

DWARF FIGHTER

2nd-Level Medium Hill-Dwarf Fighter

Armor Class 18 (chain mail and shield)

Hit Points 22 (2d10 Hit Die)

Proficiency Bonus +1

Speed 25 ft. (your speed is not reduced by heavy armor)

Alignment lawful good

Languages Common, Dwarvish

ABILITY SCORES

Strength	17	(+3); add proficiency bonus to saves
Dexterity	12	(+1); disadvantage on Stealth*
Constitution	15	(+2); add proficiency bonus to saves
Intelligence	10	(+0)
Wisdom	13	(+1)
Charisma	8	(-1)

*Only while wearing chain mail.

ATTACKS

Melee Attack: Battleaxe (+4 to hit; 1d8 + 3 slashing). When you score a critical hit with this weapon, roll 1d12 for the additional damage instead of 1d8.

Melee or Ranged Attack: Light hammer (range 20 ft./60 ft.; +4 to hit; 1d6 + 3 bludgeoning)

SKILLS (ADD PROFICIENCY BONUS TO RELATED ABILITY CHECKS)

Athletics, Intimidation, Perception, Survival

EQUIPMENT

Chain mail, shield, battleaxe, light hammers (4), *potion of healing*, clothes, healer's kit, backpack, bedroll, belt pouch, crowbar, hempen rope (50 feet), lucky charm, mess kit, pitons (10), playing cards, rations (4 days), spade, waterskin, whetstone, 12 gp, and 3 sp.

Racial Traits

Darkvision. You can see in darkness within 60 feet of you as if it were dim light. When you do so, your vision is in black and white.

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

Dwarven Toughness. Your hit point maximum increased by 1 (included above), and it increases by 1 every time you gain a level. Additionally, whenever you roll Hit Dice during a rest, you regain 1 extra hit point for each Hit Die you roll.

Stonecunning. You have advantage on any Intelligence (History) check related to the origin of particular stonework. Additionally, when exploring underground environments, you cannot become lost.

Class Features

Action Surge. On your turn, you can take an additional action. If you do so, you must complete a short rest or a long rest before you can use this feature again.

Proficiencies. Add your proficiency bonus to attack rolls you make using martial weapons and simple weapons (included in "Attacks"). You also add your proficiency bonus to ability checks made to use mounts (land) and your skills (noted in "Skills"), as well as to your Strength and Constitution saving throws (noted in "Ability Scores"). You also have proficiency with all armor and shields.

Fighting Style (Protection). When a creature that you can see attacks you or a target within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll if you are wielding a melee weapon, a shield, or both.

Second Wind. As an action, you can gain temporary hit points equal to 1d6 + your fighter level. These hit points can exceed your hit point maximum, and they cannot be regained. If you take damage, these hit points are lost first, and they go away after 5 minutes. Once you use this feature, you must complete a short rest or a long rest before you can use it again.

Background: Soldier

You were a soldier in a dwarvish garrison.

Military Rank. You have a military rank from your career as a soldier. Soldiers loyal to your former garrison 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, horses, and vehicles for temporary use. You can usually gain access to friendly military bases where your rank is recognized.

Proficiencies. You have proficiency with playing cards and vehicles (land), so you add your proficiency bonus to ability checks you make using them.

ELF MAGE

2nd-Level Medium High Elf Mage

AC 12

Hit Points 14 (2d6 Hit Die)

Proficiency Bonus +1

Speed 30 ft.

Alignment chaotic good

Languages Common, Celestial, Draconic, Dwarvish, Elvish, Giant, Goblin, Sylvan, Undercommon

ABILITY SCORES

Strength	8	(-1)
Dexterity	14	(+2)
Constitution	14	(+2)
Intelligence	17	(+3); add proficiency bonus to saves
Wisdom	12	(+1); add proficiency bonus to saves
Charisma	10	(+0)

ATTACKS

Melee Attack: Short sword (+3 to hit; 1d6 + 2 piercing)

Ranged Attack: Longbow (ranged 150 ft./600 ft.; +3 to hit; 1d8 + 2 piercing)

Spell Saving Throw DC: 12 (11 without a magic focus)

SKILLS (ADD PROFICIENCY BONUS TO RELATED ABILITY CHECKS)

Arcana, History, Insight, Search

CANTRIPS

Light, minor illusion, ray of frost, shocking grasp

PREPARED SPELLS

Charm person, magic missile

EQUIPMENT

Robes, short sword, longbow (20 arrows), wand, *potion of healing*, healer's kit, backpack, bedroll, belt pouch, candles (5), clothes, component pouch, ink pen, ink, mess kit, paper (10 sheets), rations (4 days), spellbook, tinderbox, waterskin, 7 gp, 9 sp.

