DUNGEONS & DRAGONS®

Amora Wolfborn
CHARACTER NAME

Barbarian/Path of Beserker 8	Outlander (Tribal Marauder)	Crawl IV GenCon 2016
CLASS & LEVEL	BACKGROUND	PLAYER NAME
Half-Orc	Chaotic Neutral	
RACE	ALIGNMENT	EXPERIENCE POINTS

INSPIRATION

STRENGTH
20
+5

+3 PROFICIENCY BONUS

DEXTERITY
13
+1

CONSTITUTION
16
+3

INTELLIGENCE
8
-1

WISDOM
10
0

CHARISMA
12
+1

SAVING THROWS
- ✷ +8 Strength
- ○ +1 Dexterity
- ✷ +6 Constitution
- ○ -1 Intelligence
- ○ 0 Wisdom
- ○ +1 Charisma

SKILLS
- ○ +1 Acrobatics (Dex)
- ○ 0 Animal Handling (Wis)
- ○ -1 Arcana (Int)
- ✷ +8 Athletics (Str)
- ○ +1 Deception (Cha)
- ○ -1 History (Int)
- ○ 0 Insight (Wis)
- ✷ +4 Intimidation (Cha)
- ○ -1 Investigation (Int)
- ○ 0 Medicine (Wis)
- ✷ +2 Nature (Int)
- ✷ +3 Perception (Wis)
- ○ +1 Performance (Cha)
- ○ +1 Persuasion (Cha)
- ○ -1 Religion (Int)
- ○ +1 Sleight of Hand (Dex)
- ○ +1 Stealth (Dex)
- ✷ +3 Survival (Wis)

13 PASSIVE WISDOM (PERCEPTION)

Languages. Orc, Common, Goblin

Weapon Simple, Martial

Armor. Light, Medium, Shields

Tools. Horn

OTHER PROFICIENCIES & LANGUAGES

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14 ARMOR CLASS

+1 INITIATIVE

40 SPEED

Hit Point Maximum ___99___

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total ___8___
HIT DICE

SUCCESSES ○—○—○
FAILURES ○—○—○
DEATH SAVES

ATTACKS & SPELLCASTING

NAME	ATK BONUS	DAMAGE/TYPE
+1 Greataxe	+9	1d12 +5/+7* slashing
Javelin of Lightning**	+8	1d8 + 5/+7* piercing
Javelin (Melee)	+8	1d8 +5/+7* piercing
Handaxe (Thrown; 2)	+8	1d6 +5/+7* slashing
Handaxe (Melee; 2)	+8	1d6 +5/+7* slashing
		* when Raging

**When you speak a command word to the Javelin before throwing, you hit all creatures in a line (5 feet wide and up to 120 feet to the target) for 4d6 Lightning damage (DC 13 Dexterity save for half). Then roll a ranged weapon attack to hit the target for normal Javelin damage PLUS 4d6 Lightning damage

EQUIPMENT
Potion of Fire Breath (1: O)
Potion of Healing (2: O O)
Javelin of Lightning
EXPLORER'S PACK: backpack, bedroll, mess kil, tinderbox, 10 torches, 10 days rations, waterskin, 50' hemp rope
Hunting Trap
Traveler's Clothes
Horn

CP
SP
EP
GP
PP

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

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

BONDS
It is my duty to protect children to sustain the tribe

FLAWS
It is my duty to protect children to sustain the tribe

FEATURES & TRAITS

(Half Orc)

Darkvision
You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Relentless Endurance.
When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. You can't use this feature again until you finish a long rest.

Savage Attacks.
When you score a critical hit with a melee weapon attack, you can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit

(Barbarian)

Rage (4/Long Rest)
On your turn, you can enter a rage as a bonus action. While raging, you gain the following benefits if you aren't wearing heavy armor: * You have advantage on Strength checks and Strength saving throws. * When you make a melee weapon attack using Strength, you gain a +2 bonus to the damage roll * You have resistance to bludgeoning, piercing, and slashing damage. If you are able to cast spells, you can't cast them or concentrate on them while raging. Your rage lasts for 1 minute. It ends early if you are knocked unconscious or if your turn ends and you haven't attacked a hostile creature since your last turn or taken damage since then. You can also end your rage on your turn as a bonus action. Once you have raged the number of times shown for your barbarian level in the Rages column of the Barbarian table, you must finish a long rest before you can rage again.

Unarmored Defense.
While you are not wearing any armor, your Armor Class equals 10 + your Dexterity modifier + your Constitution modifier. You can use a shield and still gain this benefit

Reckless Attack.
Starting at 2nd level, you can throw aside all concern for defense to attack with fierce desperation. When you make your first attack on your turn, you can decide to attack recklessly. Doing so gives you advantage on melee weapon attack rolls using Strength during this turn, but attack rolls against you have advantage until your next turn.

Danger Sense.
At 2nd level, you gain an uncanny sense of when things nearby aren't as they should be, giving you an edge when you dodge away from danger. You have advantage on Dexterity saving throws against effects that you can see, such as traps and spells. To gain this benefit, you can't be blinded, deafened, or incapacitated.

Amora Wolfborn
CHARACTER NAME

22 years	6'2"	185 lbs.
AGE	HEIGHT	WEIGHT
Violet	Dark gray	Jet Black
EYES	SKIN	HAIR

CHARACTER APPEARANCE

NAME

SYMBOL

ALLIES & ORGANIZATIONS

Extra Attack
Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Fast Movement
Starting at 5th level, your speed increases by 10 feet while you aren't wearing heavy armor.

Feral Instinct
At 7th level, you gain advantage on initiative rolls, and, if you are surprised at the beginning of combat and aren't incapacitated, you can act normally on your first turn, but only if you enter your rage before doing anything else on that turn.

Frenzy
Starting when you choose this path at 3rd level, you can go into a frenzy when you rage. If you do so, for the duration of your rage you can make a single melee weapon attack as a bonus action on each of your turns after this one. When your rage ends, you suffer one level of exhaustion (as described in appendix A).

Mindless Rage
Beginning at 6th level, you can't be charmed or frightened while raging. If you are charmed or frightened when you enter your rage, the effect is suspended for the duration of the rage.

GEAR AND MAGIC ITEMS
Javelin of Lightning
This javelin is a magic weapon. When you hurl it and speak its command word, it transforms into a bolt of lightning, forming a line 5 feet wide that extends out from you to a target within 120 feet. Each creature in the line excluding the target must make a DC 13 Dexterity saving throw, taking 4d6 lightning damage on a failed save (half damage on a successful one). The lightning bolt turns back into a javelin when it reaches the target. Make a ranged weapon attack against the target. On a hit, the target takes damage from the javelin plus 4d6 lightning damage.

The javelin's property can't be used again until the next dawn. In the meantime, the javelin can still be used as a magic weapon.

Potion of Fire Breath (1)
After drinking this potion, you can use a bonus action to exhale fire at a target within 30 feet of you. The target must make a DC 13 Dexterity saving throw, taking 4d6 fire damage on a failed save, or half as much damage on a successful one. The effect ends after you exhale the fire three times or when 1 hour has passed.

Potion of Healing (2)
Gain 2d4+2 hp

ADDITIONAL FEATURES & TRAITS

CHARACTER BACKSTORY

TREASURE

DUNGEONS & DRAGONS®

Pachedan Lagraness
CHARACTER NAME

Bard/College of Lore 8	Folk Hero	Crawl IV GenCon 2016
CLASS & LEVEL	BACKGROUND	PLAYER NAME
Halfling/Lightfoot	Chaotic Good	
RACE	ALIGNMENT	EXPERIENCE POINTS

STRENGTH
8
-1

DEXTERITY
16
+3

CONSTITUTION
14
+2

INTELLIGENCE
12
+1

WISDOM
10
0

CHARISMA
19
+4

INSPIRATION

+3 PROFICIENCY BONUS

SAVING THROWS
- ○ -1 Strength
- ✸ +6 Dexterity
- ○ +2 Constitution
- ○ +1 Intelligence
- ○ 0 Wisdom
- ✸ +7 Charisma

SKILLS
- ✸ +6 Acrobatics (Dex)
- ✸ +3 Animal Handling (Wis)
- ○ +1 Arcana (Int)
- ○ -1 Athletics (Str)
- ✸ +7 Deception (Cha)
- ○ +1 History (Int)
- ○ 0 Insight (Wis)
- ○ +4 Intimidation (Cha)
- ○ +1 Investigation (Int)
- ○ 0 Medicine (Wis)
- ○ +1 Nature (Int)
- ✸ +3 Perception (Wis)
- ✸ +7 Performance (Cha)
- ○ +4 Persuasion (Cha)
- ○ +1 Religion (Int)
- ✸ +6 Sleight of Hand (Dex)
- ✸ +6 Stealth (Dex)
- ✸ +3 Survival (Wis)

13 PASSIVE WISDOM (PERCEPTION)

Languages.
Halfling, Common

Weapon.
Simple, Crossbow hand, Longsword, Rapier, Shortsword

Armor.
Light

Tools
Flute, Viol, Drum

OTHER PROFICIENCIES & LANGUAGES

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15 **ARMOR CLASS**

+3 **INITIATIVE**

25 **SPEED**

Hit Point Maximum __66__

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total __8__
HIT DICE

SUCCESSES ○—○—○
FAILURES ○—○—○
DEATH SAVES

NAME	ATK BONUS	DAMAGE/TYPE
Quarterstaff	+2	1d6 -1 bludgeoning
Crossbow, light	+6	1d8 +3 piercing
Dagger	+6	1d4 +3 piercing

ATTACKS & SPELLCASTING

CP
SP
EP
GP
PP

Robe of Useful Items
Bag of Tricks (Tan)
Restorative Ointment
Viol
Leather Armor
Entertainer's Pack: backpack, bedroll, 2 costumes, 5 candles, 5 days of rations, waterskin, disguise kit
Torches (2), Tinderbox
Antitoxin Vial (1)
Caltrops (Bag of 20)
Ink, pen, 5 sheets parchment
Signal whistle
Potion of Healing (2: O O)

EQUIPMENT

I have a strong sense of fair play and always try to find the most equitable solution to arguments. I judge people by their actions, not their words.

