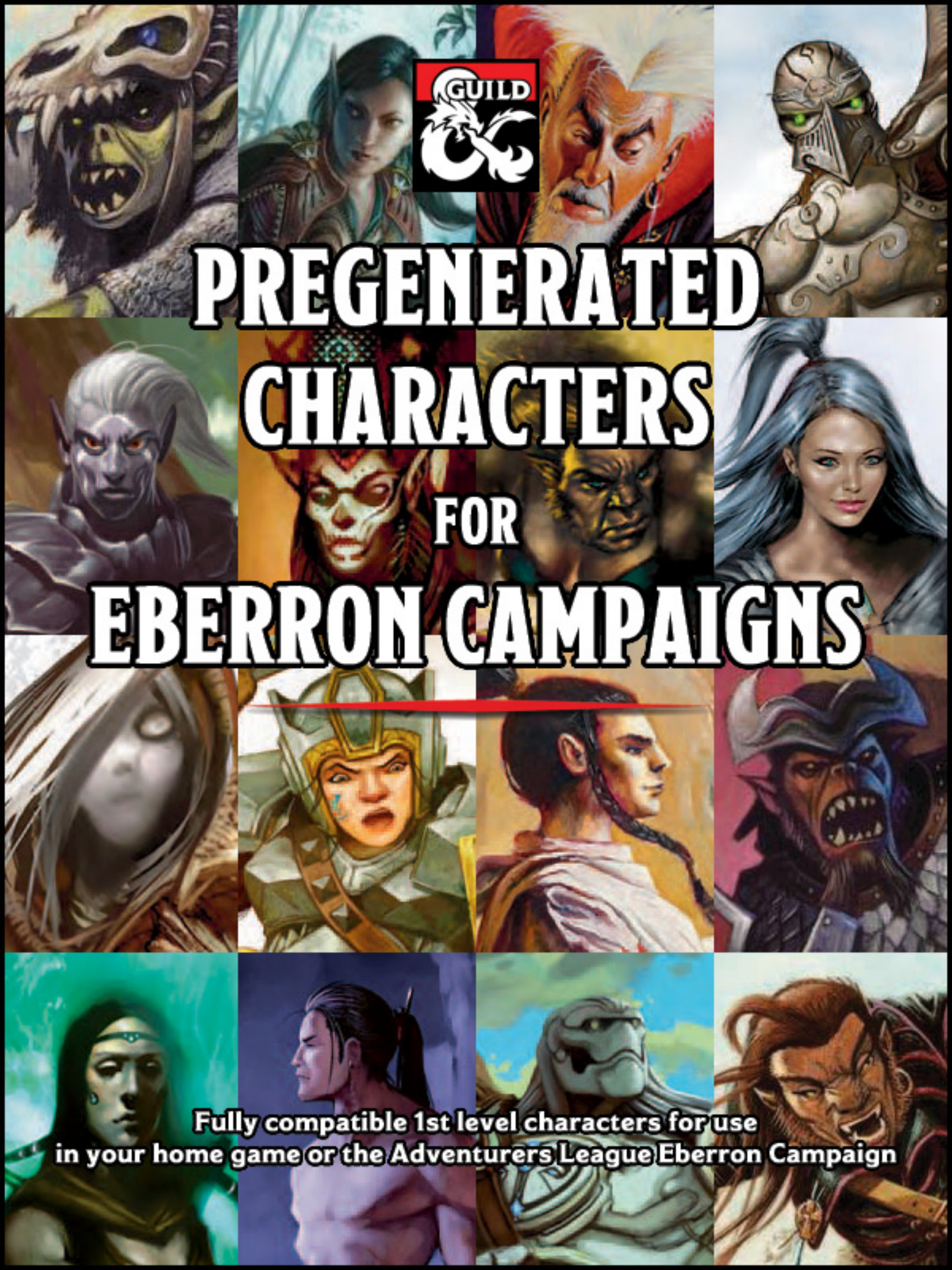

GUILD
PREGENERATED
CHARACTERS
FOR
EBERRON CAMPAIGNS
Fully compatible 1st level characters for use
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Pregenerated Characters for Eberron Campaigns

Fully compatible 1st level characters for use in your home game or the Adventurers League Eberron Campaign

Credits

Designers: Andrew Bishkinskyi, Wayne Chang, Anthony Turco

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DUNGEONS & DRAGONS®

CHARACTER NAME

Wizard 1	Acolyte	
CLASS & LEVEL	BACKGROUND	PLAYER NAME
Aereni (High) Elf	Neutral Good	
RACE	ALIGNMENT	EXPERIENCE POINTS

STRENGTH -1 (8)

DEXTERITY +2 (14)

CONSTITUTION +2 (14)

INTELLIGENCE +3 (16)

WISDOM +1 (13)

CHARISMA +0 (10)

INSPIRATION

+2 PROFICIENCY BONUS

SAVING THROWS

- ○ -1 Strength
- ○ +2 Dexterity
- ○ +2 Constitution
- ◉ +5 Intelligence
- ◉ +3 Wisdom
- ○ +0 Charisma

SKILLS

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

14 PASSIVE WISDOM (PERCEPTION)

Armor: None
Weapons: Daggers, darts, slings, quarterstaffs, light crossbows
Language: Celstial Common, Draconic, Elvish, Giant

Aereni Proficiency. You can choose one skill or tool proficiency (Arcana). Your proficiency bonus is doubled for any ability check you make that uses this chosen proficiency.

OTHER PROFICIENCIES & LANGUAGES

12 ARMOR CLASS

+2 INITIATIVE

30 ft. SPEED

Hit Point Maximum 8

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1d6

HIT DICE

SUCCESSES ○○○

FAILURES ○○○

DEATH SAVES

NAME	ATK BONUS	DAMAGE/TYPE
dagger	+4	1d4 + 2 piercing

Spellcasting. As a student of arcane magic, you have a spellbook containing spells that show the first glimmerings of your true power. Your spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks).

Chill Touch. Make a ranged spell attack against a creature within 120 feet to assail it with the chill of the grave. On a hit, the target takes 1d8 necrotic damage, and it can't regain hit points until the start of your next turn. Until then, the hand clings to the target.

ATTACKS & SPELLCASTING

CP

SP

EP

GP 15

PP

- dagger
- component pouch
- spellbook
- scholar's pack
- golden skull mask (holy symbol of the Undying Court)
- prayer book
- incense (5 sticks)
- vestments
- common clothes

EQUIPMENT

I've enjoyed fine food, drink, and high society among my temple's elite. Rough living grates on me.

PERSONALITY TRAITS

I seek to prove myself worthy of joining the Undying Court, by matching my actions against their teachings.

IDEALS

I will do anything to protect the temple where I serve.

BONDS

My piety sometimes leads me to blindly trust those that profess faith in the Undying Court.

FLAWS

○ Arcane Recovery. Once per day when you finish a short rest, you can choose expended spell slots to recover. The spell slots can have a total of one (1) combined spell level.

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 saves against being charmed, and magic can't put you to sleep.

Trance. Elves don't need to sleep. Instead, they meditate deeply, remaining semiconscious, for 4 hours a day. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

Ritual Casting. You can cast a wizard spell as a ritual if that spell has the ritual tag and you have the spell in your spellbook. You don't need to have the spell prepared.

FEATURES & TRAITS

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CHARACTER NAME

117	5' 8"	141 lb.
AGE	HEIGHT	WEIGHT
Green	Fair (Tattooed)	Black
EYES	SKIN	HAIR



CHARACTER APPEARANCE

NAME

The Undying Court



SYMBOL

ALLIES & ORGANIZATIONS

You grew up on the Isle of Aerenal, and worship the Undying Court. Though the Undying Court are undead themselves, they are benevolent ancestors and guides rather than parasites and predators like typical undead. The Undying elves do not sustain themselves with the blood or flesh of the living, but instead their deathless state is maintained by the genuine worship of their descendants, such as you, and with the planar energies of Irian, the Eternal Day. Many acolytes, such as yourself, modify their appearances with tattoos and make-up to emulate their deathless mentors,

You are a young wizard and aspire to be a member of the Deathguard, an organization of Aerenal elves devoted to the Undying Court . The Deathguard believe that undead created with the dark power of the plane of Mabar, the Endless Night, are destructive to the material plane, and must be annihilated.

To further your goal of joining the Deathguard, you have traveled to the Aerenal embassy in Sharn, and perform your duties as an acolyte in the temple of the Undying Court found there, a shrine called the Gate of Passage. When you have time to yourself, you are eager for adventure, to learn more about the world and through your experiences, learn more about necromancy. You hope to impress the local high priest, Mayne Jhaelian, who has close ties with the Deathguard of Aerenal.

CHARACTER BACKSTORY

Shelter of the Faithful. As an acolyte, you command the respect of those who share your faith, and you can perform the religious ceremonies of your deity. You and your adventuring companions can expect to receive free healing and care at a temple, shrine, or other established presence of your faith, though you must provide any material components needed for spells. Those who share your religion will support you (but only you) at a modest lifestyle.

You might also have ties to a specific temple dedicated to your chosen deity or pantheon, and you have a residence there. This could be the temple where you used to serve, if you remain on good terms with it, or a temple where you have found a new home. While near your temple, you can call upon the priests for assistance, provided the assistance you ask for is not hazardous and you remain in good standing with your temple.