Racial Traits

Fey Ancestry: You have advantage on saving throws against being charmed, and magic cannot put you to sleep.

Keen Senses. You have advantage on Wisdom (Perception) checks.

Low-Light Vision. You can see in dim light as well as you do in bright light.

Proficiencies. Add your proficiency bonus to attack rolls you make using long swords, short swords, shortbows, and longbows (included in "Attacks").

Trance. You do not need to sleep. Instead, you meditate deeply for 4 hours a day. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

Class Features

Arcane Tradition. Your arcane tradition is evocation. This grants you certain benefits as you level.

Sculpt Spells. When you cast an evocation spell that affects other creatures, you can choose a number of creatures equal to the spell's level + 1. The chosen creatures automatically succeed on their saving throws against the spell, and they take no damage if they would normally take half damage from the spell.

Proficiencies. Add your proficiency bonus to attack rolls you make using daggers, darts, light crossbows, quarterstaves, and slings. You also add your proficiency bonus to ability checks made to use your skills (noted in "Skills"), and to your Intelligence and Wisdom saving throws (noted in "Ability Scores"). You have no proficiency with armor or shields.

Spellcasting

As a student of arcane magic, you have a spellbook containing mage cantrips, which you can cast at will, and more powerful mage spells that you can cast a certain number of times per day. Your spellbook initially contains the spells included with this character.

Spells per Day. Your mage level determines the number of mage spells that you can cast of 1st level or higher. You must complete a long rest to regain any castings—also called spell slots—that you use.

At 2nd level, you have three 1st-level castings.

Spell Preparation. Whenever you complete a long rest, you prepare the list of mage spells that you can cast. Your list can contain a number of mage spells equal to 1 + your mage level, and the spells can be of any spell level that is available to you (currently 1st). This character already has a list of prepared spells, but you can alter the list each day, choosing from among the spells in your spellbook.

Preparing your spells requires time spent studying your spellbook: at least one minute per spell level for each mage spell you prepare. You don't have to prepare all your spells at once. If you like, you can prepare some later in the day.

Casting a Prepared Spell. When you cast one of your prepared spells, you expend a casting of the spell's level or higher. The spell itself is not expended. For example, if you have the 1st-level spells *charm person* and *magic missile* prepared and have three 1st-level castings, you can cast both spells once or one spell twice.

Magic Ability. Intelligence is your magic ability for your mage spells. The saving throw DC to resist one of your spells equals 8 + your Intelligence modifier. If you are holding a magic focus—a component pouch, orb, rod, staff, wand, or your spellbook—when you cast a spell, you add your proficiency bonus to the spell's saving throw DC.

Rituals. You can cast any mage spell as a ritual if you have the spell in your spellbook and the spell has

a ritual version, such as *detect magic*. To cast a spell as a ritual, you must add 10 minutes to the spell's casting time, during which you undertake a prescribed ceremony that includes your spellbook.

Arcane Recovery. Once per day, if you spend one hour studying your spellbook, you can regain the use of one casting of a 1st-level spell.

Background: Sage

You have spent many years scouring manuscripts, studying scrolls, and listening to the greatest experts on the subjects that interest you.

Researcher. When you attempt to learn or recall a piece of lore, if you do not know that information, you often know where and from whom you can obtain it. Usually, this information comes from a library, scriptorium, university, or a sage or other learned person or creature. Your DM might rule that the knowledge you seek is secreted away in an almost inaccessible place, or that it simply cannot be found. Unearthing the deepest secrets of the universe can require an adventure or even a whole campaign.

Spells

You have the following spells and cantrips available.