PERSONALITY TRAITS

Freedom. Tyrants must not be allowed to oppress the people.

IDEALS

I protect those who cannot protect themselves.

BONDS

I have a weakness for the vices of the city, especially hard drink.

FLAWS

Lucky
When you roll a 1 on the d20 for 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.

Naturally Stealthy.
You can attempt to hide even when you are obscured only by a creature that is at least one size larger than you.

Bardic Inspiration.
You can inspire others through stirring words or music. To do so, you use a bonus action on your turn to choose one creature other than yourself within 60 feet of you who can hear you. That creature gains one Bardic Inspiration die, a d8. Once within the next 10 minutes, the creature can roll the die and add the number rolled to one ability check, attack roll, or saving throw it makes. The creature can wait until after it rolls the d20 before deciding to use the Bardic Inspiration die, but must decide before the GM says whether the roll succeeds or fails. Once the Bardic Inspiration die is rolled, it is lost. A creature can have only one Bardic Inspiration die at a time. You can use this feature a number of times equal to your Charisma modifier (a minimum of once). You regain any expended uses when you finish a long rest.

Jack of All Trades.
You can add half your proficiency bonus, rounded down, to any ability check you make that doesn't already include your proficiency bonus.

Song of Rest.
You can use soothing music or oration to help revitalize your wounded allies during a short rest. If you or any friendly creatures who can hear your performance regain hit points at the end of the short rest by spending one or more Hit Dice, each of those creatures regains an extra 1d6 hit points.

Font of Inspiration.
You regain all of your expended uses of Bardic Inspiration when you finish a short or long rest

FEATURES & TRAITS

Pachedan Lagraness

35 years	3'2"	41 lbs.
AGE	HEIGHT	WEIGHT
Dark Blue	Ruddy Brown	Chestnut
EYES	SKIN	HAIR

CHARACTER APPEARANCE

NAME

SYMBOL

ALLIES & ORGANIZATIONS

CHARACTER BACKSTORY

Expertise
At 3rd level, choose two of your skill proficiencies. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies.

Countercharm
You gain the ability to use musical notes or words of power to disrupt mind-influencing effects. As an action, you can start a performance that lasts until the end of your next turn.Á During that time, you and any friendly creatures within 30 feet of you have advantage on saving throws against being frightened or charmed. A creature must be able to hear you to gain this benefit. The performance ends early if you are incapacitated or silenced or if you voluntarily end it (no action required).

Magic Secrets
You learn two spells of your choice from any class. A spell you choose must be of a level you can cast, as shown on the Bard table, or a cantrip. The chosen spells count as bard spells for you but don't count against the number of bard spells you know.

Cutting Wounds
You learn how to use your wit to distract, confuse, and otherwise sap the confidence and competence of others. When a creature that you can see within 60 feet of you makes an attack roll, an ability check, or a damage roll, you can use your reaction to expend one of your uses of Bardic Inspiration, rolling a Bardic Inspiration die and subtracting the number rolled from the creature's roll. You can choose to use this feature after the creature makes its roll, but before the GM determines whether the attack roll or ability check succeeds or fails, or before the creature deals its damage.
The creature is immune if it can't hear you or if it's immune to being charmed.

Potion of Healing (2)
Gain 2d4+2 hp

ADDITIONAL FEATURES & TRAITS

TREASURE

Bard

SPELLCASTING CLASS

Cha	15	+7
SPELLCASTING ABILITY	SPELL SAVE DC	SPELL ATTACK BONUS

0 — CANTRIPS

- Light
- Minor Illusion
- Mage Hand

SPELL LEVEL

SLOTS TOTAL   SLOTS EXPENDED

1 — 4

- ○ Charm Person
- ○ Sleep
- ○ Hideous Laughter
- ○
- ○
- ○
- ○
- ○
- ○
- ○
- ○
- ○

2 — 3

- ○ Invisibility
- ○ Enthrall
- ○ Hold Person
- ○
- ○
- ○
- ○
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- ○

SPELLS KNOWN

3 — 3

- ○ Hypnotic Pattern
- ○ Fear
- ○ Major Image
- ○ Blink* (Wizard)
- ○
- ○
- ○
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- ○

4 — 2

- ○ Confusion
- ○ Greater Invisibility
- ○ Phantasmal Killer* (Wizard)
- ○
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DUNGEONS & DRAGONS®

Oskiah Flintbite
CHARACTER NAME

Cleric/Life Domain 8	Acolyte	Crawl IV GenCon 2016
CLASS & LEVEL	BACKGROUND	PLAYER NAME
Dwarf/Hill Dwarf	Lawful Good	
RACE	ALIGNMENT	EXPERIENCE POINTS

STRENGTH
15
+2

DEXTERITY
8
-1

CONSTITUTION
16
+3

INTELLIGENCE
10
0

WISDOM
18
+4

CHARISMA
12
+1

INSPIRATION

+3 PROFICIENCY BONUS

SAVING THROWS
- ○ +2 Strength
- ○ -1 Dexterity
- ○ +3 Constitution
- ○ 0 Intelligence
- ✴ +7 Wisdom
- ✴ +4 Charisma

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

14 PASSIVE WISDOM (PERCEPTION)

Languages.
Dwarvish, Common,Celestial, Goblin

Weapon.
Simple, Battleaxe, Handaxe, Throwing hammer, Warhammer

Armor
Light, Medium, Shields, Heavy

OTHER PROFICIENCIES & LANGUAGES

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19 ARMOR CLASS

-1 INITIATIVE

25 SPEED

Hit Point Maximum 74

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 8
HIT DICE

SUCCESSES ○—○—○
FAILURES ○—○—○
DEATH SAVES

ATTACKS & SPELLCASTING

NAME	ATK BONUS	DAMAGE/TYPE
Mace of Disruption	+6	1d6 +2 bludgeoning
Crossbow, light	+2	1d8 -1 piercing
Light hammer	+5	1d4 +2 bludgeoning

EQUIPMENT

CP
SP
EP
GP
PP

Mace of Disruption
Splint Mail, Shield
Holy Symbol
Periapt of Health
Potion of Healing (2: O O)
EXPLORER'S PACK: backpack, bedroll, mess kil, tinderbox, 10 torches, 10 days rations, waterskin, 50' hemp rope

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I see omens in every event and action. The gods try to speak to us, we just need to listen I am tolerant (or intolerant) of other faiths and respect (or condemn) the worship of other gods.
PERSONALITY TRAITS

Charity. I always try to help those in need, no matter what the personal cost
IDEALS

Everything I do is for the common people.
BONDS

My piety sometimes leads me to blindly trust those that profess faith in my god.
FLAWS

FEATURES & TRAITS

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

Stonecunning. Whenever you make an Intelligence (History) check related to the origin of stonework you are considered proficient in the History skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus

Darkvision. Accustomed to twilit forests and the night sky, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Channel Divinity: Turn Undead.
As an action, you present your holy symbol and speak a prayer censuring the undead. Each undead that can see or hear you within 30 feet of you must make a Wisdom saving throw. 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 there's nowhere to move, the creature can use the Dodge action.

Destroy Undead.
When an undead fails its saving throw against your Turn Undead feature, the creature is instantly destroyed if its challenge rating is at or below a certain threshold, as shown in the Destroy Undead table.

Disciple of Life.
Whenever you use a spell of 1st level or higher to restore hit points to a creature, the creature regains additional hit points equal to 2 + the spell's level.

Channel Divinity: Preserve Life.
You can use your Channel Divinity to heal the badly injured. As an action, you present your holy symbol and evoke healing energy that can restore a number of hit points equal to five times your cleric level. Choose any creatures within 30 feet of you, and divide those hit points among them. This feature can restore a creature to no more than half of its hit point maximum. You can't use this feature on an undead or a construct.

Oskiah Flintbite

CHARACTER NAME

201 years	4'8"	160 lbs.
AGE	HEIGHT	WEIGHT
Gray	Pale	Copper Red
EYES	SKIN	HAIR

CHARACTER APPEARANCE

NAME

SYMBOL

ALLIES & ORGANIZATIONS

Blessed Healer.
The healing spells you cast on others heal you as well. When you cast a spell of 1st level or higher that restores hit points to a creature other than you, you regain hit points equal to 2 + the spell's level.

Divine Strike.
You gain the ability to infuse your weapon strikes with divine energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 radiant damage to the target.