ADDITIONAL FEATURES & TRAITS

TREASURE

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Wizard

SPELLCASTING CLASS

Intelligence	13	+5
SPELLCASTING ABILITY	SPELL SAVE DC	SPELL ATTACK BONUS

0 CANTRIPS

- Chill Touch
- Dancing Lights
- Minor Illusion
- Toll the Dead

SPELL LEVEL | SLOTS TOTAL | SLOTS EXPENDED

1 — 2

PREPARED | SPELL NAME

- (●) Cause Fear
- ( ) Comprehend Languages (ritual)
- ( ) False Life
- (●) Mage Armor
- (●) Magic Missile
- (●) Ray of Sickness

SPELLS KNOWN

2

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DUNGEONS & DRAGONS®

CHARACTER NAME

Barbarian 1	Outlander	
CLASS & LEVEL	BACKGROUND	PLAYER NAME
Beasthide Shifter	Chaotic Neutral	
RACE	ALIGNMENT	EXPERIENCE POINTS

STRENGTH +2 (14)

DEXTERITY +3 (16)

CONSTITUTION +3 (16)

INTELLIGENCE -1 (8)

WISDOM +0 (10)

CHARISMA +0 (10)

INSPIRATION

+2 **PROFICIENCY BONUS**

SAVING THROWS

- (●) +4 Strength
- ( ) +3 Dexterity
- (●) +5 Constitution
- ( ) -1 Intelligence
- ( ) +0 Wisdom
- ( ) +0 Charisma

SKILLS

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

16 **ARMOR CLASS**

+3 **INITIATIVE**

30 ft. **SPEED**

Hit Point Maximum 15

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1d12

HIT DICE

SUCCESSES ○○○

FAILURES ○○○

DEATH SAVES

I place no stock in wealthy or well-mannered folk. Money and manners won't save you from a hungry owlbear. I express affection or contempt in ways that are unfamiliar to others.

PERSONALITY TRAITS

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

IDEALS

I suffer awful visions of a coming disaster and will do anything to prevent it.

BONDS

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

FLAWS

NAME	ATK BONUS	DAMAGE/TYPE
greataxe	+4	1d12 + 2 slashing
javelin *	+4	1d6 + 2 piercing

* thrown (range 30/120)

ATTACKS & SPELLCASTING

○ ○ Rage. In battle, you fight with primal ferocity. 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 rolls
• You have resistance to bludgeoning, piercing, and slashing damage.
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 twice (2), you must finish a long rest before you can rage again.

○ Shifting. As a bonus action, you can assume a more bestial appearance. This transformation lasts for 1 minute, until you die, or until you revert to your normal appearance as a bonus action. When you shift, you gain temporary hit points equal to your level + your Constitution modifier (3).
Beasthide Shifting Feature: Whenever you shift, you gain 1d6 additional temporary hit points, and while shifted, you have a +1 bonus to your AC.
Once you shift, you can't do so again until you finish a short or long rest.

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.

FEATURES & TRAITS

13 PASSIVE WISDOM (PERCEPTION)

Armor: Light armor, medium armor, shields
Weapons: Simple weapons, martial weapons
Tools: Herbalism Kit
Language: Common, Goblin

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.

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP 10

PP

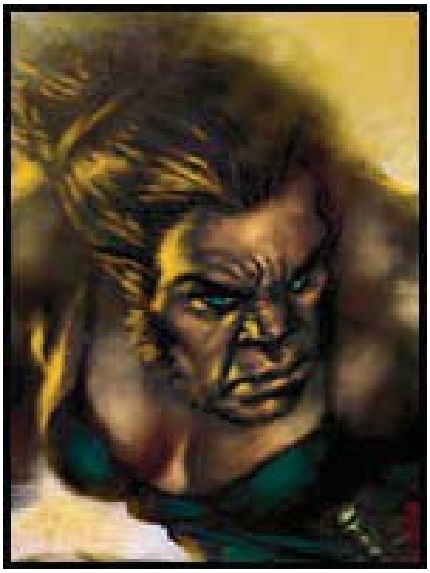
greataxe
javelin (5)
explorer's pack
staff
hunting trap
trophy from an animal you killed
traveler's clothes

EQUIPMENT

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CHARACTER NAME

21	5' 3"	140 lb.
AGE	HEIGHT	WEIGHT
Blue	Olive	Brown
EYES	SKIN	HAIR



CHARACTER APPEARANCE

NAME

SYMBOL

ALLIES & ORGANIZATIONS

Shifters are sometimes called the weretouched, as many believe that they are the descendants of humans and lycanthropes. They are humanoids with a bestial aspect; while they cannot fully change shape they can temporarily enhance their animalistic features—a state they call shifting. Whatever their origins, shifters have evolved into a unique race. A shifter walks on the knife's edge between the wilds and the world around them. Do they embrace their primal instincts or the path of civilization?

Your beasthide served you well in your role as a shock trooper for Aundair in the Last War. "Fast, fearless, and ferocious" they called you, with a destructive inner fire strong than any other shifter. It served you well in the wilderness after the conflicts. When war no longer called to you, you set off for a different forest of towers and people in Sharn.

CHARACTER BACKSTORY

Wanderer. You have an excellent memory for maps and geography, and you can always recall the general layout of terrain, settlements, and other features around you. In addition, you can find food and fresh water for yourself and up to five other people each day, provided that the land offers berries, small game, water, and so forth.

ADDITIONAL FEATURES & TRAITS

TREASURE

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DUNGEONS & DRAGONS®

CHARACTER NAME

CLASS & LEVEL	BACKGROUND	PLAYER NAME
Wizard	Charlatan	
RACE	**ALIGNMENT**	**EXPERIENCE POINTS**
Changeling	Chaotic Neutral	

STRENGTH -1 (8)

DEXTERITY +2 (14)

CONSTITUTION +2 (14)

INTELLIGENCE +3 (16)

WISDOM +0 (10)

CHARISMA +1 (12)

INSPIRATION

PROFICIENCY BONUS +2

SAVING THROWS

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

SKILLS

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

12 **ARMOR CLASS**

+2 **INITIATIVE**

30 ft. **SPEED**

Hit Point Maximum 8

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1d6

HIT DICE

SUCCESSES ○○○

FAILURES ○○○

DEATH SAVES

I am always calm, no matter what the situation. I never raise my voice or let my emotions control me.

PERSONALITY TRAITS

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.

IDEALS

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

BONDS

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

FLAWS

NAME	ATK BONUS	DAMAGE/TYPE
dagger	+4	1d4 + 2 piercing

Spellcasting. As a student of arcane magic, you have a spellbook containing spells that show the first glimmerings of your true power. Your spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks)..

Frostbite. You cause numbing frost to form on one creature that you can see within 60 feet.. The target must make a Constitution saving throw. On a failed save, the target takes 1d6 cold damage, and it has disadvantage on the next weapon attack roll it makes before the end of its next turn.

ATTACKS & SPELLCASTING

○ Arcane Recovery. Once per day when you finish a short rest, you can choose expended spell slots to recover. The spell slots can have a total of one (1) combined spell level.

Change Appearance. Change Appearance. As an action, you can transform your appearance or revert to your natural form. You can't duplicate the appearance of a creature you've never seen, and you revert to your natural form if you die.

You decide what you look like. You can make yourself appear as a member of another race, though none of your game statistics change. You also can't appear as a creature of a different size than you, and your basic shape stays the same. Your clothing and other equipment don't change in appearance, size, or shape to match your new form.

Even to the most astute observers, your ruse is usually indiscernible. If you rouse suspicion, or if a wary creature suspects something is amiss, you have advantage on any Charisma (Deception) check you make to avoid detection.

○ Unsettling Visage. When a creature you can see makes an attack roll against you, you can use your reaction to impose disadvantage on the roll. You must use this feature before knowing whether the attack hits or misses.

Using this trait reveals your shapeshifting nature to any creature within 30 feet that can see you. Once you use this trait, you can't use it again until you finish a short or long rest.

Ritual Casting. You can cast a wizard spell as a ritual if that spell has the ritual tag and you have the spell in your spellbook. You don't need to have the spell prepared.

FEATURES & TRAITS

12 PASSIVE WISDOM (PERCEPTION)

Armor: None
Weapons: Daggers, darts, slings, quarterstaffs, light crossbows
Tools: Disguise kit, forgery kit, thieves' tools
Language: Abyssal, Common, Elvish, Dwarvish, Goblin

Divergent Persona. You gain proficiency with one tool (thieves' tools). Define a unique identity associated with that proficiency. While you are in the form of this persona, the related proficiency bonus is doubled for any ability check you make that uses that proficiency.

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP 15

PP

dagger
component pouch
scholar's pack
spellbook
crowbar
dark common clothes including a hood

EQUIPMENT

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CHARACTER NAME

18	5' 6" (variable)	140 lb. (variable)
AGE	HEIGHT	WEIGHT
White (variable)	White (variable)	White (variable)
EYES	SKIN	HAIR



CHARACTER APPEARANCE

NAME

SYMBOL

ALLIES & ORGANIZATIONS

A changeling can shift its face and form with a thought. Many changelings use this gift as a form of artistic and emotional expression, but it's an invaluable tool for grifters, spies, and others who wish to deceive. This leads many people to treat known changelings with fear and suspicion.