Burning Hands

1st-level evocation

Casting Time: 1 action

Range: Self

Duration: Instantaneous

As you hold your hands with thumbs touching and fingers spread, a thin sheet of flames shoots forth from your outstretched fingertips. Each creature in a 15-foot cone must make a Dexterity saving throw. A creature takes 3d6 fire damage on a failed save, and half as much damage on a successful one.

The fire ignites any flammable objects in the area that are not being worn or carried.

Charm Person

1st-level enchantment

Casting Time: 1 action

Range: 25 feet

Duration: 1 hour

Choose a living humanoid within range. It must make a Wisdom saving throw, and does so with advantage if you or your companions are fighting it. If it fails the saving throw, it is charmed by you until the spell ends or until you or your companions do anything harmful to it. The charmed creature regards you as a friendly acquaintance.

Detect Magic

1st-level divination (ritual)

Casting Time: 1 action

Range: Self

Duration: Concentration, up to 10 minutes

For the duration, you sense the presence of magic within 25 feet of you. If you sense magic, you can use your action to see a faint aura around any visible creature or object in the area that bears magic, and you learn its school of magic, if any.

The spell can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

Light

Evocation cantrip

Casting Time: 1 action

Range: Touch

Duration: 1 hour

You touch an object. Until the spell ends, the object emits bright light in a 20-foot radius and dim light for an additional 20 feet. The spell ends early if you dismiss it (no action required) or cast it again.

The light can be colored as you like and can be covered by an opaque object.

Material Components: A firefly or a piece of phosphorescent moss.

Magic Missile

1st-level evocation

Casting Time: 1 action

Range: 100 feet

Duration: Instantaneous

You create three glowing blue darts of magical force. Each dart hits a creature of your choice within range that you can see. A dart deals 1d4 + 1 force damage to its target. The darts strike simultaneously, and you can direct them to hit one creature or several.

Minor Illusion

Illusion cantrip

Casting Time: 1 action

Range: 25 feet

Duration: 1 minute

You create a ghost sound or a silent image within range that lasts for the duration or until you dismiss it (no action required) or cast this spell again. If a

creature uses its action to examine the sound or image, the creature can determine that it is an illusion with a Wisdom (Perception) check against your spell save DC.

Ghost Sound: You create a sound that originates from a point of your choice within range. The sound's volume can range from a whisper to a scream. It can be your voice, someone else's voice, a lion's roar, a beating of drums, or any other sound you choose. The sound continues unabated throughout the duration, or you can make discrete sounds at different times before the spell ends.

Silent Image: You create the image of an object, a creature, or some other visible phenomenon at a spot within range. The illusion does not create sound or any other effect aside from its image. The image must fit within a 10-foot cube. Any physical interaction with the image reveals it to be an illusion, because objects pass through it.

You can use your action to cause the image to move to any spot within 25 feet of you. As the image changes location, you can alter its appearance so that its movements appear natural for the image. For example, if you create an image of a creature and move it, you can alter the image so that it appears to be walking as you move it.

Material Components: A bit of fleece.

Ray of Frost

Evocation cantrip

Casting Time: 1 action

Range: 50 feet

Duration: Instantaneous

A beam of blue-white light streaks toward a creature within range. Make a ranged attack roll against that creature, with a bonus to the roll equal to your magic ability modifier + your spellcasting bonus, if any. On a hit, the target takes 1d8 cold damage, and its speed is reduced by 10 feet until your next turn.

Shocking Grasp

Evocation cantrip

Casting Time: 1 action

Range: 5 feet

Duration: Instantaneous

Lightning springs from your hand to deliver a brutal shock to a creature within range that you can see. The target must succeed on a Dexterity saving throw. Otherwise, the target takes 1d8 lightning damage, and it can't take reactions until its next turn. A target wearing heavy armor made of metal has disadvantage on the saving throw.

Thunderwave

1st-level evocation

Casting Time: 1 action

Range: 15 feet

Duration: Instantaneous

With a loud crack, a wave of thunderous force sweeps out from you. Each creature in a 15-foot cube originating from you must make a Constitution saving throw. On a failed save, a creature takes 2d8 thunder damage and is pushed 10 feet away from you. On a successful one, it takes half as much damage and is not pushed.

In addition, unsecured objects that are completely within the area of effect are automatically pushed 10 feet away from you by the spell's effect, and the spell emits a thunderous boom audible within 300 feet of you.

