

d20compete Character Reference

See <http://d20play.com/d20compete.html> for rules.

Aarkos |

Hands:

S25f50/P11/A13/HD ○○○○○

H32:

P-GHeal ○ RPoison ○

SorP ○○○○○ Tides of Chaos ○ WS

SL1 ○○○○ SL2 ○○○ SL3 ○○

Amis |

Hands: Sh/

S30/P9/A20/R-lightning/HD ○○○○○

H41:

P-Fly ○ GHeal ○ Heal ○○○○

Breath ○ SR DivineSense ○○○○ Heal Light ○○○○

LoH ○○○○○○ ○○○○○

SL1 ○○ SL2 ○○ SR

Baka |

Hands: Sh/

S30/P15f18/A20/HD ○○○○○

H44:

P-Heal ○○○○○ Inv ○

Detect Portal ○ SR

SL1 ○○○○ SL2 ○○

Bas'ssr |

Hands: Sh/

S30/P13/DV60/A16/IM-poison/HD ○○○○○

H38:

Pearl ○ P-Dim ○ Heal ○

Channel Div ○ SR

Suggestion ○ SL1 ○○○○ SL2 ○○○ SL3 ○○

D'Anrew |

Hands:

S30/P10/DV60/A17d18/R-fire/HD ○○○○○

H34:

P-Heal ○○○

Second Wind ○ SR

Charm Person ○ Enthral ○

Deux |

Hands:

S45/P12/DV120/A15/HD ○○○○○

H33:

Ki ○○○○○ SR

Ellesandra |

Hands:

S30/P13/DV60/A13m16b20s15/IM-mSlp/HD ○○○○○

H32:

Arcane Recover ○ Bladesong ○○ SR

SL1 ○○○○ SL2 ○○○ SL3 ○○

EmClaude |

Hands:

S40/P12/A17/HD ○○○○○

H70:

P-GHeal ○ Heal ○ RCold ○

Rage ○○○

GoBo |

Hands:

S30/P17/A13/R-acid/HD ○○○○○

H38:

P-Heal ○○○○○○ ○○○ S-Knock ○

BardInsp ○○○○ SR Breath ○ SR SongRest ○ SR

SL1 ○○○○ SL2 ○○○ SL3 ○○

Grimstav |

Hands:

S40/P13/A15/HD ○○○○○

H55

Heal Kit ○○○○○○ ○○○○ P-Fly ○ GHeal ○ Heal ○

Rage ○○○ StoneEnd ○ SR

Myst |

Hands:

S30/P12/A15/HD ○○○○○

H38

P-Heal ○

Qi Long |

Hands: Sh/

S30/P10/A20/IM-disease/HD ○○○○○

H39:

Channel Div ○ SR

DivineSense ○○○○

LoH ○○○○○○ ○○○○○○ ○○○○○○ ○○○○○○ ○○○○○○

SL1 ○○ SL2 ○○ SR



Aarkos. CG Aarakocra Sorcerer5 (Wild)

He is 17 years old, 125 lb, and 6' tall. He has green feathers.

S11 - D16 - C14 - I8 - W12 - Ch16

AC13 - hp32 - Sp25f50 - In+3 - PP11

Lang Common, Aarakocra, Auran, Celestial

Prof CS, ChS, Dec, His, Pers, Sur, cartographer's tools, crossbow-light, dagger, dart, sling, staff

Bac/Fac/Rnk Archaeologist/ 2

HistoricalKnowledge When enter ruin/ dungeon, correctly ascertain its original purpose/ builders (if known race). Determine value of art object more than century old.

Trait Traps don't make me nervous. Idiots who trigger traps make me nervous. You might think I'm a scholar, but I love a good brawl. These fists were made for punching.

Ideal Dignity. The dead and their belongings deserve to be treated with respect. (Lawful)

Bond I won't sell an art object or other treasure that has historical significance or is one of a kind.

Flaw When given the choice of going left or right, I always go left.

GEAR hands (free/free)

clothes-traveling, arcane focus (crystal necklace), medallion-Ubtai (signature item)

dagger x2, **SPEAR +1**

pouch (coins, **Potions: Greater Healing, Resistance-Poison**)

backpack (bullseye lantern, case-wood (map of ruin/dungeon), crowbar, hammer, pick-miner's, piton x10, rations x10, rope-hempen-50', shovel, tent-2 person, tinderbox, torch x10, feather-PROTO-AARAKOCRA (trinket from dig site), waterskin)