Your work as a spy for Aundair during the Last War was a means to an end to learn magic from the greatest mages of the Five Nations. You are an proficient thief, but your real passion lies in the the dusty tomes of a wizard. Your leave of absence will not be noticed, you made sure of that. The best place to lose yourself is in the largest city in Khorvaire, and you are very good at it...

CHARACTER BACKSTORY

False Identity. You have created a second identity that includes documentation, established acquaintances, and disguises that allow you to assume that persona. Additionally, you can forge documents including official papers and personal letters, as long as you have seen an example of the kind o f document or the handwriting you are trying to copy.

ADDITIONAL FEATURES & TRAITS

TREASURE

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Wizard

SPELLCASTING CLASS

Intelligence	13	+5
SPELLCASTING ABILITY	SPELL SAVE DC	SPELL ATTACK BONUS

0 CANTRIPS

- Frostbite
- Minor Illusion
- Shocking Grasp

SPELL LEVEL | SLOTS TOTAL | SLOTS EXPENDED

1 — 2

PREPARED | SPELL NAME

- (●) Burning Hands
- (●) Charm Person
- ( ) Detect Magic (ritual)
- (●) Mage Armor
- ( ) Shield
- (●) Sleep

SPELLS KNOWN

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DUNGEONS & DRAGONS®

CHARACTER NAME

Monk 1	Spy	
CLASS & LEVEL	BACKGROUND	PLAYER NAME
Dhakaani Goblin	Lawful Neutral	
RACE	ALIGNMENT	EXPERIENCE POINTS

STRENGTH +0 (10)

DEXTERITY +3 (16)

CONSTITUTION +2 (14)

INTELLIGENCE +1 (12)

WISDOM +2 (15)

CHARISMA -1 (8)

INSPIRATION

+2 PROFICIENCY BONUS

- (•) +2 Strength
- (•) +5 Dexterity
- ( ) +2 Constitution
- ( ) +1 Intelligence
- ( ) +2 Wisdom
- ( ) -1 Charisma

SAVING THROWS

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

SKILLS

15 ARMOR CLASS

+2 INITIATIVE

30 ft. SPEED

Hit Point Maximum 10

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1d8

HIT DICE

SUCCESSES ○○○

FAILURES ○○○

DEATH SAVES

I always have a plan for what to do when things go wrong. I am always calm, no matter what the situation. I never raise my voice or let my emotions control me.

PERSONALITY TRAITS

I am loyal to my people, the Heirs of Dhakaan. Anyone else can go to Dolurrh if necessary.

IDEALS

My brother died because of a mistake I made. That will never happen again.

BONDS

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

FLAWS

NAME	ATK BONUS	DAMAGE/TYPE
quarterstaff *	+5	1d8 + 3 bludgeoning
dart **	+5	1d4 + 3 piercing
unarmed strike	+5	1d4 + 3 bludgeoning

* versatile
** thrown (range 20/60)

○ Fury of the Small. When you damage a creature with an attack or a spell and the creature's size is larger than yours, you can cause the attack or spell to deal extra damage to the creature. The extra damage equals your level (1). Once you use this trait, you can't use it again until you finish a short or long rest.

ATTACKS & SPELLCASTING

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.

Nimble Escape. You can take the Disengage or Hide action as a bonus action on each of your turns.

Unarmored Defense. While you are wearing no armor and not using a shield, your AC equals 10 + your Dexterity modifier + your Wisdom modifier.

Martial Arts. You gain the following benefits while you are unarmed or wielding only monk weapons and you aren't wearing armor or wielding a shield:
* You can use Dexterity instead of Strength for the attack and damage rolls of your unarmed strikes and monk weapons.
* You can roll a d4 in place of the normal damage of your unarmed strikes or monk weapon.
* When you use the Attack action with an unarmed strike or a monk weapon on your turn, you can make one unarmed strike as a bonus action.

FEATURES & TRAITS

12 PASSIVE WISDOM (PERCEPTION)

Armor: None
Weapons: Simple weapons, shortswords
Tools: Calligrapher's supplies, dice set, thieves' tools
Languages: Common, Goblin

OTHER PROFICIENCIES & LANGUAGES

CP
SP
EP
GP 15
PP

quarterstaff
dungeoneer's pack
darts (10)
crowbar
dark common clothes with hood

EQUIPMENT

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CHARACTER NAME

17	3' 1"	40 lbs.
AGE	HEIGHT	WEIGHT
Black	Green	Black
EYES	SKIN	HAIR



CHARACTER APPEARANCE

NAME

SYMBOL

ALLIES & ORGANIZATIONS

You are a member of the ancient and deadly Sharrat'Kesh clan, the Silent Knives of the ancient Dhakaani Empire of goblinoids. For millennia your clan has remained hidden, waiting out a disaster that caused the collapse of your empire. Now that the goblinoids have pulled themselves into a coherent nation again in Darguun, the elders of the Sharrat'Kesh clans have begun sending out agents, such as yourself, to other lands, to gather information and act as their eyes and ears.

You have been sent to Sharn, once the site of the ancient and mighty goblinoid city of Ja'Shaarat, once the greatest of cities within the Dhakaani Empire. Now, centuries worth of mismatched towering structures of the humans occupying your homeland have been built atop the rubble of fallen Ja'Sharrat. You don't know yet if your clan elders have a greater mission in store for you, to perhaps find some secret in the ruins of the ancient goblin city, but for the time being you are content to passively observe the human city built atop the ruins and learn as much as you can.

During your first mission to establish your identity in Sharn, a moment's hesitation on your part caused the mission to unravel, and your brother were subsequently slain by the Sharn Watch when they caught the both of you in an apparent act of armed burglary. You barely managed to escape their pursuit, and only because you framed another goblin for the act. But the mission was ultimately successful, thus the fate of your brother and the collateral damage were acceptable losses for the mission and the goals of your Sharrat'kesh elders. At least, you keep telling yourself that.

CHARACTER BACKSTORY

Criminal Contact. You have a reliable and trustworthy contact who acts as your liaison to a network of other criminals. You know how to get messages to and from your contact, even over great distances; specifically, you know the local messengers, corrupt caravan masters, and seedy sailors who can deliver messages for you.

ADDITIONAL FEATURES & TRAITS

TREASURE

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DUNGEONS & DRAGONS®

CHARACTER NAME

Forge Cleric 1	Guild Artisan	
CLASS & LEVEL	BACKGROUND	PLAYER NAME
Envoy Warforged	Lawful Neutral	
RACE	ALIGNMENT	EXPERIENCE POINTS

STRENGTH +3 (16)

DEXTERITY +0 (10)

CONSTITUTION +2 (14)

INTELLIGENCE +0 (10)

WISDOM +3 (16)

CHARISMA -1 (8)

INSPIRATION

+2 **PROFICIENCY BONUS**

SAVING THROWS

- ○ +3 Strength
- ○ +0 Dexterity
- ○ +2 Constitution
- ○ +0 Intelligence
- ◉ +5 Wisdom
- ◉ +1 Charisma

SKILLS

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

15 PASSIVE WISDOM (PERCEPTION)

Armor: All armor, shields
Weapons: Simple weapons
Tools: Smith's tools, thieves' tools, tinker's tools
Language: Common, Dwarvish, Elvish

Integrated Tool. Choose one tool you're proficient with (smith's tools). This tool is integrated into your body, and you double your proficiency bonus for any ability checks you make with it. You must have your hands free to use this integrated tool.

OTHER PROFICIENCIES & LANGUAGES

20 **ARMOR CLASS**

+0 **INITIATIVE**

30 ft. **SPEED**

Hit Point Maximum 10

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1d8

HIT DICE

SUCCESSES ○○○

FAILURES ○○○

DEATH SAVES

NAME	ATK BONUS	DAMAGE/TYPE
mace	+5	1d6 + 3 bludgeoning
javelin *	+5	1d6 + 3 piercing	

* thrown (range 30/120)

Spellcasting. The power of your spells comes from your devotion to your deity. Your spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks).

You can cast a cleric spell as a ritual if that spell has the ritual tag and you have the spell prepared.

ATTACKS & SPELLCASTING

CP
SP
EP
GP 15
PP

mace
chain mail
shield with holy symbol of Onatar
javelin
priest's pack
smith's tools
letter of introduction from your guild
traveler's clothes

EQUIPMENT

I'm rude to people who lack my commitment to hard work and fair play. I am obsessed with my appearance, and constantly polish and buff my armor.

PERSONALITY TRAITS

Generosity. My talents were given to me so that I could use them to benefit the world.

IDEALS

I owe my guild a great debt for forging me into the person I am today.

BONDS

I'm horribly jealous of anyone who can outshine my handiwork. Everywhere I go, I'm surrounded by rivals.

FLAWS

○ Blessing of the Forge. At the end of a long rest, you can touch one nonmagical object that is a suit of armor or a simple or martial weapon. Until the end of your next long rest or until you die, the object becomes a magic item, granting a +1 bonus to AC if it's armor or a +1 bonus to attack and damage rolls if it's a weapon.

Once you use this feature, you can't use it again until you finish a long rest.

Warforged Resilience: You were created to have remarkable fortitude, represented by the following benefits.

- You have advantage on saving throws against being poisoned, and you have resistance to poison damage.
- You are immune to disease.
- You don't need to eat, drink, or breathe.
- You don't need to sleep and don't suffer the effects of exhaustion due to lack of rest, and magic can't put you to sleep.