Mace of Disruption

When you hit a fiend or an undead with this magic weapon, that creature takes an extra 2d6 radiant damage. If the target has 25 hit points or fewer after taking this damage, it must succeed on a DC 15 Wisdom saving throw or be destroyed. On a successful save, the creature becomes frightened of you until the end of your next turn.

While you hold this weapon, it sheds bright light in a 20-foot radius and dim light for an additional 20 feet.

Periapt of Health

You are immune to contracting any disease while you wear this pendant. If you are already infected with a disease, the effects of the disease are suppressed you while you wear the pendant.

Potion of Healing
Gain 2d4+2 hp

ADDITIONAL FEATURES & TRAITS

CHARACTER BACKSTORY

TREASURE

Cleric

SPELLCASTING CLASS

Wis	15	+7
SPELLCASTING ABILITY	SPELL SAVE DC	SPELL ATTACK BONUS

0 — CANTRIPS

Sacred Flame
Guidance
Resistance
Thaumaturgy

SPELL LEVEL

SLOTS TOTAL — SLOTS EXPENDED

1 — 4

- Cure Wounds
- Healing Word
- Bless
- Detect Evil and Good

SPELLS KNOWN

2 — 3

- Prayer of Healing
- Spiritual Weapon
- Lesser Restoration

3 — 3

- Protection from Energy
- Mass Healing Word
- Daylight

4 — 2

- Banishment
- Freedom of Movement

5

6

7

8

9

DUNGEONS & DRAGONS®

Lashenel Lashenak
CHARACTER NAME

Druid/Circle of the Land 8	Sage (Researcher)	Crawl IV GenCon
CLASS & LEVEL	BACKGROUND	PLAYER NAME
Dragonborn/Green Dragon	Neutral Good	
RACE	ALIGNMENT	EXPERIENCE POINTS

Luckstone grants +1 to Ability Checks and Saving Throws

STRENGTH
12
+2*

DEXTERITY
12
+2*

CONSTITUTION
14
+3*

INTELLIGENCE
10
+1*

WISDOM
17
+4*

CHARISMA
13
+2*

INSPIRATION

+3 PROFICIENCY BONUS

SAVING THROWS*
- ○ +2 Strength
- ○ +2 Dexterity
- ○ +3 Constitution
- ✸ +4 Intelligence
- ✸ +7 Wisdom
- ○ +2 Charisma

SKILLS
- ○ +1 Acrobatics (Dex)
- ○ +3 Animal Handling (Wis)
- ✸ +3 Arcana (Int)
- ○ +1 Athletics (Str)
- ○ +1 Deception (Cha)
- ✸ +3 History (Int)
- ○ +3 Insight (Wis)
- ○ +1 Intimidation (Cha)
- ○ 0 Investigation (Int)
- ○ +3 Medicine (Wis)
- ✸ +3 Nature (Int)
- ○ +3 Perception (Wis)
- ○ +1 Performance (Cha)
- ○ +1 Persuasion (Cha)
- ○ 0 Religion (Int)
- ○ +1 Sleight of Hand (Dex)
- ○ +1 Stealth (Dex)
- ✸ +6 Survival (Wis)

13 PASSIVE WISDOM (PERCEPTION)

Other Proficiencies & Languages

Languages
Common, Draconic

Weapon
Dagger, Sickle, Spear, Mace, Quarterstaff, Sling, Javelin, Club, Scimitar, Dart

Armor
Light, Medium, Shields

Tools
Herbalism kit

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13 ARMOR CLASS

+1 INITIATIVE

30 SPEED

Hit Point Maximum ___67___

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total ___8___ HIT DICE

DEATH SAVES
SUCCESSES ○○○
FAILURES ○○○

ATTACKS & SPELLCASTING

NAME	ATK BONUS	DAMAGE/TYPE
Staff of Swarming Insects	+4	1d6 +1 bludgeoning
Sling	+4	1d4 +1 bludgeoning
Dagger	+4	1d4 +1 piercing
Breath Weapon	vs Con	3d6 poison (15' cone)
Wind Wall	vs Str	3d8 bludgeon (Special)
Heat Metal		2d8 fire
Flaming Sphere	vs Dex	2d6 Fire (5' reach)
Thunderwave	vs Con	2d8 thunder (15' cube)
Poison Spray	vs Con	2d12 poison (10', Con)
Produce Flame	+6	2d8 fire (30')

EQUIPMENT

- CP — Staff of Swarming Insects (O O O O O O O O O O
- Stone of Good Luck (* stats adjusted)
- Potion of Healing (2: O O)
- SP — Hide Armor
- Herbalism Kit
- EP — EXPLORER'S PACK: backpack, bedroll, mess kil, tinderbox, 10 torches, 10 days rations, waterskin, 50' hemp rope
- GP — Ink, Pen, and 10 pieces of parchment
- PP

I am horribly, horribly awkward in social situations.

PERSONALITY TRAITS

Knowledge. The path to power and self-improvement is through knowledge. (Neutral)

IDEALS

I sold my soul for knowledge. I hope to do great deeds and win it back.

BONDS

Most people scream and run when they see a demon. I stop and take notes on its anatomy.

FLAWS

FEATURES & TRAITS

Draconic Ancestry (Green Dragon)

Damage Resistance (Poison)

Breath Weapon
You can use your action to exhale destructive energy (Poison, 15' cone). When you use your breath weapon, each creature in the area of the exhalation must make a Constitution saving throw (DC 13). A creature takes 3d6 damage on a failed save, and half as much damage on a successful one. After you use your breath weapon, you can't use it again until you complete a short or long rest.

Druidic
You know Druidic, the secret language of druids. You can speak the language and use it to leave hidden messages. You and others who know this language automatically spot such a message. Others spot the message's presence with a successful DC 15 Wisdom (Perception) check but can't decipher it without magic.

Wild Shape
You can use your action to magically assume the shape of a beast that you have seen before. You can use this feature twice. You regain expended uses when you finish a short or long rest. Your druid level determines the beasts you can transform into, as shown in the Beast Shapes table. You may choose from the following list of beasts: tiger, giant goat, squirrel (rat), giant eagle, and owl

Bonus Cantrip
When you choose this circle at 2nd level, you learn one additional druid cantrip of your choice (chosen)

Land's Stride
Moving through nonmagical difficult terrain costs you no extra movement. You can also pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard. In addition, you have advantage on saving throws against plants that are magically created or manipulated to impede movement, such those created by the *entangle* spell.

Lashenel Lashenak

CHARACTER NAME

25 years	5'8"	170 lbs.
AGE	HEIGHT	WEIGHT
Golden	Green Scales	None
EYES	SKIN	HAIR

CHARACTER APPEARANCE

NAME

SYMBOL

ALLIES & ORGANIZATIONS

CHARACTER BACKSTORY

Natural Recovery
You can regain some of your magical energy by sitting in meditation and communing with nature. During a short rest, you choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than half your druid level (rounded up). You can't use this feature again until you finish a long rest. For example, as an 8th-level druid, you can recover up to four levels worth of spell slots. You can recover either a 4th-level slot or two 2nd-level slots

GEAR & MAGIC ITEMS

Staff of Swarming Insects (Attuned)
This staff has 10 charges and regains 1d6 + 4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, a swarm of insects consumes and destroys the staff, then disperses.
    Spells: While holding the staff, you can use an action to expend some of its charges to cast one of the following spells from it, using your spell save DC: *giant insect* (4 charges) or *insect plague* (5 charges).
    Insect Cloud: While holding the staff, you can use an action and expend 1 charge to cause a swarm of harmless flying insects to spread out in a 30-foot radius from you. The insects remain for 10 minutes, making the area heavily obscured for creatures other than you. The swarm moves with you, remaining centered on you. A wind of at least 10 miles per hour disperses the swarm and ends the effect.

Stone of Good Luck (Luckstone; Attuned)
While this polished agate is on your person, you gain a +1 bonus to ability checks and saving throws. Stats have been adjusted (*); if stone is removed, reduce Ability checks and saving throws by -1.

Potion of Healing (2)
Gain 2d4+2 hp

ADDITIONAL FEATURES & TRAITS

TREASURE

Druid

SPELLCASTING CLASS

Wis	14	+6
SPELLCASTING ABILITY	SPELL SAVE DC	SPELL ATTACK BONUS

0 — CANTRIPS

Resistance
Poison Spray (10', Con sv.; poison)
Produce Flame (30', 2d8 fire; 10'/10' lt)

SPELL LEVEL

SLOTS TOTAL   SLOTS EXPENDED

1 — 4

- Entangle
- Healing Word (heal 1d4+3 hp)
- Thunderwave (2d8 thunder, 15' cube)
- Faerie Fire (20' cube, 10' dim light)
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SPELLS KNOWN

2 — 3

- Flaming Sphere (2d6 fire, Dex half)
- Heat Metal (2d8 fire)
- Find Traps (120', LOS)
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3 — 3

- Sleet Storm (cylinder 20' tall/40' rad)
- Dispel Magic
- Wind Wall
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4 — 2

- Conjure Minor Elementals
- Confusion
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DUNGEONS & DRAGONS®

Dagron the Red
CHARACTER NAME

Fighter/Champion 8	Soldier	Crawl IV GenCon 2016
CLASS & LEVEL	BACKGROUND	PLAYER NAME
Human	Lawful Neutral	
RACE	ALIGNMENT	EXPERIENCE POINTS