FEATURES Ch+2

HeightenedSpell (cast spell that force cr to make sv) 3SorP; grDA to 1 target

Metamagic 2 metamagic options, +1 at 10/17; 1 per spell unless noted

QuickenSpell (cast ACTION cast time spell) 2SorP. change to BONUS

Spellcasting fixed known spells. no rituals

SorceryPnts 2/LR. +1/SorL above 2

CreateSpellSlot-B Slot - SorceryPnts Cost; 1st-2, 2nd-3, 3rd-5, 4th-6, 5th-7

CreateSorceryPnts-B SorceryPnts Gained = Slot

Talons prof w unarmed strike. deal d4 S

TidesOfChaos AD atk/chk/sv. before regain use, DM can increase Wild Magic Surge chance, and if trigger, regain use. 1/LR

WildMagicSurge (cast SL1+ Sor Spell)roll d20, on a 1 (or 1-2 if Tides of Chaos used), roll on Wild Magic Surge table (104)

SPELLS(+6/DC14)-4/3/2

Cantrips Blade Ward, Booming Blade, Chill Touch, Create Bonfire, Message

1st Charm Person

2nd Darkvision, Hold Person, Scorching Ray

3rd Dispel Magic, Slow



Amis. LG Dragonborn (Bronze) Paladin2/ Warlock3 (Celestial)

He is 14 years old, 6'9", 350 lb. He has bronze scales and blue eyes. He worships Io.

S17 - D8 - C15 - I8 - W8 - Ch16

AC20 - hp41 - Sp30 - In-1 - PP9

Lang Common, Celestial, Draconic

Prof WS, ChS, His, Int, Pers, Rel, three dragon ante, all armor, shld, wpn

Bac/Fac/Rnk Knight/ Lords Alliance/ 2

Retainers 3 retainers; attendants/ messengers/ majordomo; commoners; perform mundane tasks; don't fight/ go into danger; leave if freq endangered/ abused

Trait Despite my noble birth, I do not place myself above other folk. We all have the same blood.

Ideal It is my duty to protect and care for the people beneath me.

Bond My loyalty to my sovereign is unwavering.

Flaw By my words and actions, I often bring shame to my family.

GEAR hands (shield (w/ holy symbol)/free)

splint, clothes-fine, component pouch, holy symbol, ring-signet, **WAND OF THE WAR MAGE +1-A, WINGED BOOTS-A**

MACE +1

purse (coins, **Potions: Flying, Greater Healing, Healing x4**, scroll of pedigree)

backpack (banner/token fr noble lord/lady, book-shadows, crowbar, hammer, piton x10, rations x10, rope-hempen-50', tinderbox, torch x10, waterskin)

FEATURES

AgonizingBlast add CHM to eld blast dmg

BonusCantrip learn light and sacred flame. Count as warlock cantrips. In addition to normal.

Breath-5'x30'In 2d6 lightning (8+Prof+Cm DS half). 1/SR L6/11/16 3/4/5d6. 1/SR

DamageResistance resist lightning

DivineSense-60' til EYNT, know local of any celestial/ fiend/ undead not behind total cover; know type but not ident; detect presence of any place/ obj consecrated or desecrated (as with hallow); 1+CHmod/LR

DivineSmite (hit cr w mwatk) spd slot +2d8 radiant (+d8 undead/fiend). +d8/sl

EldritchSpear eldritch blast rng 300'

ExpandedSpellList spells added to warlock spell list

FightStDef +1 AC if wear armor

HealingLight-60'-B Heal cr u see. Spend up to CHmod (min 1) dice. 1+warlock lvl d6/LR

LayOnHands-T heal or spend 5hp to cure 1 disease/ poison (can do mult per action (5hp each)). No effect on undead/ constructs; 5xPalLv hp/LR

PactTome 3 cantrips from any list, w/ book on person can cast at will

Spellcasting PalLv/2+ WMod, oath spells free

SPELLS(+6/DC14)-2/2

Cantrips Eldritch Blast, Guidance, Light, Poison Spray, Sacred Flame, Spare the Dying, Toll the Dead

1stPal Divine Favor, Searing Smite, Shield of Faith, Thunderous Smite

1stWar Comprehend Languages-r, Cure Wounds, Expeditious Retreat, Guiding Bolt



Baka. N Turtle Ranger5 (Horizon Walker)

He is 15 years old, 6' tall, and 450 lb. He has blue eyes and green skin.

S18 - D10 - C15 - I8 - W16 - Ch8

AC20 - hp44 - Sp30 - In+0 - PP15f18

Lang Common, Aquan, Chultan

Prof SS, DS, AnH, Ath, Ins, Per, Ste, Sur, It/med armor, shld, all wpn, thieves tools

Bac/Fac/Rnk Outlander (Custom)/ Zhentarim/ 1

Wanderer Can always recall general layout of terrain, settlements, other features around you. Can find food and fresh water for self+ 5 people each day, provided land offers berries, small game, water, etc.

Trait I once ran twenty-five miles without stopping to warn my clan of an approaching orc horde. I'd do it again if I had to.

Ideal I must earn glory in battle, for myself and my clan.