Sentry's Rest. When you take a long rest, you must spend at least six hours in an inactive, motionless state, rather than sleeping. In this state, you appear inert, but it doesn't render you unconscious, and you can see and hear as normal.

Integrated Protection. Your body has built-in defensive layers, which determine your armor class. You gain no benefit from wearing armor, but if you are using a shield, you apply its bonus as normal.

You can alter your body to enter different defensive modes; each time you finish a long rest, choose one mode to adopt from the Integrated Protection table, provided you meet the mode's prerequisite.

FEATURES & TRAITS

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CHARACTER NAME

10	6' 5"	298 lb.
AGE	HEIGHT	WEIGHT
Green	Grey	None
EYES	SKIN	HAIR



CHARACTER APPEARANCE

NAME

Onatar (Sovereign Host)

SYMBOL

ALLIES & ORGANIZATIONS

The warforged were built to fight in the Last War. The first warforged were mindless automatons, but House Cannith devoted vast resources to improving these steel soldiers. An unexpected breakthrough produced fully sentient soldiers, blending organic and inorganic materials. Warforged are made from wood and metal, but they can feel pain and emotion. Built as weapons, they must now find a purpose beyond the war. A warforged can be a steadfast ally, a cold-hearted killing machine, or a visionary in search of purpose and meaning.

Onatar is the Sovereign of Forge and Flame, revered by smiths and craftsmen. It is he who introduced tools and weapons to the mortal races and continues to encourage people to improve. Legends state that is was Onatar who gave fire to the mortals.

You were built to provide maintenance on the battlefield, both as a smith and to rebuild damaged warforged. Your function was not on the front lines, but to support the brave soldiers that gave their life in the Last War. Your faith in Onatar was a natural extension of your curiosity about how things are made, but also about the fire of life. The Treaty of Thronehold gave you your freedom, but your soul is always bound to the Sovereign of the Forge.

CHARACTER BACKSTORY

Guild Membership. As an established and respected member of a guild, you can rely on certain benefits that membership provides. Your fellow guild members will provide you with lodging and food if necessary, and pay for your funeral if needed. In some cities and towns, a guildhall offers a central place to meet other members of your profession, which can be a good place to meet potential patrons, allies, or hirelings.

Guilds often wield tremendous political power. If you are accused of a crime, your guild will support you if a good case can be made for your innocence or the crime is justifiable. You can also gain access to powerful political figures through the guild, if you are a member in good standing. Such connections might require the donation of money or magic items to the guild's coffers.

You must pay dues of 5 gp per month to the guild. If you miss payments, you must make up back dues to remain in the guild's good graces.

ADDITIONAL FEATURES & TRAITS

TREASURE

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Cleric

SPELLCASTING CLASS

Wisdom	13	+5
SPELLCASTING ABILITY	SPELL SAVE DC	SPELL ATTACK BONUS

0 CANTRIPS

- Guidance
- Mending
- Toll the Dead

SPELL LEVEL | SLOTS TOTAL | SLOTS EXPENDED

1 — 2

PREPARED | SPELL NAME

- (●) Bless
- (●) Cure Wounds
- (●) Healing Word
- (●) Identify (ritual) (D)
- (●) Searing Smite (D)
- (●) Shield of Faith

SPELLS KNOWN

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CHARACTER NAME

Draconic Sorcerer 1	Noble	
CLASS & LEVEL	BACKGROUND	PLAYER NAME
Human (variant)	Chaotic Neutral	
RACE	ALIGNMENT	EXPERIENCE POINTS

STRENGTH -1 (8)

DEXTERITY +2 (14)

CONSTITUTION +2 (15)

INTELLIGENCE +1 (12)

WISDOM +0 (10)

CHARISMA +3 (16)

INSPIRATION

PROFICIENCY BONUS +2

SAVING THROWS

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

SKILLS

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

10 PASSIVE WISDOM (PERCEPTION)

Armor: None
Weapons: daggers, darts, slings, quarterstaffs, light crossbows
Tools: Playing cards
Languages, Common, Draconic, Elvish, Gnomish

Dragon Ancestor. You have a black dragon as your ancestor. Additionally, whenever you make a Charisma check when interacting with dragons, your proficiency bonus is doubled if it applies to the check.

OTHER PROFICIENCIES & LANGUAGES

15 **ARMOR CLASS**

+2 **INITIATIVE**

30 ft. **SPEED**

Hit Point Maximum 9

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1d6

HIT DICE

SUCCESSES ○○○

FAILURES ○○○

DEATH SAVES

NAME	ATK BONUS	DAMAGE/TYPE
dagger	+4	1d4 + 2 piercing

Spellcasting. An event in your past has infused you with arcane magic. Your spellcasting ability for sorcerer spells you cast is Charisma (spell save DC 13, +5 to hit with spell attacks).

Acid Splash. You hurl a bubble of acid. Choose one creature within 60 feet, or choose two creatures within 60 feet that are within 5 feet of each other. A target must succeed on a Dexterity saving throw or take 1d6 acid damage.

ATTACKS & SPELLCASTING

CP

SP

EP

GP 25

PP

- dagger (3)
- wand (arcane focus)
- dungeoneer's pack
- fine clothes
- signet ring
- scroll of pedigree

EQUIPMENT

No one can doubt by looking at my regal bearing that I am a cut above the unwashed masses. I take great pains to always look my best and follow the latest fashions.

PERSONALITY TRAITS

Independence. I must prove that I can handle myself without the coddling of my family.

IDEALS

Northing is more important than the other members of my family.

BONDS

I hide a truly scandalous secret that could ruin my family forever... my aberrant dragonmark.

FLAWS

Aberrant Dragonmark. You have manifested an aberrant dragonmark. You gain the following benefits:
• You learn a cantrip from the sorcerer spell list (poison spray). In addition, choose a 1st-level spell from the sorcerer spell list (magic missile). You learn that spell and can cast it at its lowest level. Once you cast it, you must finish a long rest before you can cast it again. Constitution is your spellcasting ability for these spells.
• You can increase the power of your aberrant spells at the risk of your own vitality. When you cast a spell with your aberrant mark, you can use one of your Hit Dice to increase the spell's level by 1. Immediately after you cast the spell, roll the Hit Die. You take damage equal to the number rolled.

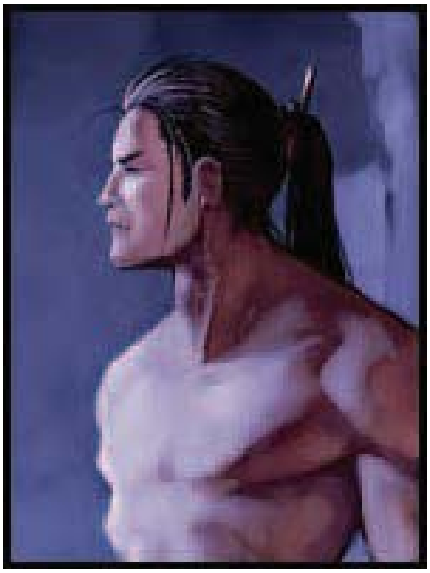
Draconic Resilience. Your hit point maximum increases by 1 (already included) and increases by 1 again whenever you gain a level in sorcerer.
Additionally, parts of your skin are covered by a thin sheen of dragon-like scales. When you aren't wearing armor, your AC equals 13 + your Dexterity modifier.

FEATURES & TRAITS

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CHARACTER NAME

19	5' 10"	174 lb.
AGE	HEIGHT	WEIGHT
Green	Fair	Dark
EYES	SKIN	HAIR



CHARACTER APPEARANCE

NAME

SYMBOL

ALLIES & ORGANIZATIONS

You are a scion of one of the 60 noble families of Sharn, and are still just young enough to get away with youthful shenanigans. During one night of indiscretion, you celebrated perhaps a bit too much, and turned down the wrong alley in Middle Menthis on your way back to the Upper Levels. In that dead-end, you were nearly divested of much more than coin, as the muggers that accosted you didn't take too kindly to your alcohol-magnified noble arrogance.

But when the muggers' blades came flashing toward you, the pain of a slice or stab was not what you felt. Instead, your skin boiled as if splashed with some horrible acid, and an aberrant dragonmark appeared on you, filling the alley with poisonous gas rising like hot steam from your flesh. Horrified, you could only watch as your would-be assailants died a horrible, ugly death.

Aberrant dragonmarks are not supposed to happen. Not to people like you. Aberrant dragonmarks are for the mad. Your family doesn't even have anything to do with the Dragonmarked Houses. How did this happen? Why you?

Ever since that night, you have felt the power of sorcery burgeoning within you as well. You have yet to tell any of your family about your scandalous abilities, but you need some outlet for them. Adventuring. Yes. That is what people with strange talents do, yes? You might take that up.

CHARACTER BACKSTORY

Position of Privilege. Thanks to your noble birth, people are inclined to think the best of you. You are welcome in high society, and people assume you have the right to be wherever you are. The common folk make every effort to accommodate you and avoid your displeasure, and other people of high birth treat you as a member of the same social sphere. You can secure an audience with a local noble if you need to.