ELF RANGER

2nd-Level Medium Wood Elf Ranger

AC 15 (studded leather)

Hit Points 20 (2d10 Hit Die)

Proficiency Bonus +1

Speed 35 ft.

Alignment neutral good

Languages Common, Elvish

ABILITY SCORES

Strength	12	(+1)
Dexterity	17	(+3); add proficiency bonus to saves
Constitution	14	(+2)
Intelligence	10	(+0)
Wisdom	14	(+2); add proficiency bonus to saves
Charisma	8	(-1)

ATTACKS

Melee Attack (Two-Weapon Fighting): Scimitar (+4 to hit; 1d6 + 3 slashing) and scimitar (+4 to hit; 1d6 + 3 slashing)

Ranged Attack: Longbow (range 150 ft./600 ft.; +4 to hit; 1d8 + 3 piercing)

SKILLS (ADD PROFICIENCY BONUS TO RELATED ABILITY CHECKS)

Animal Handling, Athletics, Nature, Perception, Stealth, Survival

EQUIPMENT

Studded leather, scimitars (2), longbow (20 arrows), *potion of healing*, clothes, healer's kit, backpack, bedroll, belt pouch, hempen rope (50 ft.), navigator's tools, rations (4 days), tent, tinderbox, torches (4), waterskin, 5 gp, and 4 sp.

Racial Traits

Fey Ancestry: You have advantage on saving throws against being charmed, and magic cannot put you to sleep.

Keen Senses. You have advantage on Wisdom (Perception) checks.

Low-Light Vision. You can see in dim light as well as you do in bright light.

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. You do not need to sleep. Instead, you meditate deeply for 4 hours a day. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

Class Features.

Favored Enemy. You have a favored enemy that grants you benefits as you advance. You hunt savage humanoids and their ilk. Such brutes rely on numbers to overrun their victims, so you have learned to fight well while outnumbered.

Hordeslayer. When you damage a creature on your turn with a weapon attack, you deal 1d8 extra damage to each other creature you damage later in the same turn.

Fighting Style (Two-Weapon Fighting). When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack (already included).

Proficiencies. Add your proficiency bonus to attack rolls you make using martial weapons and simple weapons (included in "Attacks"). You also add your proficiency bonus to ability checks made to use mounts (land) and your skills (noted in "Skills"), as well as to your Dexterity and Wisdom saving throws (noted in "Ability Scores"). You also have proficiency with light armor, medium armor, and shields.

Tracking. You can spend 1 minute to track other creatures. You succeed automatically, except in the following circumstances:

- ◆ More than 24 hours have passed since the creatures passed.
- ◆ The creatures intentionally obscured their trail.
- ◆ Weather, such as snow or heavy rain, has obscured the trail.
- ◆ The terrain, such as a river or hard rock, makes discerning a trail difficult.
- ◆ Many creatures have traveled through the area, such as along a road or inside a city.

In such circumstances, a successful Wisdom check against a DC set by the DM is required to track.

If you track successfully, you discern whether creatures have passed through the area within 100 feet of you. You learn the number of creatures and their sizes, when they passed through, and the direction they were traveling. Based on the age and arrangement of the tracks, you can tell the difference between separate groups.

If you successfully navigate while exploring, you can also follow tracks.

Background: Guide

You know the wilderness like the back of your hand.

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.

Proficiencies. You have proficiency with the climber's kit, navigator's tools, and vehicles (land), so you add your proficiency bonus to ability checks you make using them.

GNOME DRUID

2nd-Level Small Forest Gnome Druid

AC 16 (hide armor and shield)

Hit Points 17 (2d8 Hit Die)

Proficiency Bonus +1

Speed 25 ft.