STRENGTH
16
+3

INSPIRATION

+3 PROFICIENCY BONUS

DEXTERITY
14
+2

Saving Throws:
- ⊛ +6 Strength
- ○ +2 Dexterity
- ⊛ +5 Constitution
- ○ 0 Intelligence
- ○ +1 Wisdom
- ○ -1 Charisma

SAVING THROWS

CONSTITUTION
15
+2

INTELLIGENCE
11
0

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

SKILLS

WISDOM
12
+1

CHARISMA
9
-1

14 PASSIVE WISDOM (PERCEPTION)

Languages: Common

Weapon Proficiencies: Simple, Martial

Armor Proficiencies: Light, Medium, Heavy, Shields

Tools: Land Vehicles

OTHER PROFICIENCIES & LANGUAGES

Adamantine Armor: *Critical hits become normal*

19* ARMOR CLASS
+2 INITIATIVE
30 SPEED

Hit Point Maximum _____ Ï 9

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total ___ 8
HIT DICE

SUCCESSES ○-○-○
FAILURES ○-○-○
DEATH SAVES

NAME	ATK BONUS	DAMAGE/TYPE
Flame Tongue (unlit)	+6	1d8 +3 slashing (19-20)
Flame Tongue (lit)	+6	1d8 +3 slashing (19-20) + 2d6 fire
Crossbow, heavy	+5	1d10 +2 piercing (19-20)

ATTACKS & SPELLCASTING

Equipment:
- *Flame Tongue* (longsword)
- Crossbow, heavy (20 bolts)
- *Adamantine Splint Armor* & Shield
- *Potion of Healing* (2: ○ ○)
- EXPLORER'S PACK: backpack, bedroll, mess kil, tinderbox, 10 torches, 10 days rations, waterskin, 50' hemp rope

CP SP EP GP PP

EQUIPMENT

I have a crude sense of humor. I face problems head-on. A simple, direct solution is the best path to success.

PERSONALITY TRAITS

Responsibility. I do what I must and obey just authority.

IDEALS

I fight for those who cannot fight for themselves.

BONDS

I'd rather eat my armor than admit when I'm wrong.

FLAWS

Fighting Style: Defense.
While you are wearing armor, you gain a +1 bonus to AC.

Second Wind
You have a limited well of stamina that you can draw on to protect yourself from harm. On your turn, 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.

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.

Extra Attack
You can attack twice, instead of once, whenever you take the Attack action on your turn.

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

Remarkable Athlete
You can add half your proficiency bonus (round up) to any Strength, Dexterity, or Constitution check you make that doesn't already use your proficiency bonus. In addition, when you make a running long jump, the distance you can cover increases by a number of feet equal to your Strength modifier.

FEATURES & TRAITS

Dagron the Red

CHARACTER NAME

31 years	6'0"	190 lbs.
AGE	HEIGHT	WEIGHT
Brown	Ebony	Bald
EYES	SKIN	HAIR

CHARACTER APPEARANCE

NAME

SYMBOL

ALLIES & ORGANIZATIONS

Flame Tongue (longsword)
You can use a bonus action to speak this magic sword's command word, causing flames to erupt from the blade. These flames shed bright light in a 40-foot radius and dim light for an additional 40 feet. While the sword is ablaze, it deals an extra 2d6 fire damage to any target it hits. The flames last until you use a bonus action to speak the command word again or until you drop or sheathe the sword.

Adamantine Armor (Splint)
While you're wearing it, any critical hit against you becomes a normal hit.

Potion of Healing (2)
Gain 2d4+2 hp

ADDITIONAL FEATURES & TRAITS

CHARACTER BACKSTORY

TREASURE

DUNGEONS & DRAGONS®

Aquilal Urd
CHARACTER NAME

Monk/Way of the Open Hand 8	Noble	Crawl IV GenCon 2016
CLASS & LEVEL	BACKGROUND	PLAYER NAME
Human	Lawful Neutral	
RACE	ALIGNMENT	EXPERIENCE POINTS

STRENGTH
16
+3

DEXTERITY
18
+4

CONSTITUTION
15
+2

INTELLIGENCE
11
0

WISDOM
13
+1

CHARISMA
9
-1

INSPIRATION

+3 PROFICIENCY BONUS

SAVING THROWS (Cloak: +1 Saves)
- ⊛ +7 Strength
- ⊛ +8 Dexterity
- ○ +3 Constitution
- ○ +1 Intelligence
- ○ +2 Wisdom
- ○ +0 Charisma

SKILLS
- ⊛ +7 Acrobatics (Dex)
- ○ +1 Animal Handling (Wis)
- ○ 0 Arcana (Int)
- ⊛ +6 Athletics (Str)
- ○ -1 Deception (Cha)
- ⊛ +3 History (Int)
- ○ +1 Insight (Wis)
- ○ -1 Intimidation (Cha)
- ○ 0 Investigation (Int)
- ○ +1 Medicine (Wis)
- ○ 0 Nature (Int)
- ○ +1 Perception (Wis)
- ○ -1 Performance (Cha)
- ⊛ +2 Persuasion (Cha)
- ○ 0 Religion (Int)
- ○ +4 Sleight of Hand (Dex)
- ○ +4 Stealth (Dex)
- ○ +1 Survival (Wis)

11 PASSIVE WISDOM (PERCEPTION)

OTHER PROFICIENCIES & LANGUAGES
Languages. Common

Weapon Simple, Shortsword

Armor. Light

Tools. Calligraphers supplies

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16 **ARMOR CLASS**

+4 **INITIATIVE**

45 **SPEED**

Hit Point Maximum _____ 65

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 8 — HIT DICE

SUCCESSES ○—○—○
FAILURES ○—○—○
DEATH SAVES

ATTACKS & SPELLCASTING

NAME	ATK BONUS	DAMAGE/TYPE
Unarmed Strike	+7	1d6+4 bludgeon
+1 Spear	+7	1d6/1d8*+5 piercing
Dart (10)	+7	1d4+4 piercing
Javelin of lightning	+7	1d6+4 piercing**

*Versatile weapon

**see Notes for for the Javelin of Lightning's special attack

Ki Points (8): O O O O O O O O

EQUIPMENT
- +1 Spear
- *Javelin of lightning* (O)
- *Cloak of Protection* (*stats adjusted)
- *Potions of Healing* (2d4+2 hp: O O)
- EXPLORER'S PACK: backpack, bedroll, mess kil, tinderbox, 10 torches, 10 days rations, waterskin, 50' hemp rope

CP
SP
EP
GP
PP

Despite my noble birth, I do not place myself above other folk. We all have the same blood. My favor, once lost, is lost forever.

PERSONALITY TRAITS

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

IDEALS

The common folk must see me as a hero of the people.

BONDS

I secretly believe that everyone is beneath me.

FLAWS

FEATURES & TRAITS

Ki Points (8 pts; DC 12)
Your training allows you to harness the mystic energy of ki. When you spend a ki point, it is unavailable until you finish a short or long rest, at the end of which you draw all of your expended ki back into yourself. You must spend at least 30 minutes of the rest meditating to regain your ki points.

Flurry of Blows
Immediately after you take the Attack action on your turn, you can spend 1 ki point to make two unarmed strikes as a bonus action.

Patient Defense
You can spend 1 ki point to take the Dodge action as a bonus action on your turn.

Step of the Wind
You can spend 1 ki point to take the Disengage or Dash action as a bonus action on your turn, and your jump distance is doubled for the turn.

Unarmored Movement
Your speed increases by 15 feet while you are not wearing armor or wielding a shield.

Deflect Missiles
You can use your reaction to deflect or catch the missile when you are hit by a ranged weapon attack. When you do so, the damage you take from the attack is reduced by 1d10+12. If you reduce the damage to 0, you can catch the missile if it is small enough for you to hold in one hand and you have at least one hand free. If you catch a missile in this way, you can spend 1 ki point to make a ranged attack with the weapon or piece of ammunition you just caught, as part of the same reaction. You make this attack with proficiency, regardless of your weapon proficiencies, and the missile counts as a monk weapon for the attack, which has a normal range of 20 feet and a long range of 60 feet.

Open Hand Technique
You can manipulate your enemy's ki when you harness your own. Whenever you hit a creature with one of the attacks granted by your Flurry of Blows, you can impose one of the following effects on that target:
  - It must succeed on a Dexterity saving throw or be knocked prone.
  - It must make a Strength saving throw. If it fails, you can push it up to 15 feet away from you.
  - It can't take reactions until the end of your next turn.

26 years	5'8"	155 lbs.
AGE	HEIGHT	WEIGHT
Black	Dark Brown	Tight Curly Black
EYES	SKIN	HAIR

Aquilal Urd

CHARACTER NAME

CHARACTER APPEARANCE

NAME

SYMBOL

ALLIES & ORGANIZATIONS

Slow Fall
You can use your reaction when you fall to reduce any falling damage by 40 points.

Extra Attack.
You can attack twice, instead of once, whenever you take the Attack action on your turn.

Stunning Strike
You can interfere with the flow of ki in an opponent's body. When you hit another creature with a melee weapon attack, you can spend 1 ki point to attempt a stunning strike. The target must succeed on a Constitution saving throw or be stunned until the end of your next turn.

Ki-Empowered Strikes.
Your unarmed strikes count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage

Evasion.
Your instinctive agility lets you dodge out of the way of certain area effects, such as a blue dragon's lightning breath or a *fireball* spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Stillness of Mind
You can use your action to end one effect on yourself that is causing you to be charmed or frightened.