ADDITIONAL FEATURES & TRAITS

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Sorcerer

SPELLCASTING CLASS

Charisma	13	+5
SPELLCASTING ABILITY	SPELL SAVE DC	SPELL ATTACK BONUS

0 CANTRIPS

- Acid Splash
- Fire Bolt
- Mage Hand
- Shocking Grasp
- Poison Spray (Aberrant Dragonmark)

SPELL LEVEL | SLOTS TOTAL | SLOTS EXPENDED

1 — 2

PREPARED | SPELL NAME

- (●) Chaos Bolt
- (●) Shield
- Magic Missile (Aberrant Dragonmark)

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SPELLS KNOWN

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DUNGEONS & DRAGONS®

CHARACTER NAME

Fighter 1	Soldier	
CLASS & LEVEL	BACKGROUND	PLAYER NAME
Juggernaut Warforged	Lawful Neutral	
RACE	ALIGNMENT	EXPERIENCE POINTS

STRENGTH +3 (16)

DEXTERITY -1 (8)

CONSTITUTION +3 (16)

INTELLIGENCE +0 (10)

WISDOM +1 (13)

CHARISMA +1 (12)

INSPIRATION

+2 PROFICIENCY BONUS

- (●) +5 Strength
- ( ) -1 Dexterity
- (●) +5 Constitution
- ( ) +0 Intelligence
- ( ) +1 Wisdom
- ( ) +1 Charisma

SAVING THROWS

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

SKILLS

18 ARMOR CLASS

-1 INITIATIVE

30 ft. SPEED

Hit Point Maximum 13

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1d10

HIT DICE

SUCCESSES ○○○

FAILURES ○○○

DEATH SAVES

I enjoy being strong and like breaking things. 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 would still lay down my life for the people I served with.

BONDS

I often say the things I am thinking aloud without realizing it.

FLAWS

NAME	ATK BONUS	DAMAGE/TYPE
greataxe	+5	1d12 + 3 slashing
handaxe *	+5	1d6 + 3 slashing
unarmed strike	+5	1d4 + 3 bludgeoning

* thrown (range 20/60)

Fighting Style (Great Weapon Fighting). When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the two-handed or versatile property for you to gain this benefit.

ATTACKS & SPELLCASTING

○ Second Wind. You have a limited well o f 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 (1).

Once you use this feature, you must finish a short or long rest before you can use it again.

Warforged Resilience. You were created to have remarkable fortitude, represented by the following benefits.

- You have advantage on saving throws against being poisoned, and you have resistance to poison damage.
- You are immune to disease.
- You don't need to eat, drink, or breathe.
- You don't need to sleep and don't suffer the effects of exhaustion due to lack of rest, and magic can't put you to sleep.

Sentry's Rest. When you take a long rest, you must spend at least six hours in an inactive, motionless state, rather than sleeping. In this state, you appear inert, but it doesn't render you unconscious, and you can see and hear as normal.

Integrated Protection. Your body has built-in defensive layers, which determine your armor class. You gain no benefit from wearing armor, but if you are using a shield, you apply its bonus as normal.

You can alter your body to enter different defensive modes; each time you finish a long rest, choose one mode to adopt from the Integrated Protection table, provided you meet the mode's prerequisite.

Powerful Build. You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

FEATURES & TRAITS

13 PASSIVE WISDOM (PERCEPTION)

Armor: All armor, shields
Weapons: Simple weapons, martial weapons
Tools: Dice, vehicles (land)
Language: Common

OTHER PROFICIENCIES & LANGUAGES

CP
SP
EP
GP 10
PP

chain mail
greataxe
shield
handaxe (2)
explorer's pack
insignia of rank
trophy
bone dice
common clothes

EQUIPMENT

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CHARACTER NAME

6	6' 8"	425 lb.
AGE	HEIGHT	WEIGHT
Green	Grey	None
EYES	SKIN	HAIR



CHARACTER APPEARANCE

NAME

SYMBOL

ALLIES & ORGANIZATIONS

The warforged were built to fight in the Last War. The first warforged were mindless automatons, but House Cannith devoted vast resources to improving these steel soldiers. An unexpected breakthrough produced fully sentient soldiers, blending organic and inorganic materials. Warforged are made from wood and metal, but they can feel pain and emotion. Built as weapons, they must now find a purpose beyond the war. A warforged can be a steadfast ally, a cold-hearted killing machine, or a visionary in search of purpose and meaning.

Breland treated their warforged soldiers well, and you are no exception. You were almost treated like a comrade-in-arms, rather than a siege engine or favorite sword. When your fellow soldiers went home, you went right along with, craving the structure of the military that was tired of war. Sharn seemed like as good a place as any to start anew.

CHARACTER BACKSTORY

Military Rank. You have a military rank from your career as a soldier. Soldiers loyal to your former military organization still recognize your authority and influence, and they defer to you if they are of a lower rank. You can invoke your rank to exert influence over other soldiers and requisition simple equipment or horses for temporary use. You can also usually gain access to friendly military encampments and fortresses where your rank is recognized.

ADDITIONAL FEATURES & TRAITS

TREASURE

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DUNGEONS & DRAGONS®

CHARACTER NAME

Paladin 1	Hermit	
CLASS & LEVEL	BACKGROUND	PLAYER NAME
Kalashtar	Lawful Good	
RACE	ALIGNMENT	EXPERIENCE POINTS

STRENGTH +3 (16)

DEXTERITY -1 (8)

CONSTITUTION +2 (14)

INTELLIGENCE +0 (10)

WISDOM +1 (13)

CHARISMA +2 (14)

INSPIRATION

+2 **PROFICIENCY BONUS**

- ○ +3 Strength
- ○ -1 Dexterity
- ○ +2 Constitution
- ○ +0 Intelligence
- ◉ +2 Wisdom
- ◉ +4 Charisma

SAVING THROWS

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

SKILLS

10 PASSIVE WISDOM (PERCEPTION)

Armor: All armor, shields
Weapons: Simple weapons, martial weapons
Tools: Herbalism kit
Languages: Celestial, Common, Quori, Riedran

Psychic Glamour: You have advantage on all ability checks you make with the Persuasion skill.

OTHER PROFICIENCIES & LANGUAGES

18 **ARMOR CLASS**

+0 **INITIATIVE**

30 ft. **SPEED**

Hit Point Maximum 12

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1d10

HIT DICE

SUCCESSES ○○○

FAILURES ○○○

DEATH SAVES

NAME	ATK BONUS	DAMAGE/TYPE
longsword	+5	1d8 + 3 slashing
handaxe *	+5	1d6 + 3 slashing

* thrown (range 20/60)

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.

ATTACKS & SPELLCASTING

CP
SP
EP
GP 5
PP

longsword
shield
handaxe
priest's pack
chain mail
holy symbol of the Path of Light
scroll case stuffed full of prayers
winter blanket
common clothes
herbalism kit

EQUIPMENT

I am utterly serene, even in the face of disaster. I feel tremendous empathy for all who suffer and feel a strong drive to protect the innocent.

PERSONALITY TRAITS

Greater Good. My gifts are meant to be shared with all, not used for my own benefit.

IDEALS

My isolation gave me great insight into a great evil that only I can destroy.

BONDS

I like keeping secrets and won't share them with anyone.

FLAWS

Dual Mind: When you make a Wisdom saving throw, you can use your reaction to gain advantage on the roll. You can use this trait immediately before or after you roll, but before any of the roll's effects occur.

Mental Discipline: You have resistance to psychic damage.

Mind Link: You can speak telepathically to any creature you can see within 60 feet of you. You don't need to share a language with the creature for it to understand your telepathic messages, but the creature must be able to understand at least one language or be telepathic itself.

As a bonus action when you're speaking telepathically to a creature, you can give that creature the ability to speak telepathically to you until the start of your next turn. To use this ability, the creature must be within 60 feet of you and be able to see you.

Lay on Hands: Your blessed touch can heal wounds. You have a pool of 5 points (5 x your paladin level). As an action, you can touch a creature and spend points from this pool to restore an equal number of hit points to the 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 effecting it. This feature has no effect on undead and constructs.

Severed from Dreams. Kalashtar sleep, but they don't connect to the plane of dreams as other creatures do. As such, you are immune to magical spells and effects that require you to dream, like the dream spell, but not to spells and effects that put you to sleep, like the sleep spell.

FEATURES & TRAITS

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CHARACTER NAME

26	6' 3"	191 lb.
AGE	HEIGHT	WEIGHT
Brown	Olive	Blue-black
EYES	SKIN	HAIR



CHARACTER APPEARANCE

NAME

The Path of Light



SYMBOL

ALLIES & ORGANIZATIONS

You are a kalashtar, a human descended from one of 66 original human monks that welcomed refugee quori—dream spirits—into their souls.

Although the kalashtar originated in the mountainous refuge of Adar, over the centuries many of them have emigrated to Khorvaire, and your distant ancestors chose Sharn to settle in. The Overlook district of Upper Dura has been your home, but you've lived a life of near seclusion within the district, never venturing out.

You discovered the reason for your isolated upbringing fairly early: the evil quori that the quori of your ancestry fled from are still searching for their wayward kin. These evil dream spirits have designs on the world of Eberron, and they know that the Kalashtar are a threat to their dark plans. The evil quori could potentially possess anyone, and infiltrate any organization. So your ancestors and guardians taught you to seclude yourself and follow the Path of Light, a meditative philosophy of contemplating positive thoughts to bring more goodness to the world.