Bond My family, clan, or tribe is the most important thing in my life, even when they are far from me.

Flaw I am slow to trust members of other races, tribes, and societies.

GEAR hands (shield-wood/ free)

dark clothes w/ hood

FLAMETONGUE-LONGSWORD-A, shortsword x2, javelin x11

pouch (coins, **Potions: Healing x5, Invulnerability**)

backpack (crowbar x2, hammer, piton x10, rations x10, rope-hempen-50', tinderbox, torch x10, waterskin)

BLESSING OF PROTECTION

BlessingOfProtection OotA-6

Blessing from Gurnik Tapfinger, head priest of Callarduran Smoothhands.

+1 AC/sv

FlameTongue a/r/G

Flaming sword.

BONUS speak command, cause flames to erupt, bright 40', dim 40', deal xtr 2d6 fire

end with **BONUS** speak command/ drop/ sheathe

FEATURES S+2

Claws nat wpn; d4+Str slashing

DetectPortal ACTION detect distance/ direction to closest planar portal in 1 mile. 1/SR

ExtraAttack atk 2x w/ take atk action on ur trn

FavoredEnemy Beasts; AD on IC to recall info about; AD on WC(Survival) to track

FightStDuel +2 mwdmg w/ wield in 1 hand + no other wpn

HoldBreath hold breath 1hr

HorizonWalkerMagic Learn additional spell. Count as ranger spell, but not against number of ranger spells u know. RL3

Protection from Evil and Good. RL5 Misty Step. RL9 Haste. RL13 Banishment. RL17 Teleportation Circle.

NaturalArmor base AC 17 (Dex does not change); no benefit fr armor; can use shield

NaturalExplorer Forest; w/ make IC/WC related to terrain, prof x2 if using skill prof in; w/ travel 1+hr dif terrain no slow group, no lost xpt by magic, remain alert to danger w/ engaged in other activity, if travel alone, can mv stealthily at normal pace, w/ forage, find 2x norm food, w/ track, learn exact number, sizes, how long ago they passed

PlanarWarrior-30'-B cr u see. nxt time u hit that cr this trn w watk, all dmg become force, and deal xtr d8

PrimevalAwareness ACTION+ Ranger spell slot; D 1min/sl; sense whether following types in 1 mile (or 6 miles in favored terrain): aberration, celestial, dragon, elemental, fey, fiend, undead (no reveal location/ number)

ShellDefense ACTION; withdraw into shell; +4AC; AD SS/CS; prone; spd 0 (can't increase); DA DS; no reactions/ actions; **BONUS** to emerge

SurvivalInstinct prof Survival

SPELLS(+6/DC14)-4/2

1st Absorb Elements, Goodberry, Protection from Evil and Good, Zephyr Strike

2nd Healing Spirit, Misty Step



Bas'ssr. LE Yuan-Ti Cleric5 (Death)

She is 28 years old, 5'6", and 120 lb. She has dark curly hair and brown eyes.

S10 - D10 - C14 - I14 - W16 - Ch14

AC16 - hp38 - Sp30 - In+0 - PP13

Lang Common, Abyssal, Chultan, Goblin, Draconic

Prof WS, ChS, His, Ins, Pers, Rel, light/med armor, shld, all wpn

Bac/Fac/Rnk Anthropologist/ 2

AdeptLinguist communicate w humanoids who don't speak language u know. Must observe humanoids interacting w one another for 1 day, after which learn handful of important words, expressions, gestures—enough to communicate on a rudimentary level.

Trait I'm a stickler when it comes to observing proper etiquette and local customs. I would risk life and limb to discover a new culture or unravel the secrets of a dead one.

Ideal Power. Common people crave strong leadership, and I do my utmost to provide it. (Lawful)

Bond I want to learn more about a particular humanoid culture that fascinates me.

Flaw I believe that I'm intellectually superior to people from other cultures and have much to teach them.

GEAR hands (shield/free)

scale mail, clothes-traveling, holy symbol

warhammer, crossbow-light and bolt x20

pouch (coins, book-diary, ink-bottle, **PEARL OF POWER-A**, pen-ink, **Potions: Diminuation, Healing**, trinket

backpack (bedroll, mess kit, rations x10, rope-hempen-50', tinderbox, torch x10, waterskin)

PearlOfPower uncommon, attune

Pearl

1ch (recharge dawn); ACTION regain 1 expended spell slot up to SL3

FEATURES W+2

BonusProf martial wpns

ChannelDivinity Turn Undead/Domain. 1/SR. L6/18-2/3 per SR

CD-TouchOfDeath (hit cr w matk) deal xtr 5+CLx2 necro

CD-TurnUndead-30' undead see/hear u; D1m. turn (or destroy) til take dmg (WS neg); must spend turn mv as far away as can; can't willingly mv into 30' of u; no reactions; for action, can only Dash or try escape fr effect that prevent it fr mv; if nowhere to mv, use Dodge. L5/8/11/14/17-destroyCR half/1/2/3/4