Wholeness of Body
As an action, you can regain 24 hit points. You must finish a long rest before you can use this feature again.

SPECIAL GEAR & MAGIC ITEMS

Javelin of Lightning
This javelin is a magic weapon. When you hurl it and speak its command word, it transforms into a bolt of lightning, forming a line 5 feet wide that extends out from you to a target within 120 feet. Each creature in the line excluding you and the target must make a DC 13 Dexterity saving throw, taking 4d6 lightning damage on a failed save, and half as much damage on a successful one. The lightning bolt turns back into a javelin when it reaches the target. Make a ranged weapon attack against the target. On a hit, the target takes damage from the javelin plus 4d6 lightning damage.The javelin's property can't be used again until the next dawn. In the meantime, the javelin can still be used as a magic weapon.

Cloak of Protection (Attuned)
You gain a +1 bonus to AC and saving throws while you wear this cloak (bonuses already factored).

ADDITIONAL FEATURES & TRAITS

CHARACTER BACKSTORY

TREASURE

DUNGEONS & DRAGONS®

Ajenal Stormbreaker
CHARACTER NAME

Paladin/Oath of Devotion 8	Folk Hero	Crawl IV GenCon 2016
CLASS & LEVEL	BACKGROUND	PLAYER NAME
Dragonborn/Silver	Lawful Good	
RACE	ALIGNMENT	EXPERIENCE POINTS

STRENGTH
19
+4

DEXTERITY
10
0

CONSTITUTION
13
+1

INTELLIGENCE
8
-1

WISDOM
14
+2

CHARISMA
18
+4

INSPIRATION

+3 PROFICIENCY BONUS

SAVING THROWS
- ○ +4 Strength
- ○ 0 Dexterity
- ○ +1 Constitution
- ○ -1 Intelligence
- ✸ +5 Wisdom
- ✸ +7 Charisma

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

12 PASSIVE WISDOM (PERCEPTION)

Languages
Common, Draconic

Weapon
Simple, Martial

Armor
Light, Medium, Heavy, Shields

OTHER PROFICIENCIES & LANGUAGES

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19 ARMOR CLASS
0 INITIATIVE
30 SPEED

Hit Point Maximum _____ 70

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 8

HIT DICE

SUCCESSES ○─○─○
FAILURES ○─○─○

DEATH SAVES

ATTACKS & SPELLCASTING

NAME	ATK BONUS	DAMAGE/TYPE
Sun Blade	+9	1d8 +6 radiant
Longbow	+3	1d8 piercing
Breath Weapon	+3	1d8 cold (15' cone)

EQUIPMENT

CP
SP
EP
GP
PP

Sun Blade (attuned)
Gauntlets of Ogre Power (attuned)
2 Potions of Healing (2d4+2 hp: ○ ○)
Longbow (w/20 arrows)
EXPLORER'S PACK: backpack, bedroll,
mess kil, tinderbox, 10 torches,
10 days rations, waterskin, 50' hemp rope

If someone is in trouble, I'm always ready to lend help. I misuse long words in an attempt to sound smarter.

PERSONALITY TRAITS

Respect. People deserve to be treated with dignity and respect. (Good)

IDEALS

I protect those who cannot protect themselves.

BONDS

I have a weakness for the vices of the city, especially hard drink.

FLAWS

FEATURES & TRAITS

Fighting Style: Protection
When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield.

Draconic Ancestry (Silver Dragon)

Damage Resistance (Cold)

Breath Weapon (3d6 Cold, 15' Cone, DC 12 Con. Save)
When you use your breath weapon, each creature in the are of exhalation must make a DC 12 Constitution save. A creature takes 3d6 points of cold damage on a failed save and half as much on a successful one. After you use your breath weapon, you can't use it again until you complete a short or long rest.

Divine Sense (5: ○ ○ ○ ○ ○)
The presence of strong evil registers on your senses like a noxious odor, and powerful good rings like heavenly music in your ears. As an action, you can open your awareness to detect such forces. Until the end of your next turn, you know the location of any celestial, fiend, or undead within 60 feet of you that is not behind total cover. You know the type (celestial, fiend, or undead) of any being whose presence you sense, but not its identity. Within the same radius, you also detect the presence of any place or object that has been consecrated or desecrated, as with the *hallow* spell. You can use this feature five (5) times. When you finish a long rest, you regain all expended uses.

Divine Health
The divine magic flowing through you makes you immune to disease.

Extra Attack
You can attack twice, instead of once, whenever you take the Attack action on your turn.

Aura of Protection
Whenever you or a friendly creature within 10 feet of you must make a saving throw, the creature gains a +4 bonus to the saving throw. You must be conscious to grant this bonus.

Aura of Devotion
You and friendly creatures within 10 feet of you can't be charmed while you are conscious.

Ajenal Stormbreaker

CHARACTER NAME

26 years	5'10"	180 lbs.
AGE	HEIGHT	WEIGHT
EYES	SKIN	HAIR

CHARACTER APPEARANCE

NAME

SYMBOL

ALLIES & ORGANIZATIONS

Lay on Hands
Your blessed touch can heal wounds. You have a pool of healing power that replenishes when you take a long rest. With that pool, you can restore up to 40 hit points. As an action, you can touch a creature and draw power from the pool to restore a number of hit points to that creature, up to the maximum amount remaining in your pool. Alternatively, you can expend 5 hit points from your pool of healing to cure the target of one disease or neutralize one poison affecting it. You can cure multiple diseases and neutralize multiple poisons with a single use of Lay on Hands, expending hit points separately for each one. This feature has no effect on undead and constructs.

Divine Smite
When you hit a creature with a melee weapon attack, you can expend one spell slot to deal radiant damage to the target, in addition to the weapon's damage. The extra damage is 2d8 for a 1st-level spell slot, plus 1d8 for each spell level higher than 1st, to a maximum of 5d8. The damage increases by 1d8 if the target is an undead or a fiend.

SPECIAL GEAR & MAGIC ITEMS

Gauntlets of Ogre Power (Attuned)
Your Strength score is 19 while you wear these gauntlets. They have no effect on you if your Strength is already 19 or higher. (Already factored into statistics)

Sun Blade (Attuned)
This item appears to be a longsword hilt. While grasping the hilt, you can use a bonus action to cause a blade of pure radiance to spring into existence, or make the blade disappear. While the blade exists, this magic longsword has the finesse property. If you are proficient with shortswords or longswords, you are proficient with the sun blade.

You gain a +2 bonus to attack and damage rolls made with this weapon, which deals radiant damage instead of slashing damage. When you hit an undead with it, that target takes an extra 1d8 radiant damage.

The sword's luminous blade emits bright light in a 15-foot radius and dim light for an additional 15 feet.

The light is sunlight. While the blade persists, you can use an action to expand or reduce its radius of bright and dim light by 5 feet each, to a maximum of 30 feet each or a minimum of 10 feet each.

ADDITIONAL FEATURES & TRAITS

CHARACTER BACKSTORY

TREASURE

Paladin

SPELLCASTING CLASS

Cha	15	+7
SPELLCASTING ABILITY	SPELL SAVE DC	SPELL ATTACK BONUS

0 — CANTRIPS

SPELL LEVEL

SLOTS TOTAL · SLOTS EXPENDED

1 — 4

SPELLS KNOWN

- ○ Cure Wounds
- ○ Heroism
- ○ Detect Poison and Disease
- ○ Bless

2 — 3

- ○ Aid
- ○ Lesser Restoration
- ○ Magic Weapon

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DUNGEONS & DRAGONS®

Elia Bomona
CHARACTER NAME

Ranger/Hunter 8	Hermit	Crawl IV GenCon 2016
CLASS & LEVEL	BACKGROUND	PLAYER NAME
Elf/High Elf	Chaotic Good	
RACE	ALIGNMENT	EXPERIENCE POINTS

INSPIRATION

+3 PROFICIENCY BONUS

Ability Scores

STRENGTH 14 (+2)

DEXTERITY 18 (+4)

CONSTITUTION 16 (+3)

INTELLIGENCE 9 (-1)

WISDOM 12 (+1)

CHARISMA 10 (0)

SAVING THROWS
- ✸ +5 Strength
- ✸ +7 Dexterity
- ○ +3 Constitution
- ○ -1 Intelligence
- ○ +1 Wisdom
- ○ 0 Charisma

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

14 PASSIVE WISDOM (PERCEPTION)

OTHER PROFICIENCIES & LANGUAGES

Languages
Elvish, Common, Giant

Weapons
Simple, Martial, Longsword, Shortsword, Shortbow, Longbow

Armor
Light, Medium

Tools
Herbalism kit

Combat

18 ARMOR CLASS

+4 INITIATIVE

30 SPEED

Hit Point Maximum _____ 74
CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total **8**
HIT DICE

SUCCESSES ○—○—○
FAILURES ○—○—○
DEATH SAVES

ATTACKS & SPELLCASTING

NAME	ATK BONUS	DAMAGE/TYPE
Longsword	+5	1d8 +2 slashing
Longbow (+1 arrows)	+10	1d8 +3 piercing
Dagger	+7	1d4 +4 piercing

EQUIPMENT

CP
Longbow (w/ 20 +1 arrows)
Bracers of Archery
Mithral Scale Mail

SP
2 *Potions of Healing* (2d4+2 hp: ○ ○)
1 vial Antivenom (○)

EP
1 bag of caltrops
DUNGEONEER'S PACK: backpack, crowbar,

GP
hammer,10 pitons, tinderbox, 10 torches,
10 days rations, waterskin, 50' hemp rope

PP

PERSONALITY TRAITS
I was exiled for a crime I didn't commit. I am utterly serene, even in the face of disaster. I've been isolated for so long that I rarely speak, preferring gestures or the occasional grunt.