But something in you called for action. Perhaps the quori bound to your own soul was always a being of action. Perhaps you merely came to the decision that you could not passively sit by while the world suffered. You have become a shadow watcher—an adherent of the Path of Light convinced that to defeat evil, it must be actively fought.

You have now begun venturing out of your secluded home district of Overlook, hoping to accomplish real good within the city, to redeem those capable of redemption, and thwart those who refuse to listen to the good within them.

CHARACTER BACKSTORY

Discovery: The quiet seclusion of your extended hermitage gave you access to a unique and powerful discovery. The exact nature of this revelation depends on the nature of your seclusion. It might be a great truth about the cosmos, the deities, the powerful beings of the outer planes, or the forces of nature. It could be a site that no one else has ever seen. You might have uncovered a fact that has long been forgotten, or unearthed some relic of the past that could rewrite history. It might be information that would be damaging to the people who or consigned you to exile, and hence the reason for your return to society.

Divine Sense: As an action, you can open your awareness to detect good and evil. 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 three (3) times (1 + your Charisma modifier). When you finish a long rest, you regain all expended uses.

ADDITIONAL FEATURES & TRAITS

TREASURE

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DUNGEONS & DRAGONS®

CHARACTER NAME

Rogue 1	House Lyrandar Agent	
CLASS & LEVEL	BACKGROUND	PLAYER NAME
Mark of Storm Half-Elf	Chaotic Neutral	
RACE	ALIGNMENT	EXPERIENCE POINTS

STRENGTH -1 (8)

DEXTERITY +3 (16)

CONSTITUTION +2 (14)

INTELLIGENCE +1 (12)

WISDOM +1 (12)

CHARISMA +2 (14)

INSPIRATION

+2 PROFICIENCY BOUNDS

- -1 Strength
- (•) +5 Dexterity
- +2 Constitution
- (•) +3 Intelligence
- +1 Wisdom
- +2 Charisma

SAVING THROWS

- (•) +5 Acrobatics (Dex)
- +1 Animal Handling (Wis)
- +1 Arcana (Int)
- -1 Athletics (Str)
- (•) +6 Deception (Cha)
- +1 History (Int)
- (•) +3 Insight (Wis)
- +2 Intimidation (Cha)
- (•) +3 Investigation (Int)
- +1 Medicine (Wis)
- +1 Nature (Int)
- +1 Perception (Wis)
- +2 Performance (Cha)
- (•) +6 Persuasion (Cha)
- +1 Religion (Int)
- (•) +5 Sleight of Hand (Dex)
- +3 Stealth (Dex)
- +1 Survival (Wis)

SKILLS

11 PASSIVE WISDOM (PERCEPTION)

Armor: Light armor
Weapons: Simple weapons, hand crossbows, longswords, rapiers, shortswords
Tools: Navigator's tools, thieves' tools, vehicles (air and sea)
Languages: Common, Elvish

Windwright's Intuition. When you make a Dexterity (Acrobatics) check or any ability check involving operating or maintaining a water or air vehicle, you can roll one Intuition die, a d4, and add the number rolled to the ability check.

OTHER PROFICIENCIES & LANGUAGES

14 ARMOR CLASS

+3 INITIATIVE

30 ft. SPEED

Hit Point Maximum 10

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1d8

HIT DICE

SUCCESSES ○○○

FAILURES ○○○

DEATH SAVES

NAME	ATK BONUS	DAMAGE/TYPE
rapier	+5	1d8 + 3 piercing
shortbow *	+5	1d6 + 3 piercing

* ammunition (range 80/320)

Sneak Attack. Once per turn, you can deal an extra 1d6 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.

ATTACKS & SPELLCASTING

CP

SP

EP

GP 20

PP

rapier
dagger (2)
shortbow
arrows (20)
thieves' tools
leather armor
explorer's pack
fine clothes
house signet ring
identification papers
coin purse

EQUIPMENT

I share trivia about House Lyrandar's business. I'm critical of monarchies and opposed to any restrictions on the Houses.

PERSONALITY TRAITS

Comfort. I want to ensure that me and mine enjoy the best things in life.

IDEALS

My house is my family, and I would do anything for my family.

BONDS

I'm working for a hidden faction in my house that gives me secret assignments.

FLAWS

Sea Monkey. You have a swim speed of 30 feet.

Storm's Blessing. You have resistance to lightning damage.

Headwinds. You know the gust cantrip (WGtE 107). When you reach 3rd level, you can cast the gust of wind spell once with this trait and regain the ability to do so when you finish a long rest.

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.

Expertise: Your proficiency bonus is doubled for any ability check you make that uses either Deception or Persuasion (already included).

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.

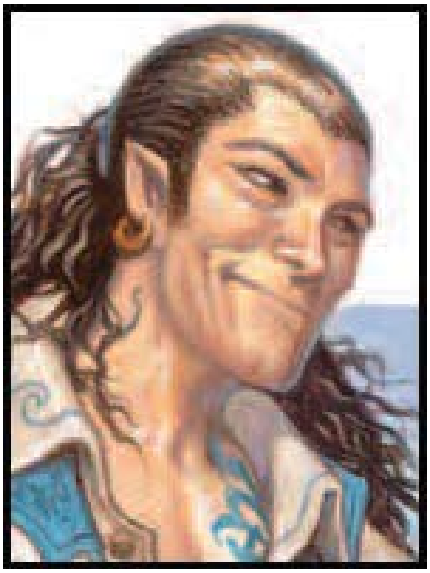
In addition, you understand a set of secret signs and symbols used to convey short, simple messages, such as whether an area is dangerous or the territory of a thieves' guild, whether loot is nearby, or whether the people in an area are easy marks or w ill provide a safe house for thieves on the run.

FEATURES & TRAITS

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CHARACTER NAME

21	5' 11"	166 lb.
AGE	HEIGHT	WEIGHT
Blue	Fair	Brown
EYES	SKIN	HAIR



CHARACTER APPEARANCE

NAME

House Lyrandar

SYMBOL

ALLIES & ORGANIZATIONS

To any outward appearance, you are a fop and a rake, a swashbuckling airship crew member for House Lyrandar that enjoys their shore leave perhaps a bit too much. You can often be seen in the bars and taverns within walking distance of airship docking towers, espousing the glories of House Lyrandar and the intricacies of maintaining a bound elemental airship. You apparently enjoy every creature comfort that your privilege and position affords you.

And that's all true. It just so happens that you ALSO occasionally receive missions from the Storm Front, a secretive faction within House Lyrandar with mysterious aims. You've inherited membership in this hidden cabal within your House from your parents, and have not yet been told everything about it. But for the time being the Storm Front has asked nothing too onerous of you, and as long as it doesn't interfere with your carousing too much, you're happy to pass along the occasional tidbit of information or relic that you come across during your journeys across Khorvaire.

Recently, though, the Storm Front has been requesting you take a lot of airship voyages that dock in Sharn. You're not quite sure what their interest in the city is, but whatever, there are some choice bars and restaurants to be found there.

CHARACTER BACKSTORY

House Connections. As an agent of your house, you can always get food and lodging for your friends at a house enclave. When the house assigns you a mission, it will usually provide you with necessary supplies and transportation. Beyond this, you have many old friends, mentors, and rivals in your house and you may encounter one of them when you interact with a house business. As a Lyrandar agent you may know the captain of an airship. The degree to which such acquaintances will be willing to help you out will depend on your current standing in your house.

ADDITIONAL FEATURES & TRAITS

TREASURE

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DUNGEONS & DRAGONS®

CHARACTER NAME

Fey Pact Warlock 1	Charlatan	
CLASS & LEVEL	BACKGROUND	PLAYER NAME
Mark of Scribing Gnome	Chaotic Good	
RACE	ALIGNMENT	EXPERIENCE POINTS

STRENGTH -1 (8)

DEXTERITY +1 (13)

CONSTITUTION +2 (14)

INTELLIGENCE +2 (14)

WISDOM +0 (10)

CHARISMA +3 (16)

INSPIRATION

+2 PROFICIENCY BONUS

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

SAVING THROWS

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

SKILLS

12 ARMOR CLASS

+1 INITIATIVE

25 ft. SPEED

Hit Point Maximum 10

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1d8

HIT DICE

SUCCESSES ○○○

FAILURES ○○○

DEATH SAVES

I fall in and out of love easily, and am always pursuing someone. I lie about almost everything, even when there's no good reason to.

PERSONALITY TRAITS

I am a free spirit, no one tells me what to do.

IDEALS

Somewhere out there, I have a child who doesn't know me. I'm making the world better for them.

BONDS

I can't resist a pretty face.

FLAWS

NAME	ATK BONUS	DAMAGE/TYPE
dagger	+3	1d4 + 1 piercing

○ Pact Magic. You have made a deal with a powerful fey in exchange for arcane power. You regain all expended spell slots when you finish a short or long rest. Charisma is your spellcasting ability modifier for your warlock spells (save DC 13, +5 to hit with spell attacks).

Eldritch Blast. A beam of crackling energy streaks toward a creature within 120 feet. Make a ranged spell attack against the target. On a hit, the target takes 1d10 force damage.

ATTACKS & SPELLCASTING

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.

○ Scribe's Insight. You can cast comprehend languages once with this trait, and you regain the ability to do so when you finish a long rest. Intelligence is your spellcasting ability for it.

Whispering Wind. You know the cantrip message. Intelligence is your spellcasting ability when casting it.