InnateSpellcasting know Poison Spray; Animal Friendship (snakes only) at will; at CL3 Suggestion 1/LR; Ch is SA

MagicResistance AD spell/ magic effect sv

PoisonImmunity immune to poison

Reaper one necro cantrip fr any spell list. w cast necro cantrip that normally target only 1 cr, can instead target 2 cr in rng in 5' each other

Spellcasting prep CL+Wm spells. domain spells free. cast cleric spell as ritual if prepared

SPELLS(+6/DC14)-4/3/2

Cantrip Chill Touch, Guidance, Light, Mending, Poison Spray, Sacred Flame

1st Animal Friendship (snakes only) (At Will), Bless, Cure Wounds, False Life-d, Healing Word, Ray of Sickness-d

2nd Aid, Blindness/Deafness-d, Lesser Restoration, Ray of Enfeeblement-d, Spiritual Weapon, Suggestion (1/LR)

3rd Animate Dead-d, Mass Healing Word, Spirit Guardians, Vampiric Touch-d



D'Anrew. CG Tiefeling Rogue4 (Swashbuckler)/ Fighter1

S12 - **D**17 - **C**12 - **I**10 - **W**10 - **Ch**14

AC17 **d**18 - **hp**34 - **Sp**30 - **In**+5 - **PP**10

Lang Common, Infernal

Prof DS, IS, Acr, Ath, Dec, Ins, Pers, SoH, light/med armor, shld, all wpn, thieves tools, three dragon ante, vehicles (land)

Bac/Fac/Rnk Mercenary Veteran/ Order of the Guantlet/ 2

MercenaryLife ID mercenary companies by emblems, know a little about any such company, including names/ reputations of commanders/ leaders, and who hired them recently. Find taverns/ festhalls where mercenaries abide in any area, as long as you speak the language. Find mercenary work between adventures sufficient to maintain a comfortable lifestyle.

Trait If it walks, I can flirt with it. I would rather be known as a lover rather than a fighter.

Ideal Every aspect of life is to be enjoyed. If you are not enjoying life then why live.

Bond Life Love Honor.

Flaw I would do almost anything for a pretty face.

GEAR hands (free/free)

half plate, uniform of ur company, insignia of ur rank

adamantine dagger, dagger x2, rapier, **RAPIER +1**

pouch (coins, poisons: sprite sleep, **Potions: Healing x3**, thieves tools)

backpack (bedroll, mess kit, rations x10, three dragon ante, tinderbox, torch x10, waterskin, rope-hempen-50')

FEATURES Dual Wielder

CunningAction-B Dash/ Disengage/ Hide

DevilsTongue know Vicious Mockery; at CL3, Charm Person 1/LR at SL2; at CL5, Enthrall 1/LR; Ch is SA

Expertise x2 Prof bonus for 2 skill/ thieves tools

FancyFootwork during ur trn, if make matk v cr, that cr no OA v u for rest ur trn

FeatDualWielder +1AC if wield separate mwpn in each hand, use TWF with non light wpns; draw/ stow two 1-hand wpns in same time as one

FightStyleTWF add abil mod to 2nd atk dmg

HellishResistance resist fire

SecondWind-B regain d10+FtrLv hp. 1/SR

SneakAtk (finesse/rwatK hit w AD, or other non-incap enemy of target in 5' + no DA. 1/trn) +d6 dmg. +d6/2RL

RakishAudacity add ChMod to init; make sneak atk if no cr other than ur target in 5' of u

ThievesCant Secret mix of dialect/ jargon/ code allow hidden message in norm convo. Understand secret signs/ symbols to convey simple message, such as area dangerous/ loot nearby/ easy marks in area/ safe house.

SPELLS(+5/DC13)

Cantrips Vicious Mockery

1st Charm Person (SL2, 1/LR)

2nd Enthrall (1/LR)



Deux. LN Gnome (Deep) Monk5 (Long Death)

Deux Yeux Emeraldeye is 75 years old, 3'4" tall, and 80lb. He has black eyes and dark grey skin and he is bald.

S19 - **D**16 - **C**13 - **I**14 - **W**15 - **Ch**8

AC15 - **hp**33 - **Sp**45 - **In**+3 - **PP**12

Lang Common, Dwarvish, Gnomish, Undercommon

Prof SS, DS, Acr, His, Ins, Ste, tools-jeweler, tools-brewer, simple wpn, shortsword

Bac/Fac/Rnk Clan Crafter/ 2

RespectOfTheStoutFolk always have free room and board where shield/gold dwarves dwell

Trait A sound mind leads to a well-cut gem.

Ideal Intelligence is the key to peace.