IDEALS
FREE THINKING. Inquiry and curiosity are the pillars of progress.

BONDS
Should my discovery come to light, it could bring ruin to the world.

FLAWS
I harbor dark, bloodthirsty thoughts that my isolation and mediation failed to quell.

FEATURES & TRAITS

Trance
Elves don't need to sleep. Instead, they meditate deeply, remaining semiconscious, for 4 hours a day.

Darkvision
You can see in dim light within 60 feet of you as if it were bright light, and in darkness 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.

Fighting Style: Archery
You gain a +2 bonus to attack rolls you make with ranged weapons.

Favored Enemy (Monstrosities, Undead)
You have advantage on Wisdom (Survival) checks to track Monstrosities and Undead, as well as on Intelligence checks to recall information about them.

Natural Explorer (Forest, Mountain; See SRD)

Primeval Awareness
You can use your action and expend one ranger spell slot to focus your awareness on the region around you. For 1 minute per level of the spell slot you expend, you can sense whether the following types of creatures are present within 1 mile of you (or within up to 6 miles if you are in your favored terrain): aberrations, celestials, dragons, elementals, fey, fiends, and undead. This feature doesn't reveal the creatures' location or number.

Extra Attack
You can attack twice, instead of once, whenever you take the Attack action on your turn.

Land's Stride
Moving through nonmagical difficult terrain costs you no extra movement. You can also pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard.
   In addition, you have advantage on saving throws against plants that are magically created or manipulated to impede movement, such those created by the *entangle* spell.

Amorar Bomona

CHARACTER NAME

133 years	5'3"	131 lbs.
AGE	HEIGHT	WEIGHT
Sapphire Blue	Pale	Reddish Blonde
EYES	SKIN	HAIR

CHARACTER APPEARANCE

NAME

SYMBOL

ALLIES & ORGANIZATIONS

Hunter's Prey (Colossus Slayer)
Your tenacity can wear down the most potent foes. When you hit a creature with a weapon attack, the creature takes an extra 1d8 damage if it's below its hit point maximum. You can deal this extra damage only once per turn.

Defensive Tactics (Escape the Horde)
Opportunity attacks against you are made with disadvantage.

SPECIAL GEAR & MAGIC ITEMS

Bracers of Archery (Attuned)
While wearing these bracers, you have proficiency with the longbow and shortbow, and you gain a +2 bonus to damage rolls on ranged attacks made with such weapons.

Mithral Scale Mail
If the armor normally imposes disadvantage on Dexterity (Stealth) checks or has a Strength requirement, the mithral version of the armor doesn't.

ADDITIONAL FEATURES & TRAITS

CHARACTER BACKSTORY

TREASURE

Ranger

Wis	12	+4
SPELLCASTING ABILITY	SPELL SAVE DC	SPELL ATTACK BONUS

0 — CANTRIPS

True Strike

SPELL LEVEL

1 — 4
SLOTS TOTAL — SLOTS EXPENDED

- ○ Fog Cloud
- ○ Cure Wounds
- ○ Detect Magic
- ○ Jump

SPELLS KNOWN

2 — 3

- ○ Spike Growth
- ○ Find Traps

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DUNGEONS & DRAGONS®

Tamonei
CHARACTER NAME

Rogue/Thief 8	Urchin	Crawl IV GenCon 2016
CLASS & LEVEL	BACKGROUND	PLAYER NAME
Half-Elf	Chaotic Good	
RACE	ALIGNMENT	EXPERIENCE POINTS

INSPIRATION

+3 PROFICIENCY BONUS

STRENGTH
8
-1

DEXTERITY
19
+4

CONSTITUTION
12
+1

INTELLIGENCE
14
+2

WISDOM
15
+2

CHARISMA
12
+1

SAVING THROWS
- ○ -1 Strength
- ⊛ +7 Dexterity
- ○ +1 Constitution
- ⊛ +5 Intelligence
- ○ +2 Wisdom
- ○ +1 Charisma

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

15 PASSIVE WISDOM (PERCEPTION)

Languages. Elvish, Common, Undercommon

Weapon Simple, Crossbow hand, Longsword, Rapier, Shortsword

Armor. Light

Tools. Disguise kit, Thieves tools, Thieves

OTHER PROFICIENCIES & LANGUAGES

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17 ARMOR CLASS

+4 INITIATIVE

30 SPEED

Hit Point Maximum _____ 57

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total __8__ HIT DICE

DEATH SAVES — SUCCESSES ○○○ FAILURES ○○○

ATTACKS & SPELLCASTING

NAME	ATK BONUS	DAMAGE/TYPE
+1 Rapier	+8	1d8 +5 piercing
Crossbow, hand	+7	1d6 +4 piercing
Dagger	+7	1d4 +4 piercing

EQUIPMENT
CP
+1 Rapier
Glamoured Studded Leather
Boots of Elvenkind
SP
2 Potions of Healing (2d4+2 hp: ○ ○)
DUNGEONEER'S PACK: backpack, crowbar, hammer, 10 pitons, tinderbox, 10 torches,
EP
10 days rations, waterskin, 50' hemp rope
Antitoxin Vial (1)
GP
Acid Vial (1)
Caltrops (Bag of 20)
PP
Bag of Ball Bearings

I ask a lot of questions. I think anyone who's nice to me is hiding evil intent.

PERSONALITY TRAITS

Change. The low are lifted up, and the high and mighty are brought down. Change is the nature of things.

IDEALS

No one else should have to endure the hardships I've been through.

BONDS

I will never truly trust anyone other than myself.

FLAWS

Darkvision
Thanks to your elf blood, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness 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.

Sneak Attack
Beginning at 1st level, you know how to strike subtly and exploit a foe's distraction. Once per turn, you can deal an extra 4d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon. You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

Thieves' Cant
During your rogue training you learned thieves' cant, a secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation. Only another creature that knows thieves' cant understands such messages. It takes four times longer to convey such a message than it does to speak the same idea plainly. In addition, you understand a set of secret signs and symbols used to convey short, simple messages, such as whether an area is dangerous or the territory of a thieves' guild, 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.

Cunning Action
Starting at 2nd level, your quick thinking and agility allow you to move and act quickly. 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.

Fast Hands
Starting at 3rd level, you can use the bonus action granted by your Cunning Action to make a Dexterity (Sleight of Hand) check, use your thieves' tools to disarm a trap or open a lock, or take the Use an Object action.

Second Story Work
When you choose this archetype at 3rd level, you gain the ability to climb faster than normal; climbing no longer costs you extra movement. In addition, when you make a running jump, the distance you cover increases by a number of feet equal to your Dexterity modifier.

FEATURES & TRAITS

Tamonei

CHARACTER NAME

28 years	5'11"	120 lbs.
AGE	HEIGHT	WEIGHT
Green	Suntanned	Dirty Blonde
EYES	SKIN	HAIR

CHARACTER APPEARANCE

NAME

SYMBOL

ALLIES & ORGANIZATIONS

Uncanny Dodge

Starting at 5th level, when an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

Evasion

Beginning at 7th level, you can nimbly dodge out of the way of certain area effects, such as a red dragon's fiery breath or an ice storm spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

MAGICAL GEAR

Boots of Elvenkind

While you wear these boots, your steps make no sound, regardless of the surface you are moving across. You also have advantage on Dexterity (Stealth) checks that rely on moving silently.

Glamoured Studded Leather

While wearing this armor, you gain a +1 bonus to AC. You can also use a bonus action to speak the armor's command word and cause the armor to assume the appearance of a normal set of clothing or some other kind of armor. You decide what it looks like, including color, style, and accessories, but the armor retains its normal bulk and weight.

Potion of Healing (2)
Gain 2d4+2 hp

+1 Rapier

ADDITIONAL FEATURES & TRAITS

CHARACTER BACKSTORY

TREASURE

DUNGEONS & DRAGONS®

Jocheta Nalimei
CHARACTER NAME

Sorcerer/Draconic Ancestry 8 Criminal		Crawl IV GenCon 2016
CLASS & LEVEL	BACKGROUND	PLAYER NAME
Tiefling	Chaotic Neutral	
RACE	ALIGNMENT	EXPERIENCE POINTS

STRENGTH
8
-1

DEXTERITY
12
+1

CONSTITUTION
14
+2

INTELLIGENCE
11
0

WISDOM
13
+1

CHARISMA
19
+4

INSPIRATION

+3 PROFICIENCY BONUS

SAVING THROWS
- ○ -1 Strength
- ○ +1 Dexterity
- ⊛ +5 Constitution
- ○ 0 Intelligence
- ○ +1 Wisdom
- ⊛ +7 Charisma

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

11 PASSIVE WISDOM (PERCEPTION)

OTHER PROFICIENCIES & LANGUAGES

Languages.
Common, Infernal, Draconic

Weapon.
Dagger, Dart, Sling, Quarterstaff, Crossbow light

Tools.
Thieves tools

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14 ARMOR CLASS
+1 INITIATIVE
30 SPEED

Hit Point Maximum _____ 65

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total **8**
HIT DICE

SUCCESSES ○—○—○
FAILURES ○—○—○
DEATH SAVES

ATTACKS & SPELLCASTING

NAME	ATK BONUS	DAMAGE/TYPE
Dagger	+4	1d4 +1 piercing
Crossbow, light	+4	1d8 +1 piercing
Wand of lightning bolt	+4	8d6* lightning

Sorcery Points (8): O O O O O O O O

EQUIPMENT
- *Wand of lighting bolt* (O O O O O O O)
- *Eyes of Charming* (O O O)
- *2 Potions of Healing* (2d4+2 hp: O O)
- EXPLORER'S PACK: backpack, bedroll, mess kil, tinderbox, 10 torches,
- 10 days rations, waterskin, 50' hemp rope

CP
SP
EP
GP
PP

I blow up at the slightest insult. I don't pay attention to the risks in a situation. Never tell me the odds.