○ Fey Presence. Your patron bestows upon you the ability to project the beguiling and fearsome presence of the fey. As an action, you can cause each creature in a 10-foot cube originating from you to make a Wisdom saving throw against your warlock spell save DC. The creatures that fail their saving throws are all charmed or frightened by you (your choice) until the end of your next turn.

Once you use this feature, you can't use it again until you finish a short or long rest.

FEATURES & TRAITS

10 PASSIVE WISDOM (PERCEPTION)

Armor: Light armor
Weapons: Simple weapons
Tools: Calligrapher's supplies, disguise kit, forgery kit
Languages: Common, Gnomish, Sylvan

Gifted Scribe. You are proficient with calligrapher's supplies and forgery kits. When you make an ability check using either one of these tools, you can roll one Intuition die, a d4, and add the number rolled to the ability check.

OTHER PROFICIENCIES & LANGUAGES

CP
SP
EP
GP 15
PP

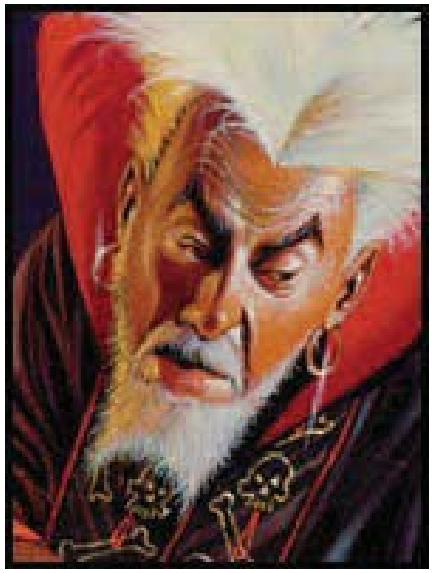
dagger (4)
orb (arcane focus)
scholar's pack
leather armor
fine clothes
disguise kit
signet ring of an imaginary duke

EQUIPMENT

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CHARACTER NAME

220	3' 7"	42 lb.
AGE	HEIGHT	WEIGHT
Brown	Tan	White
EYES	SKIN	HAIR



CHARACTER APPEARANCE

NAME

SYMBOL

ALLIES & ORGANIZATIONS

Once, in your younger days, you were a dutiful scribe for House Sivis. But you just couldn't sit behind a desk for the rest of your long, gnomish life. You had a lust for life that could not be squashed, and often that manifested in a wandering heart that got you into more trouble than you thought possible.

You were excoriated from House Sivis, kicked out and barred from any privilege you might have once had, when you broke the heart of the wrong Baron's child. But that was decades ago. You've moved on since. Many times.

Once, in your travels to Zilargo, you encountered a majestic tower of crystal and delight, the fabled Pylas Pyrial, the Gate of Joy. A city out of gnome myth, you could hardly believe your luck, and made your way inside. There, you were taken under the wing of the ruler of the Feyspire, and empowered to be their mortal agent in the world. When your rights were finished, your patron sent you away from Pylas Pyrial to go to Sharn for some purpose their. You aren't quite sure how long you spent in the fey city, time runs oddly there, but when you left the world was a changed place. A war had ravaged the Five Nations, and one entire country had apparently gone up in smoke!

Armed with your skill with pen and ink, not to mention the arcane gifts of your Archfey patron, you've devised a false identity for yourself to fit into this new age of intrigue and conspiracy. Time to see what else has changed.

CHARACTER BACKSTORY

False Identity. You have created a second identity that includes documentation, established acquaintances, and disguises that allow you to assume that persona. Additionally, you can forge documents including official papers and personal letters, as long as you have seen an example of the kind of document or the handwriting you are trying to copy.

ADDITIONAL FEATURES & TRAITS

TREASURE

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Warlock

SPELLCASTING CLASS

Charisma	13	+5
SPELLCASTING ABILITY	SPELL SAVE DC	SPELL ATTACK BONUS

0 CANTRIPS

- Eldritch Blast
- Prestidigitation
- Message (Mark of Scribing)

SPELL LEVEL — SLOTS TOTAL — SLOTS EXPENDED

1

PREPARED — SPELL NAME

- ◉ Charm Person
- ◉ Faerie Fire

2

3

4

5

6

7

8

9

SPELLS KNOWN

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DUNGEONS & DRAGONS®

CHARACTER NAME

Ranger 1	Criminal	
CLASS & LEVEL	BACKGROUND	PLAYER NAME
Talenta (Stout) Halfling	Lawful Neutral	
RACE	ALIGNMENT	EXPERIENCE POINTS

STRENGTH +1 (12)

DEXTERITY +3 (16)

CONSTITUTION +3 (16)

INTELLIGENCE -1 (8)

WISDOM +1 (13)

CHARISMA +0 (10)

INSPIRATION

+2 PROFICIENCY BONUS

SAVING THROWS

- (•) +3 Strength
- (•) +5 Dexterity
- ( ) +3 Constitution
- ( ) -1 Intelligence
- ( ) +1 Wisdom
- ( ) +0 Charisma

SKILLS

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

16 ARMOR CLASS

+3 INITIATIVE

25 ft. SPEED

Hit Point Maximum 13

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1d10

HIT DICE

SUCCESSES ○○○

FAILURES ○○○

DEATH SAVES

I would rather make a new friend than a new enemy.

PERSONALITY TRAITS

There's a spark of good in everyone.

IDEALS

I'm trying to pay off an old debt I owe to the Boromar crime family.

BONDS

If there's a plan, I'll forget it. If I don't forget it, I'll ignore it.

FLAWS

NAME	ATK BONUS	DAMAGE/TYPE
shortsword	+5	1d6 + 3 piercing
shortsword off-hand	+5	1d6 piercing
shortbow *	+5	1d6 + 3 piercing

* ammunition (range 80/320)

ATTACKS & SPELLCASTING

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

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

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

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

Favored Enemy. Your favored enemies are humans and half-elves. You have advantage on Wisdom (Survival) checks to track your favored enemies, as well as on Intelligence checks to recall information about them.

FEATURES & TRAITS

13 PASSIVE WISDOM (PERCEPTION)

Armor: Light armor, medium armor, shields
Weapons: Simple weapons, martial weapons
Tools: Dice, thieves' tools
Languages: Common, Elvish, Halfling

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP 15

PP

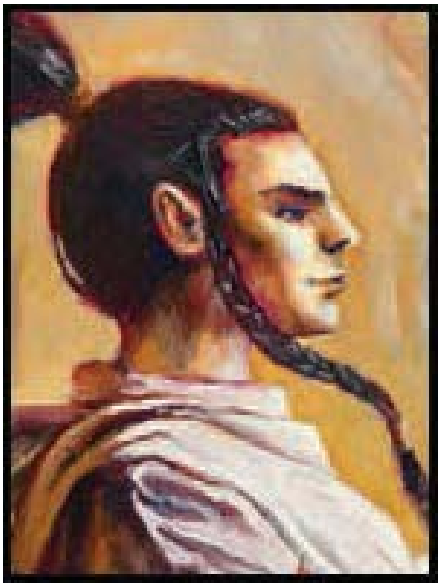
scale mail
shortsword (2)
shortbow
arrows (20)
explorer's pack
crowboar
dark common clothes (including a hood)

EQUIPMENT

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CHARACTER NAME

AGE	HEIGHT	WEIGHT
23	3' 3"	45
EYES	**SKIN**	**HAIR**
Hazel	Tan	Black



CHARACTER APPEARANCE

NAME

SYMBOL

ALLIES & ORGANIZATIONS

You hail from the Talenta Plains far to the northeast. You were an accomplished tracker and warrior of the Boromar tribe of nomads, but you were invited to travel to Sharn and aid your Boromor cousins there in some "territorial disputes".

When you arrived in Sharn, the Boromars native to the city welcomed you as family and set you up comfortably. In return, they requested certain "favors" of you. Your city-dwelling cousin Hagran personally taught you many aspects of living in this strange land so far from your roots. He told you to beware the "Watchmen" a rival tribe of envious warriors always seeking a stake on the Boromar's territory, and how many tribes owed the Boromar clan for favors they do them, like protecting them from danger.

Naively, you believed everything Hagran and the other city-dwelling Boromars taught you, at first. Eventually, however, the illicit nature of your actions began to dawn on you. The only danger you were helping "protect" other tribes from was the vengeance of the Boromars for missing tributes. And the "Watchmen" were no mere rival gang, but the duly appointed peacekeepers of the city. You could no longer willingly partake in such illicit activity.

You revealed your concerns to Hagran, and taking pity on you, he offered to smooth things over with the rest of the Boromar clan of Sharn. However, because you stilled owed the Boromar family for paying your way to Sharn and taking you in, they would now consider you indebted to them.

Now you make your own way, to pay your debts, trying to not break any more laws along the way...

CHARACTER BACKSTORY

Criminal Contact. You have a reliable and trustworthy contact who acts as your liaison to a network o f other criminals. You know how to get messages to and from your contact, even over great distances; specifically, you know the local messengers, corrupt caravan masters, and seedy sailors who can deliver messages for you.

Natural Explorer. You are particularly familiar with the grassland environment and are adept at traveling and surviving in such regions. When you make an Intelligence or Wisdom check related to your favored terrain, your proficiency bonus is doubled if you are using a skill that you're proficient in.