Alignment neutral

Languages Common, Druidic, Dwarvish, Gnomish

ABILITY SCORES

Strength	8	(-1)
Dexterity	14	(+2)
Constitution	14	(+2)
Intelligence	11	(+0)
Wisdom	16	(+3); add proficiency bonus to saves
Charisma	12	(+1)

ATTACKS

Melee Attack: Scimitar (+3 to hit; 1d6 + 2 slashing)

Ranged Attack: Sling (ranged 30 ft./120 ft.; +3 to hit; 1d4 + 2 bludgeoning)

Spell Saving Throw DC: 12 (11 without a magic focus)

SKILLS (ADD PROFICIENCY BONUS TO RELATED ABILITY CHECKS)

Deception, Insight, Nature, Sleight of Hand

CANTRIPS

Druidcraft, guidance, minor illusion

PREPARED SPELLS

Cure wounds, entangle

EQUIPMENT

Hide armor, shield, scimitar, sling (20 bullets), yew wand, *potion of healing*, healer's kit, herbalism kit, backpack, bedroll, belt pouch, candles (5), two sets of clothes (common and noble), disguise kit, ten stoppered vials filled with colored water, deck of marked playing cards, signet ring of an imaginary duke, 9 gp, and 5 sp.

Racial Traits

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

Low-Light Vision. You can see in dim light as well as you do in bright light.

Natural Illusionist: You know the *minor illusion* cantrip. Intelligence is your magic ability for it. The saving throw DC for this cantrip equals 8 + your Intelligence modifier. If you are holding a magic focus—a rod, staff, or wand made of wood—when you cast the cantrip, you add your proficiency bonus to the spell's saving throw DC.

Speak with Small Beasts. Through sounds and gestures, you can communicate simple ideas with Small or smaller beasts.

Class Features

Circle of the Moon. You are the circle of the moon. Your circle grants you features at certain druid levels.

Battle Wild Shape. You can use Wild Shape as part of any action that doesn't involve casting a spell or activating a magic item.

When you use your Wild Shape, you can choose to transform into an animal form that is dangerous in battle. The first battle forms you can assume are a dire wolf or a panther.

Druidic. You can speak the secret language of druids and use it to leave hidden signs. A hidden sign is a written message up to twenty words long. You and others who know this language automatically spot such messages.

Proficiencies. Add your proficiency bonus to attack rolls you make using clubs, daggers, darts, javelins, maces, quarterstaves, scimitars, sickles, slings, and spears (included in "Attacks"). You also add your proficiency bonus to ability checks made to use a herbalism kit and your skills (noted in "Skills"), as well as to your Wisdom saving throws (noted in "Ability Scores"). You also have proficiency with padded armor, leather armor, dragon leather, hide armor, and shields made of wood.

Wild Shape. You can use your action to magically assume the shape of a beast. Once you use this feature, you cannot use it again until you have completed a short rest or a long rest.

When you transform, choose one of the shapes available to you. You can transform into a bat, a cat, a deer, a dog, a fish, a hawk, a horse, an owl, a raven, a snake, a toad, or a weasel.

You can stay in a particular shape for a number of hours equal to half your druid level, after which time you revert to your normal form unless you expend another use of this feature. You can revert to your normal form earlier as part of any action that doesn't involve casting a spell or activating a magic item. And you automatically revert to your normal form if you fall unconscious, are reduced to 0 hit points, or die.

While you are transformed, the following rules apply:

- Your game statistics are replaced by the statistics of the creature, but you retain your alignment and your Intelligence, Wisdom, and Charisma scores. You also retain all of your skill and saving throw proficiencies, in addition to gaining those of the creature. If both you and the creature have the same proficiency, use only the higher bonus.
- When you transform, you assume the creature's hit points. When you revert to your normal form, you return to the number of hit points you had before you transformed. If you revert as a result of dropping to 0 hit points, however, any excess damage carries over to your normal form. For example, if you take 10 damage in animal form and have only 1 hit point left, you revert to your normal form and take 9 damage.
- You cannot speak, cast spells, or take any other action that requires hands or speech.

Transforming does not break your concentration on a spell you have already cast, however.

- Your gear is subsumed in the new shape, so you cannot access such equipment to activate, use, wield, or otherwise benefit from it. (For instance, any magic item, armor, weapon or shield you have is of no benefit to you.)

Spellcasting

Drawing on the divine essence of nature itself, you have a combination of cantrips, which you can cast at will, and other spells that you can cast only a certain number of times per day.

Spells per Day. Your druid level determines the number of druid spells that you can cast of 1st level or higher. You must complete a long rest to regain any castings—also called spell slots—that you use.

At 2nd level, you have three 1st-level castings.