Bond Clan Emeraldeye will forever be a family to me.

Flaw My mental fortitude is tested easily by that of shiny gems.

GEAR hands (free/free)

clothes-traveler, **GUANTLETS OF OGRE POWER-A**

dart x10, spear

pouch (coins, chisel, gem-10gp)

backpack (crowbar, hammer, piton x10, rations x10, rope-hempen-50', tinderbox, torch x10, waterskin)

storage (Spellbook-Grum'shar, Spellbook-Uza)

FEATURES Mobile

DeflMissile-R (hit by rwatk) reduce dmg d10+Dm+ML. if reduce to 0 + can hold in free hand, 1 ki to use for rwatk (20'/60', w prof) in same reaction

ExtrAtk atk 2x w take atk action on ur trn

FeatMobile +10' spd. Dash, dif terrain no cost xtr that trn. make matk v cr, no provoke OA fr that cr for rest of trn

FlurryOfBlows-B 1 ki. immediate after atk action, 2 unarmed atks

GnomeCunning AD IS/W/S/ChS v magic

Ki 2/SR. +1/ML above ML2

MartialArts (unarmed/monk wpn, no armor/shld)

1. S/D for atk/dmg

2. Martial Arts die dmg

3. (use atk action w unarmed/monk wpn) BONUS, make 1 unarmed strike

PatientDefense-B 1 ki; Dodge

SlowFall-R (u fall) reduce dmg by 5xMnkLv

StepOfTheWind-B 1 ki; Disengage/ Dash, and x2 jump distance for turn

StoneCamo AD Ste hide in rocky terrain

StunningStrike (hit w mwatk) 1 ki. stun til EYNT (CS neg)

TouchOfDeath (reduce cr in 5' to 0hp) gain Wm+ML thp (min 1)

UnarmorDef no armor/sh, A10+Dm+Wm

UnarmorMv +10' mv w no armor/sh



Ellesandra. N Elf (High) Wizard5 (Bladesinger)

Ellesandra de Galaria is 246 years old, 5'10" tall, 101 lb.

S8 - D17 - C14 - I18 - W10 - Ch8

AC13 - hp32 - Sp30 - In+3 - PP13

Lang Common, Elvish, Goblin

Prof light armor, dagger, dart, sling, quarterstaff, light xbow, longsword, shortsword, shortbow, longbow, rapier, disguise kit, thieves tools

Bac/Fac/Rnk Urchin/ Lord's Alliance/ 2

CitySecrets find passages thru urban sprawl others miss; u/companions can travel between any 2 locations in city 2x as fast as spd would normally allow

Traits I eat like a pig and have bad manners. I don't like to bathe.

Ideal People. I help the people who help me — that's what keeps us alive. (Neutral)

Bond I owe a debt I can never repay to the person who took pity on me.

Flaw It's not stealing if I need it more than someone else.

GEAR hands (free/free)

clothes-common, wand

rapier

pouch (coins, knife-small, map of city u grew up in, pet mouse, token to remember parents by)

backpack (bag of sand, book of lore, ink-bottle, pen-ink, parchment x10, knife-small, spellbook)

FEATURES I+2

ArcaneRecover during SR, recover WL/2 slots (rnd up) (L5 max). 1/LR

Bladesong-B not in med/ hvy armor/ shld. D1m (or til incap/ don med/hvy armor or shld/ make 2 hand matk). dismiss FREE. +10' spd. AD Acr. +Im (min 1) AC and Concentration. 2/SR

Cantrip know 1 cantrip fr Wiz list; Int is SA

ElfWpnTr prof longsword, shortsword, shortbow, longbow

FeyAncestry AD charm sv; magic no put to sleep

KeenSenses prof Perception

Spellcasting prep WL+Im. spellbook. cast wizard spell as ritual if in spellbook

TrainingWarSong prof light armor, 1 melee wpn of your choice, Performance

Trance 4h semiconscious trance same as 8h sleep

SPELLS(+7/DC15)-4/3/2

Cantrips Blade Ward, Booming Blade, Green Flame Blade, Lightning Lure, Mage Hand

1st Absorb Elements*, Alarm-r, Burning Hands, Feather Fall*, Find Familiar-r, Fog Cloud, Mage Armor*, Magic Missile*, Shield*, Sleep, Thunderwave

2nd Blur, Hold Person, Invisibility*, Mirror Image, Misty Step*, Scorching Ray, Suggestion

3rd Fireball*, Fly*, Haste, Hypnotic Pattern, Slow



EmClaude. N Human (Variant) Barbarian5 (Totem)

He is 22 years old.