While traveling for an hour or more in your favored terrain, you gain the following benefits:

- Difficult terrain doesn't slow your group's travel.
- Your group can't become lost except by magical means.
- Even when you are engaged in another activity while traveling (such as foraging, navigating, or tracking), you remain alert to danger.
- If you are traveling alone, you can move stealthily at a normal pace.
- When you forage, you find twice as much food as you normally would.
- While tracking other creatures, you also learn their exact number, their sizes, and how long ago they passed through the area.

ADDITIONAL FEATURES & TRAITS

TREASURE

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DUNGEONS & DRAGONS®

CHARACTER NAME

Druid 1	House Tharashk Agent	
CLASS & LEVEL	BACKGROUND	PLAYER NAME
Mark of Finding Half-Orc	Neutral Good	
RACE	ALIGNMENT	EXPERIENCE POINTS

STRENGTH -1 (9)

DEXTERITY +2 (14)

CONSTITUTION +2 (14)

INTELLIGENCE +0 (10)

WISDOM +3 (16)

CHARISMA +1 (12)

INSPIRATION

PROFICIENCY BONUS +2

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

SAVING THROWS

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

SKILLS

15 ARMOR CLASS

+2 INITIATIVE

30 ft. SPEED

Hit Point Maximum 10

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1d8

HIT DICE

SUCCESSES ○○○

FAILURES ○○○

DEATH SAVES

NAME	ATK BONUS	DAMAGE/TYPE
scimitar	+4	1d6 + 2 slashing

Spellcasting. Drawing on the divine essence of nature itself, you can cast spells to shape that essence to your will. Your spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks).

You can cast a druid spell as a ritual if that spell has the ritual tag and you have the spell prepared.

ATTACKS & SPELLCASTING

I never let emotion complicate work. I idolize a particular hero of my house, and constantly refer to that person's deeds and example.

PERSONALITY TRAITS

Common Good. My house serves a vital function, and its prosperity will help

IDEALS

My house is my family, and I would do anything for my family.

BONDS

I believe that my house and bloodline makes me better than everyone else.

FLAWS

15 PASSIVE WISDOM (PERCEPTION)

Armor: Light armor, medium armor, shields (druids will not wear armor or use shields made of metal)
Weapons: Clubs, daggers, darts, javelins, maces, quarterstaffs, scimitars, sickles, slings, spears
Tools: Dice, herbalism kit, thieves' tools
Language: Common, Druidic, Goblin

Hunter's Intuition. Your mark sharpens your senses and helps you find your prey. When you make a Wisdom (Perception) or Wisdom (Survival) check, you can roll one Intuition die, a d4, and add the number rolled to the ability check.

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP 20

PP

wooden shield
scimitar
leather armor
explorer's pack
wooden staff (focus)
fine clothes
House Tharashk signet ring
identification papers

EQUIPMENT

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.

○ Imprint Prey. As a bonus action, choose one creature you can see within 30 feet of you. The target is imprinted in your mind until it dies or you use this trait again. Alternatively, you can imprint a creature as your quarry whenever you succeed on a Wisdom (Survival) check to track it.

When tracking your quarry, double the result of your Intuition die. When your quarry is within 60 feet of you, you have a sense of its location: it can't be hidden from you, gains no benefit from invisibility, and your attacks against it ignore half cover. Once you use this trait, you cannot use it again until you finish 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.

FEATURES & TRAITS

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CHARACTER NAME

16	6' 1"	230 lb.
AGE	HEIGHT	WEIGHT
Black	Grey	Black
EYES	SKIN	HAIR



CHARACTER APPEARANCE

NAME

House Tharashk

SYMBOL

ALLIES & ORGANIZATIONS

The Mark of Finding sharpens the senses, guiding the hunter to prey. Alone among the dragonmarks, the Mark of Finding is carried by two races: humans and half-orcs. It first appeared in the Shadow Marches, where clan hunters used it to find their prey. The mark helped unite humans and orcs in the Marches and brought House Tharashk to the Five Nations.

You are a hunter, it's in your blood and it burns on your skin as the Mark of Finding. An ancient order of druids holds your legacy, part Tharashk, part protector against aberrations. You are called to serve your House, but there are other threats in Sharn. They call to you...

CHARACTER BACKSTORY

House Connections. As an agent of your house, you can always get food and lodging for your friends at a house enclave. When the house assigns you a mission, it will usually provide you with necessary supplies and transportation. Beyond this, you have many old friends, mentors, and rivals in your house and you may encounter one of them when you interact with a house business. The degree to which such acquaintances will be willing to help you out will depend on your current standing in your house.

ADDITIONAL FEATURES & TRAITS

TREASURE

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Druid

SPELLCASTING CLASS

Wisdom	13	+5
SPELLCASTING ABILITY	SPELL SAVE DC	SPELL ATTACK BONUS

0 CANTRIPS

- Shillelagh
- Thornwhip

SPELL LEVEL | SLOTS TOTAL | SLOTS EXPENDED

1

2

PREPARED | SPELL NAME

- (●) Cure Wounds
- (●) Faerie Fire (C)
- (●) Goodberry
- (●) Thunderwave

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SPELLS KNOWN

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DUNGEONS & DRAGONS®

CHARACTER NAME

Bard 1	Entertainer	
CLASS & LEVEL	BACKGROUND	PLAYER NAME
Valenar (Wood) Elf	Neutral Good	
RACE	ALIGNMENT	EXPERIENCE POINTS

STRENGTH -1 (8)

DEXTERITY +3 (16)

CONSTITUTION +2 (14)

INTELLIGENCE +0 (10)

WISDOM +1 (13)

CHARISMA +2 (14)

INSPIRATION

+2 PROFICIENCY BONUS

SAVING THROWS

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

SKILLS

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

14 ARMOR CLASS

+3 INITIATIVE

35 ft. SPEED

Hit Point Maximum 10

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1d8

HIT DICE

SUCCESSES ○○○

FAILURES ○○○

DEATH SAVES

I know a story relevant to almost every situation. I always want to know how things work and what makes people tick.

PERSONALITY TRAITS

Tradition. The stories, legends, and songs of the past must never be forgotten, for they teach us who we are.

IDEALS

My ancestral blade was stolen. Once I get it back, I will never lose it again.

BONDS

I have trouble keeping my true feelings hidden. My sharp tongue lands me in trouble.

FLAWS

NAME	ATK BONUS	DAMAGE/TYPE
rapier	+5	1d8 + 3 piercing
dagger *	+5	1d4 + 3 piercing

* thrown (range 20/60)

Spellcasting. You have learned to untangle and reshape the fabric of reality in harmony with your wishes and music. Your spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks).

ATTACKS & SPELLCASTING

○○ 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 d6.

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 DM 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 (2). You regain any expended uses when you finish a long rest.

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 saves against being charmed, and magic can't put you to sleep.

Mask of the Wild. You can attempt to hide even when you are only lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena.

Trance. Elves don't need to sleep. Instead, they meditate deeply, remaining semiconscious, for 4 hours a day. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

FEATURES & TRAITS

13 PASSIVE WISDOM (PERCEPTION)

Armor: Light armor
Weapons: Simple weapons, hand crossbows, longswords, rapiers, shortswords
Tools: Disguise kit, flute, lute, lyre
Language: Celestial, Common, Elvish, Draconic

Valenar Weapon Training. You have proficiency with the scimitar, double scimitar, longbow, and shortbow.

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP 15

PP

leather armor
dagger
rapier
flute
lyre
letter from an admirer
costume
disguise kit
entertainer's pack

EQUIPMENT

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CHARACTER NAME

103	5' 5"	124 lb.
AGE	HEIGHT	WEIGHT
Brown	Tan	Gold
EYES	SKIN	HAIR



CHARACTER APPEARANCE

NAME

SYMBOL

ALLIES & ORGANIZATIONS

Your people are dedicated to the arts of war. Millenia ago, your ancestors fought an epic war against mighty giants. When they came to Khorvaire, they battled the champions of the goblin empire. The greatest heroes of those struggles live on after death, known as the patron ancestors. When you became an adult, one of the patron ancestors formed a bond with you. Now it is your duty to follow in the footsteps of your patron, living your life as they lived theirs, allowing this champion to live on through you. This is why your people constantly seek out conflict; you need to find challenges worthy of a hero.

Your patron was an incredible swordswoman and poet, fierce and clever, quick with both scimitar and wit. She inspired many great blademasters, but you seek to better her with both blade and song. You follow in her tradition, seeing out goblin ruins to make your mark. The famous city of Sharn boasts secrets and fights yet undiscovered!

CHARACTER BACKSTORY

By Popular Demand. You can always find a place to perform, usually in an inn or tavern but possibly with a circus, at a theater, or even in a noble's court. At such a place, you receive free lodging and food of a modest or comfortable standard (depending on the quality of the establishment), as long as you perform each night. In addition, your performance makes you something of a local figure. When strangers recognize you in a town where you have performed, they typically take a liking to you.

ADDITIONAL FEATURES & TRAITS

TREASURE

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Bard

SPELLCASTING CLASS

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

0 CANTRIPS

- Blade Ward
- Vicious Mockery

SPELL LEVEL | SLOTS TOTAL | SLOTS EXPENDED

1 — 2

PREPARED | SPELL NAME

- (●) Dissonant Whispers
- (●) Faerie Fire
- (●) Healing Word
- (●) Sleep

SPELLS KNOWN

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