+1

WISDOM
12
+1

CHARISMA
14
+2

3 INSPIRATION

+3 PROFICIENCY BONUS

Strength
 +6 Dexterity
 Constitution
 +4 Intelligence
 Wisdom
 Charisma
 SAVING THROWS

+7 Acrobatics (Dex)
 Animal Handling (Wis)
 Arcana (Int)
 Athletics (Str)
 Deception (Cha)
 History (Int)
 +3 Insight (Wis)
 Intimidation (Cha)
 +4 Investigation (Int)
 Medicine (Wis)
 Nature (Int)
 Perception (Wis)
 Performance (Cha)
 +8 Persuasion (Cha)
 Religion (Int)
 +7 Sleight of Hand (Dex)
 +10 Stealth (Dex)
 Survival (Wis)
 SKILLS

11 PASSIVE PERCEPTION

15 ARMOR CLASS
55 MAX HP
 TEMP HP
 CURRENT HIT POINTS

6 HIT DICE
 d6 _____
 d8 _____
 d10 _____
 d12 _____
 SUCCESSES ○○○○
 FAILURES ○○○○
 DEATH SAVES
+4 INITIATIVE
25 FT. SPEED
 VISION

NAME	ATTACK	DAMAGE	RANGE	AMMO	USED
Shortsword	+6	1d6 + 4			
Daggers	+6	1d4 + 4	20/60		
Short Bow	+6	1d6 + 4	80/320		

ATTACKS & SPELLCASTING

Expertise - Double your proficiency bonus on Persuasion and Stealth checks
Thieves' Cant - You know a secret thief language, along with thievery symbols and signs known only to thieves.
Cunning Action - Take a bonus action to use Dash, Disengage, or Hide
Fast Hands - Use your bonus action to, pick locks, disarm traps, or use an object and look awesome doing it.

Second Story Work - Climbing doesn't cost an extra movement. Running jump increases by your Dex mod.
Uncanny Dodge - Halve the damage taken from an attacker you can see.
Feature: Criminal Contacts - Shandie has many friends in low places.
Sneak Attack +3d6 damage on attacks where you have advantage
Knowledge of Baldur's Gate - It's home turf.

Leather armor (AC 11 + Dex modifier)
 Burglar's pack - (1,000 ball bearings, a bell, 10' of string, 5 candles, crowbar, hammer, 10 pitons, hooded lantern, 2 flasks of oil, 5 days rations, tinder box, waterskin, 50' of hempen rope)
 Quiver with 20 arrows
 Thieves' tools (X2 prof bonus)(small file, lockpick set, pliers)
 Small knife
 Map of Baldur's Gate
 Disguise Kit
 Set of common clothes with hooded cloak
 Pouch containing 15 gp
 Languages known: Common, Halfling, Giant, Thieves' Cant

INVENTORY & EQUIPMENT

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