S15 - D16 - C18 - I8 - W8 - Ch8

AC17 - hp70 - Sp40 - In+3 - PP12

Lang Common, Elvish, Dwarven

Prof SS, CS, Acr, Ath, AnH, Per, Sur, It/med armor, shield, all wpn

Bac/Fac/Rnk Outlander/ 2

Wanderer Can always recall general layout of terrain, settlements, other features around you. Can find food and fresh water for self+ 5 people each day, provided land offers berries, small game, water, etc.

Trait I place no stock in wealthy or well-mannered folk. Money and manners won't save you from a hungry owlbear.

Ideal Life is like the seasons, in constant change, and we must change with it.

Bond My family, clan, or tribe is the most important thing in my life, even when they are far from me.

Flaw There's no room for caution in a life lived to the fullest.

GEAR hands (free/free)

clothes-traveler's

javelin x4, maul

pouch (coins, **DIMENSIONAL SHACKLES-BONDS OF FEAR, Potions: Greater Healing, Healing, Resistance (Cold)**)

backpack (bedroll, mess kit, rations x10, tinderbox, torch x10, waterskin, rope-hempen-50')

DimensionalShackles-BondsOfFear -/r/G, DDAL4-12

These chains are etched with twisted, screaming faces and clouds of fog.

ACTION place on S/M/L incap cr

as mundane manacles

prevent cr fr using xtrdim mv, incld teleport/plane travel (don't prevent passing thru interdim portal

u/cr u designate w use shackles can use **ACTION** to remove

1/30 days, bound cr can make 30Ath to break free and destroy shackles

Envelope victim in mist an inch thick that dampens hearing and vision. Victim is only peripherally aware of world and their loudest screams are dampened to soft whispers. Sometimes shadowy beings can be seen moving in the mist.

FEATURES C+2, Tough

DangerSense AD DS v effect u see (xpt if blind/ deaf/ incap)

ExtraAtk atk 2x w take atk action on ur trn

FastMv +10' w not in hvy armor

FeatTough add 2xLvl to hpmax

Rage-B D1m, no hvy armor, AD SC/S, +2 Str matk, resist BPS, no cast/concentrate spell, end if uncon or trn end and have neither atkd hostile cr nor taken dmg since ur last trn. **BONUS** end. 2/LR. L3/6/12/17/20 3/4/5/6/∞/LR; L9/16 +3/4dmg

RecklessAtk AD Str mwtatk during ur trn (decide before 1st atk). GrAD atk u til SYNT

SpiritSeeker cast **BeastSense/ SpeakAnimals**, but only as rituals

TotemSpiritBear w/ raging; resist all xpt psychic dmg

UnarmoredDef /w no armor, AC = 10+DMod+CMod (can use shld)

SPELLS (+2/DC10)-0

1st Speak with Animals (ritual only)

2nd Beast Sense (ritual only)



GoBo. NG Dragonborn (Copper) Bard5 (Lore)

He is 25 years old, 6'6" tall, and 350 lb. He has red eyes and light copper scales.

S10 - **D**13 - **C**14 - **I**10 - **W**12 - **Ch**18

AC13 - **hp**38 - **Sp**30 - **In**+2 - **PP**17

Lang Common, Draconic, Primordial

Prof DS, ChS, Acr, Ath, Inv, Per-e, Perf-e, Pers, Ste, Sur, light armor, simple wpn, crossbow-hand, longsword, rapier, shortsword, bagpipes, flute, lute

Bac/Fac/Rnk Haunted One/ Zhentarim/ 2

HeartOfDarkness commoners fear u but extend every courtesy and do utmost to help u; unless u have shown self to be danger to them, they take up arms to fight alongside if u face an enemy alone

Trait I live for the thrill of the hunt. I live for the thrill of the hunt. I spend money freely and live life to the fullest, knowing that tomorrow I might die. I refuse to become a victim, and I will not allow others to be victimized.

Ideal 'm a monster that destroys other monsters, and anything else that gets in my way. I kill monsters to make the world a safer place, and to exorcise my own demons.

Bond There's evil in me, I can feel it. It must never be set free. A terrible guilt consumes me. I hope that I can find redemption through my actions.

Flaw I have an addiction. I assume the worst in people.

GEAR hands (free/free)

studded leather, clothes-common

dagger, rapier

pouch (coins, lute, Poisons: Sprite Sleep x2, **Potions: Healing x8, Scrolls: Knock**, trinket)

backpack (bedroll, candle x5, costume x2, disguise kit, grappling hook x2, rations x5, rope-hempen-50' x2, waterskin)

chest (crowbar, hammer, wooden stake x3, holy symbol, holy water, manacles, mirror-steel, oil, tinderbox, torch x3)

PoisonSpriteSleep DDAL0-2A, injury

poison for 1 minute (10CS neg (fail by 5 or more uncon for 1 minute/ damaged/ ACTION to wake))

FEATURES Ch+2

BardicInspiration-60'-B cr hear u (can have 1/time). D10m. as FREE, add d6 to chk/atk/sv (after roll, before result). CHm/LR (min 1). L5-/SR. L5/10/15-d8/d10/d12