PERSONALITY TRAITS

Freedom. Chains are meant to be broken, as are those who would forge them. (Chaotic)

IDEALS

My ill-gotten gains go to support my family.

BONDS

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

FLAWS

FEATURES & TRAITS

Darkvision You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Hellish Resistance You have resistance to fire damage.

Infernal Legacy You know the spells Thaumaturgy (Cantrip), Hellish Rebuke and Darkness. You may cast Hellish Rebuke and Darkness once per long rest. Charisma is the spellcasting abilities for these spells

Red Dragon Origin
*Draconic Resilience - As magic flows through your body, it causes physical traits of your red dragon ancestors to emerge. You gain 1 hp per level of sorcerer you gain. Also, parts of your skin are covered by a thin sheen of red-dragon-like scales. When you aren't wearing armor your AC equals 13 + Dex modifier.
*Elemental Affinity - When you cast a fire spell you add your charisma modifier to one damage roll of that spell. At the same time, you can spend 1 sorcery point to gain resistance to that damage type for 1 hour.

Font of Magic At 2nd level you start gaining Sorcery Points, which allow a variety of effects:
*Sorcery Points - You have 8 sorcery points. You may never have more points than alloted by level.
*Flexible Casting - You may use Sorcery Points to gain spells or use spell slots to regain Sorcery Points. Refer to the SRD to see how many points a spell slot costs/is worth.

Metamagic (2 abilities)
*Empowered Spell - When you roll damage for a spell, you can spend 1 sorcery point to reroll a number of the damage dice up to your Charisma modifier (minimum of one). You must use the new rolls. You can use Empowered Spell even if you have already used a different Metamagic option during the casting of the spell.
*Twinned Spell - When you cast a spell that targets only one creature and doesn't have a range of self, you can spend a number of sorcery points equal to the spell's level to target a second creature in range with the same spell (1 sorcery point if the spell is a cantrip).
To be eligible, a spell must be incapable of targeting more than one creature at the spell's current level. For example, magic missile and scorching ray aren't eligible, but ray of frost and chromatic orb are.

36 years	6'3"	167 lbs.
AGE	HEIGHT	WEIGHT
EYES	SKIN	HAIR

Jocheta Nalimei

CHARACTER NAME

CHARACTER APPEARANCE

NAME

SYMBOL

ALLIES & ORGANIZATIONS

SPECIAL GEAR & MAGIC ITEMS

Wand of Lightning Bolts
This wand has 7 charges. While holding it, you can use an action to expend 1 or more of its charges to cast the *lightning bolt* spell (save DC 15) from it. For 1 charge, you cast the 3rd-level version of the spell. You can increase the spell slot level by one for each additional charge you expend.

The wand regains 1d6 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand crumbles into ashes and is destroyed.

Eyes of Charming (Attuned)
These crystal lenses fit over the eyes. They have 3 charges. While wearing them, you can expend 1 charge as an action to cast the charm person spell (save DC 13) on a humanoid within 30 feet of you, provided that you and the target can see each other. The lenses regain all expended charges daily at dawn.

ADDITIONAL FEATURES & TRAITS

CHARACTER BACKSTORY

TREASURE

Sorcerer

SPELLCASTING CLASS

Cha	15	+7
SPELLCASTING ABILITY	SPELL SAVE DC	SPELL ATTACK BONUS

0 — CANTRIPS

Acid Splash
Ray of Frost
Minor Illusion
Dancing Lights
Shocking Grasp

Thaumaturgy (Tiefling origin)

SPELL LEVEL   SLOTS TOTAL   SLOTS EXPENDED

1 — 4

- Burning Hands
- Mage Armor
- Color Spray
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2 — 3

- Scorching Ray
- Knock
- Levitate
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- Hellish Rebuke (Tiefling origin)
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3 — 3

- Fireball
- Dispel Magic
- Lightning Bolt
-
- Darkness (Tiefling origin)
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4 — 2

- Ice Storm
- Wall of Fire
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SPELLS KNOWN

DUNGEONS & DRAGONS®

Black Whisper
CHARACTER NAME

Warlock/The Fiend 8	Criminal	Crawl IV GenCon 2016
CLASS & LEVEL	BACKGROUND	PLAYER NAME
Half-Elf	True Neutral	
RACE	ALIGNMENT	EXPERIENCE POINTS

STRENGTH 9 (-1)
DEXTERITY 10 (0)
CONSTITUTION 14 (+2)
INTELLIGENCE 12 (+1)
WISDOM 15 (+2)
CHARISMA 20 (+5)

INSPIRATION

+3 PROFICIENCY BONUS

SAVING THROWS
- ○ +1 Strength
- ○ +1 Dexterity
- ○ +3 Constitution
- ○ +2 Intelligence
- ✳ +6 Wisdom
- ✳ +9 Charisma

SKILLS
- ○ -0 Acrobatics (Dex)
- ○ +2 Animal Handling (Wis)
- ✳ +4 Arcana (Int)
- ○ -1 Athletics (Str)
- ✳ +8 Deception (Cha)
- ○ +1 History (Int)
- ○ +2 Insight (Wis)
- ✳ +8 Intimidation (Cha)
- ○ +1 Investigation (Int)
- ○ +2 Medicine (Wis)
- ○ +1 Nature (Int)
- ✳ +5 Perception (Wis)
- ○ +5 Performance (Cha)
- ✳ +8 Persuasion (Cha)
- ○ +1 Religion (Int)
- ○ 0 Sleight of Hand (Dex)
- ✳ +3 Stealth (Dex)
- ○ +2 Survival (Wis)

15 PASSIVE WISDOM (PERCEPTION)

13 ARMOR CLASS
0 INITIATIVE
30 SPEED

Hit Point Maximum _____ 66
CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total _____ 8
HIT DICE

SUCCESSES ○○○
FAILURES ○○○
DEATH SAVES

ATTACKS & SPELLCASTING

NAME	ATK BONUS	DAMAGE/TYPE
Sickle	+3	1d4 -1 slashing
Crossbow, light	+2	1d8 piercing
Dagger	+3	1d4 -1 piercing

EQUIPMENT
Wand of Binding (7: ○○○○○○○)
Cloak of Protection
2 Potions of Healing (2d4+2 hp: ○ ○)
Studded leather armor
DUNGEONEER'S PACK: backpack, crowbar, hammer,10 pitons, tinderbox, 10 torches,
10 days rations, waterskin, 50' hemp rope
Antitoxin Vial (1)
Acid Vial (1)

CP / SP / EP / GP / PP

OTHER PROFICIENCIES & LANGUAGES
Languages. Elvish, Abyssal, Common
Weapon Simple
Armor. Light
Tools. Dice set, Thieves tools

PERSONALITY TRAITS
I always have a plan for what to do when things go wrong. The best way to get me to do something is to tell me I can't do it.

IDEALS
People. I'm loyal to my friends, not to any ideals, and everyone else can take a trip down the Styx for all I care.

BONDS
I'm trying to pay off an old debt I owe to a generous benefactor.

FLAWS
I have a "tell" that reveals when I'm lying.

FEATURES & TRAITS

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

Dark One's Blessing.
When you reduce a hostile creature to 0 hit points, you gain 13 temporary hit points.

Dark One's Own Luck
You can call on your patron to alter fate in your favor. When you make an ability check or a saving throw, you can use this feature to add a d10 to your roll. You can do so after seeing the initial roll but before any of the roll's effects occur. Once you use this feature, you can't use it again until you finish a short or long rest.

Pact of the Tome (Pact)
Your patron gives you a grimoire called a Book of Shadows. You have three cantrips already included in this spell list. While the book is on your person, you can cast those cantrips at will. They don't count against your number of cantrips known. If they don't appear on the warlock spell list, they are nonetheless warlock spells for you.

Armor of Shadows (Eldritch Invocation)
You can cast mage armor on yourself at will, without expending a spell slot or material components.

Visions of Distant Realm (Eldritch Invocation)
You can cast *arcane eye* at will, without expending a spell slot.

note: Mage Armor and Arcane Eye are listed in "Freeform" spells in d20pro

Black Whisper

CHARACTER NAME

194 years	5'5"	110 lbs.
AGE	HEIGHT	WEIGHT
Blue	Pale	Raven Black
EYES	SKIN	HAIR

CHARACTER APPEARANCE

NAME

SYMBOL

ALLIES & ORGANIZATIONS

Wand of Binding (Attuned)
This wand has 7 charges for the following properties. It regains 1d6 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand crumbles into ashes and is destroyed.