BonusProficiencies prof any 3 skills

Breath-5'x30'In 2d6 acid (8+Prof+CMod DS half). 1/SR L6/11/16 3/4/5d6. 1/SR

CuttingWords-60'-R (cr u see make atk/chk/dmg roll) use BardInspire. subtract fr roll (after trig, before result). immune if no hear/ immune charm

Expertise x2 Prof 2 skills

FontOfInspiration regain Bardic Insp w SR

JackOfAllTrades +prof/2 (rnd dwn) to abil chk that don't incld prof

SongOfRest u+allies hear u +d6 hp if regain hp at end of rest if spend 1+ HD. 1/SR. L9/13/17-d8/d10/d12

Spellcasting know spells, can ritually cast known spells

SPELLS(+7/DC15)-4/3/2

Cantrips Mage Hand, Mending, Vicious Mockery

1st Faerie Fire, Healing Word, Tasha's Hideous Laughter

2nd Heat Metal, Shatter, Suggestion

3rd Fear, Hypnotic Pattern



Grimstav. CN Goliath Barbarian5 (Totem)

He is 47 years old, 7'10", and 371 lb. He has ice blue eyes and a grey beard.

S16 - D14 - C16 - I8 - W10 - Ch10

AC15 - hp55 - Sp40 - In+2 - PP13

Lang Common, Giant, Goblin, Orc

Prof SS, CS, AnH, Ath, Per, Ste, Sur, It/med armor, shields, all wpns

Bac/Fac/Rnk Outlander/ Emerald Enclave/ 2

Wanderer Can always recall general layout of terrain, settlements, other features around you. Can find food and fresh water for self+ 5 people each day, provided land offers berries, small game, water, etc.

Trait I was, in fact, raised by wolves. I watch over my friends as if they were a litter of newborn pups.

Ideal The natural world is more important than all of the constructs of civilization.

Bond My family clan or tribe is the most important thing in my life, even when they are far from me.

Flaw I am slow to trust members of other races, tribes, and societies.

GEAR hands (free/free)

adamantine great axe, great axe, hand axe x2, javelin x4

clothes-traveler, everdry cloak,

pouch (coins, **Potions: Flying, Greater Healing, Healing**)

backpack (bedroll, healer's kit(s) (9ch), hunting trap, mess kit, rations x10, rope-hemp-50', tinderbox, torch x10, waterskin)

FEATURES Great Weapon Master

DangerSense AD DS v effect u see (xpt if blind/ deaf/ incap)

ExtraAtk atk 2x w take atk action on ur trn

FastMv +10' w not in hvy armor

FeatGWM on ur trn, w/ score crit w/ mwpn or reduce cr to 0hp w/ one, can make 1 mwatck as BONUS; before make matk w/ hvy wpn prof in, take -5 atk for +10 dmg

MountainBorn Acclimated to high altitude incld 20K+, Naturally adapted to cold (see DMG ch 5)

NaturalAthlete Prof Ath

PowerfulBuild count as +1 sz for carry/ push/ drag/ lift

Rage-B D1m, no hvy armor, AD SC/S, +2 Str matk, resist BPS, no cast/concentrate spell, end if uncon or trn end and have neither atkd hostile cr nor taken dmg since ur last trn. BONUS end. 2/LR. L3/6/12/17/20 3/4/5/6/∞/LR; L9/16 +3/4dmg

RecklessAtk AD Str mwatck during ur trn (decide before 1st atk). GrAD atk u til SYNT

SpiritSeeker cast BeastSense/ SpeakAnimals, but only as rituals

StonesEndurance-R (take dmg) reduce dmg by d12+CMod. 1/SR

TotemSpiritWolf w/ raging, grAD to ally on matk v hostile cr in 5' of u

UnarmoredDef /w no armor, AC = 10+DMod+CMod (can use shld)

SPELLS (+3/DC11)-0

1st Speak with Animals (ritual only)

2nd Beast Sense (ritual only)



Myst. LE Elf (High) Rogue5 (Assassin)

He is 84 years old, 5'11" and 210 lb. He worships Loviatar - The Maiden of Pain.

S8 - D17 - C15 - I16 - W8 - Ch8

AC15 - hp38 - Sp30 - In+8 - PP12

Lang Common, Draconic, Elvish, Thieves Cant

Prof DS, IS, Ath, Dec, Inv, Per, Pers, SoH, Ste, light armor, simple wpn, crossbow-hand, longsword, rapier, shortsword, dice, disguise kit, forgery kit, poisoners kit, ThT

Bac/Fac/Rnk Criminal/ Zhentarim/ 2

SafeHaven know signs/pw to ID operatives who can provide u w/ access to safe house, free room/board, or assistance in finding info

Trait The first thing I do in a new place is note the locations of everything valuable—or where such things could be hidden. I am always calm, no matter what the situation. I never raise my voice or let my emotions control me.

Ideal Honor. I don't steal from others in the trade. (Lawful)

Bond My ill-gotten gains go to support my family.

Flaw An innocent person is in prison for a crime that I committed. I'm okay with that.

GEAR hands (free/free)

leather armor, clothes-common-dark including hood, **CLOAK OF PROTECTION-A**, component pouch, ThT dagger x2, dagger-ornate-carved like dragons head, dagger-wave bladed, longbow, **LONGBOW +1**, rapier, scourge-nine-tailed-barbed (holy reliquary)

pouch (coins, **Potions: Healing**)

backpack (bag of 1000 ball bearings, bell, candle x5, crowbar, hammer, lantern-hooded, oil x2, piton x10, poisoners kit, rations x5, rope-hempen-50', string-10', tinderbox, waterskin)

FEATURES Alert

Assassinate AD atk cr that has not taken turn yet. Any hit is crit vs surprised cr.

BonusProf disguise kit, poisoners kit

Cantrip know 1 Wiz cantrip. Int is SA

CunningAct-B Dash/Disengage/Hide

ElfWpnTr prof longbow, longsword, shortbow, shortsword

Expertise x2 prof Ste, ThT

FeatAlert +5 Init. can't be surprised w conscious. don't GrAD to hidden

FeyAncestry AD charm sv. IM-mSleep

KeenSenses prof Per

SneakAtk (finesse/rwatk hit w AD, or other non-incap enemy of target in 5' + no DA. 1/trn) +d6 dmg. +d6/2RL

ThievesCant secret mix of dialect/ jargon/ code allow hidden message in norm convo. understand secret signs/ symbols to convey simple message, such as area dangerous/ loot nearby/ easy marks in area/ safe house

Trance 4h semiconscious = 8h sleep

UncannyDodge-R (atk u see hit u w atk) halve dmg

SPELLS(+6/DC14)

Cantrips Mending



Qi Long. LN Human (Variant) Paladin5 (Vengeance)

S18 - D11 - C12 - I8 - W10 - Ch16

AC20 - hp39 - Sp30 - In+0 - PP10

Lang Common, Abyssal, Celestial

Prof WS, ChS, Ath, Dec, His, Int, Pers, horn, all armor, shld, wpn

Bac/Fac/Rnk Knight of the Order

KnightlyRegard receive shelter and succor fr members of ur order/ sympathizers; gain aide fr temples/ religious communities of ur deity; shelter, meals, healing, occasional risky assistance

Trait I can stare down a hell hound without flinching. I face problems head-on. A simple, direct solution is the best path.

Ideal When people follow orders blindly, they embrace a kind of tyranny.

Bond My honor is my life.

Flaw My hatred of my enemies is blind and unreasoning.

GEAR hands (shield (holy symbol)/free)

MITHRAL SPLINT, clothes-traveler

longsword, mace, whip

pouch (coins)

backpack (bedroll, mess kit, rations x10, rope-hempen-50', signet/banner/seal representing ur place/rank in order, tinderbox, torch x10, waterskin)

storage (splint)

FEATURES Sentinel, S+2

CD-AbjureEnemy-60' cr u see. D1m. frighten til it take dmg, spd 0 (bonus no help) (WS no frighten+spd/2 til it take dmg, DA for fiends/ undead)

CD-VowOfEnmity-10'-B cr u see. D1m. AD ur atk v it til it 0hp/ uncon

ChannelDivinity Abjure Enemy/ Vow of Enmity. 1/SR

DivineHealth Immune disease

DivineSense-60' til EYNT, know local of any celestial/ fiend/ undead not behind total cover; know type but not ident; detect presence of any place/ obj consecrated or desecrated (as with hallow); 1+CHmod/LR

DivineSmite (hit cr w mwtak) spd slot +2d8 radiant (+d8 undead/fiend). +d8/sl

ExtrAtk atk 2x w take atk action on ur trn

FeatSentinel w/ hit cr w/ OA, its spd become 0 for rest of turn; cr in 5' provoke OA fr u even if Disengage; w/ cr in 5' make atk v target other than u (and target doesn't have this feat), u can use REACTION to make mwtak v it

FightStDef +1 AC if wear armor

LayOnHands-T heal or spend 5hp to cure 1 disease/ poison (can do mult per action (5hp each)). No effect on undead/ constructs; 5xPaLv hp/LR

Spellcasting PL/2+Wm, oath spells free

SPELLS(+6/DC14)-4/2

1st Bane-o, Bless, Cure Wounds, Divine Favor, Hunter's Mark-o, Protection from Evil and Good, Shield of Faith

2nd Hold Person-o, Misty Step-o