   Spells: While holding the wand, you can use an action to expend some of its charges to cast one of the following spells (save DC 17): *hold monster* (5 charges) or *hold person* (2 charges).

   Assisted Escape: While holding the wand, you can use your reaction to expend 1 charge and gain advantage on a saving throw you make to avoid being paralyzed or restrained, or you can expend 1 charge and gain advantage on any check you make to escape a grapple.

Cloak of Protection (Attuned)
You gain a +1 bonus to AC and saving throws while you wear this cloak. (Already factored into statistics)

Potion of Healing (2)
Gain 2d4+2 hp

ADDITIONAL FEATURES & TRAITS

CHARACTER BACKSTORY

TREASURE

Warlock

SPELLCASTING CLASS

Cha	16	+8
SPELLCASTING ABILITY	SPELL SAVE DC	SPELL ATTACK BONUS

0 — CANTRIPS

- Eldritch Blast
- Mage Hand
- Prestidigitation

Pact of the Tome Spells

- True Strike
- Shillelagh
- Mending

note: Pact of the Tome spells are listed under "freeform" spells in d20pro

SPELL LEVEL

1 — SLOTS TOTAL 4 — SLOTS EXPENDED

- ○ Expeditious Retreat
- ○ Charm Person
- ○ Protection from Evil and Good
- ○ _____
- ○ _____
- ○ _____
- ○ _____
- ○ _____
- ○ _____
- ○ _____
- ○ _____
- ○ _____
- ○ _____

SPELLS KNOWN

2 — 3

- ○ Hold Person
- ○ Shatter
- ○ _____
- ○ *note: All Warlock spells are listed under level 1 spells in d20pro for now.*
- ○ _____
- ○ _____
- ○ _____
- ○ _____
- ○ _____
- ○ _____
- ○ _____

3 — 3

- ○ Dispel Magic
- ○ Fear
- ○ _____
- ○ _____
- ○ _____
- ○ _____
- ○ *note: All Warlock spells are listed under level 1 spells in d20pro for now.*
- ○ _____
- ○ _____
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- ○ _____
- ○ _____

4 — 2

- ○ Blight
- ○ Hallucinatory Terrain
- ○ _____
- ○ _____
- ○ *note: All Warlock spells are listed under level 1 spells in d20pro for now.*
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DUNGEONS & DRAGONS®

Kish Tathana
CHARACTER NAME

Wizard/School of Evocation 8	Sage	Crawl IV GenCon 2016
CLASS & LEVEL	BACKGROUND	PLAYER NAME
Gnome/Rock Gnome	Neutral Good	
RACE	ALIGNMENT	EXPERIENCE POINTS

Ability Scores

STRENGTH
8
-1

DEXTERITY
14
+2

CONSTITUTION
16
+3

INTELLIGENCE
19
+4

WISDOM
12
+1

CHARISMA
10
0

INSPIRATION

+3 PROFICIENCY BONUS

Saving Throws
- ○ -1 Strength
- ○ +2 Dexterity
- ○ +3 Constitution
- ⊛ +7 Intelligence
- ⊛ +4 Wisdom
- ○ 0 Charisma

SAVING THROWS

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

SKILLS

11 PASSIVE WISDOM (PERCEPTION)

Languages
Gnomish, Infernal, Common, Primordial

Weapons
Dagger, Dart, Sling, Quarterstaff, Light Crossbow

OTHER PROFICIENCIES & LANGUAGES

Combat

12 ARMOR CLASS

+2 INITIATIVE

25 SPEED

Hit Point Maximum ___58___

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 8
HIT DICE

SUCCESSES ○○○
FAILURES ○○○
DEATH SAVES

Attacks & Spellcasting

NAME	ATK BONUS	DAMAGE/TYPE
Dagger	+5	1d4 +2 piercing
Crossbow, light	+5	1d8 +2 piercing
Fireball	+7	8d6 fire (20' radius sp)
Lightning Bolt	+7	8d6 lightning; 100' line)
Flaming Sphere	+7	2d6 fire; special
Burning Hands	+7	3d6 fire (15' cone)
Chill Touch *	+7	1d8 necrotic; special
Shocking Grasp *	+7	1d8 lightning ; special
Ray of Frost *	+7	2d8 cold (-10 ft. Spd.))
* **Potent Cantrip:** half damage even on successful save		
Scroll of Burning Hands *	+5	3d6 fire (15' cone)
Scroll of Shocking Grasp *	+7	1d8 lightning ; special

ATTACKS & SPELLCASTING

Equipment

CP
- Wand of Fireballs
- Brooch of Shielding
- Potion of Healing (2: ○ ○)
- Spellbook
- Arcane Focus (orb)

EP
- EXPLORER'S PACK: backpack, bedroll, mess kil, tinderbox, 10 torches, 10 torches

GP
- 10 days rations, waterskin, 50' hemp rope
- Scroll of burning hands (1)
- Scroll of shocking grasp (1)

PP

EQUIPMENT

Personality

I use polysyllabic words that convey the impression of great erudition. I'm used to helping out those who aren't as smart as I am, and I patiently explain anything and everything to others.
PERSONALITY TRAITS

Self-Improvement. The goal of a life of study is the betterment of oneself.
IDEALS

It is my duty to protect my students.
BONDS

I am easily distracted by the promise of information.
FLAWS

Features & Traits

Darkvision You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Gnome Cunning You have advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

Artificer's Lore Whenever you make an Intelligence (History) check related to magic items, alchemical objects, or technological devices, you can add twice your proficiency bonus, instead of any proficiency bonus you normally apply.

Tinker You have proficiency with artisan's tools (tinker's tools). Using those tools, you can spend 1 hour and 10 gp worth of materials to construct a Tiny clockwork device (AC 5, 1 hp). The device ceases to function after 24 hours (unless you spend 1 hour repairing it to keep the device functioning), or when you use your action to dismantle it; at that time, you can reclaim the materials used to create it. You can have up to three such devices active at a time. When you create a device, choose one of the following options: Clockwork Toy. This toy is a clockwork animal, monster, or person, such as a frog, mouse, bird, dragon, or soldier. When placed on the ground, the toy moves 5 feet across the ground on each of your turns in a random direction. It makes noises as appropriate to the creature it represents. Fire Starter. The device produces a miniature flame, which you can use to light a candle, torch, or campfire. Using the device requires your action. Music Box. When opened, this music box plays a single song at a moderate volume. The box stops playing when it reaches the song's end or when it is closed.

Arcane Recovery You have learned to regain some of your magical energy by studying your spellbook. Once per day when you finish a short rest, you can choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than half your wizard level (rounded up), and none of the slots can be 6th level or higher. For example, if you're a 4th-level wizard, you can recover up to two levels worth of spell slots. You can recover either a 2nd-level spell slot or two 1st-level spell slots.

Evocation Savant Beginning when you select this school at 2nd level, 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 that you can see, you can choose a number of them equal to 1 + the spell's level. The chosen creatures automatically succeed on their saving throws against the spell, and they take no damage if they would normally take half damage on a successful save.
-Potent Cantrip: When a creature succeeds on a saving throw against your cantrip, the creature takes half the cantrip's damage (if any) but suffers no additional effect from the cantrip.

FEATURES

Kish Tathana

CHARACTER NAME

36 years	3'6"	40 lbs.
AGE	HEIGHT	WEIGHT
Blue	Pale	Pink
EYES	SKIN	HAIR

CHARACTER APPEARANCE

NAME

SYMBOL

ALLIES & ORGANIZATIONS

GEAR AND MAGIC ITEMS

Wand of Fireballs
This wand has 7 charges. While holding it, you can use an action to expend 1 or more of its charges to cast the fireball spell (save DC 15) from it. For 1 charge, you cast the 3rd-level version of the spell. You can increase the spell slot level by one for each additional charge you expend.

The wand regains 1d6 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand crumbles into ashes and is destroyed.

Brooch of Shielding
While wearing this brooch, you have resistance to force damage, and you have immunity to damage from the *magic missile* spell.

Scroll of Burning Hands (1)

Scroll of Shocking Grasp (1)

ADDITIONAL FEATURES & TRAITS

CHARACTER BACKSTORY

TREASURE

Wizard

SPELLCASTING CLASS

Int	15	+7
SPELLCASTING ABILITY	SPELL SAVE DC	SPELL ATTACK BONUS

0 CANTRIPS

- Chill Touch
- Shocking Grasp
- Mage Hand
- Ray of Frost

SPELL LEVEL

SLOTS TOTAL   SLOTS EXPENDED

1   4

SPELLS KNOWN

PREPARED
- ○ Burning Hands
- ○ Mage Armor
- ○ Fog Cloud
- ○
- ○
- ○
- ○
- ○
- ○
- ○
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- ○

2   3

- ○ Blur
- ○ Flaming Sphere
- ○ Ray of Enfeeblement
- ○
- ○
- ○
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- ○
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3   3

- ○ Slow
- ○ Lightning Bolt
- ○ Fly
- ○
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4   2

- ○ Arcane Eye
- ○ Evard's Black Tentacles
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