Spell Preparation. Whenever you complete a long rest, you prepare the list of druid spells that you can cast. Your list can contain a number of druid spells equal to 1 + your druid level, and the spells can be of any spell level that is available to you (currently 1st). This character already has a list of prepared spells, but you can alter the list each day, choosing from among the spells on the druid list that are available to you (see the “Spells” document).

Preparing your spells requires time spent in prayer and meditation: at least one minute per spell level for each druid spell you prepare. You don’t have to prepare all your spells at once. If you like, you can prepare some later in the day.

Casting a Prepared Spell. When you cast one of your prepared spells, you expend a casting of the spell’s level or higher. The spell itself is not expended. For example, if you have the 1st-level spell *cure wounds* prepared and can still cast a 1st-level spell and a 2nd-level spell, you can cast *cure wounds* once or twice and at either level.

Magic Ability. Wisdom is your magic ability for your druid spells. The saving throw DC to resist one of your spells equals 8 + your Wisdom modifier. If you are holding a magic focus—a rod, staff, or wand made of wood—when you cast a spell, you add your proficiency bonus to the spell’s saving throw DC.

Rituals. You can cast any druid spell as a ritual if you have the spell prepared and the spell has a ritual version. To cast a spell as a ritual, you must add 10 minutes to the spell’s casting time, during which you undertake a prescribed ceremony that includes your magic focus, a rod, staff, or wand made of wood.

Background: Charlatan

You think of yourself as a confidence artist; you can pull off short and long cons, and in a pinch, peddle snake oil.

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 in a specific person’s handwriting, as long as you have seen an example of the document you are trying to copy.

Proficiencies. You have proficiency with the disguise kit and playing cards, so you add your proficiency bonus to ability checks you make using them.

Spells

You have the following spells and cantrips available.

Cure Wounds

1st-level evocation

Casting Time: 1 action

Range: Touch

Duration: Instantaneous

You touch a creature, channeling positive energy into it. The creature regains 2d8 + 2 hit points. This spell has no effect upon undead or constructs.

Druidcraft

Transmutation cantrip

Casting Time: 1 action

Range: 25 feet

Duration: Instantaneous or 1 minute

Whispering to the earth and heeding the voice of the wind, you create one of the following effects within range.

- You create a tiny, harmless sensory effect that lasts for up to 1 minute and predicts what the weather will be at your location for the next 24 hours. You might create a golden orb for clear skies, a cloud for rain, falling snowflakes for snow, and so on.
- You produce up to five wisps of light that last for up to 1 minute. Each wisp sheds dim light in a 5-foot radius. As part of the action you used to cast this cantrip, or as a separate action, you can direct the wisps to dance, move to any point within 25 feet of you that you can see, or trace a pattern in the air. The wisps can move as a group or independently.
- You instantly make a flower blossom, a seed pod open, or a leaf bud bloom.
- You instantly make a leaf, a pebble, a twig, or another natural object tumble or blow up to 25 feet in a cardinal direction you name, even if you do not know the direction.

- ◆ You create an instantaneous, harmless sensory effect, such as falling leaves, a puff of wind, the sound of a small animal crashing through brush, or the faint odor of skunk.
- ◆ You instantly light or snuff out a candle, a torch, or a small campfire.

If you cast this spell multiple times, you can have up to three of its non-instantaneous effects active at a time.

Entangle

1st-level conjuration

Casting Time: 1 action

Range: 100 feet

Duration: 1 minute

Choose a point on the ground within range that you can see. For the duration, grasping roots and vines sprout within a 20-foot radius centered on that point and turn the ground in the area into difficult terrain.

A creature in the area when you cast the spell must succeed on a Strength saving throw or be restrained by the roots. The creature can use its action to make a Strength check against the spell's DC. On a success, the creature frees itself.

When the spell ends, the conjured plants wilt away.

Guidance

Divination cantrip

Casting Time: 1 action

Range: Touch

Duration: 1 minute

You touch one willing creature not affected by this spell, calling upon the gods for aid. Once before the spell ends, the target can roll a d4 and add the number rolled to one ability check of its choice. It may choose to roll the die before or after rolling the ability check. The spell then ends.

The spell ends early if you cast it again before the duration has passed.

Minor Illusion

Illusion cantrip

Casting Time: 1 action

Range: 25 feet

Duration: 1 minute

You create a ghost sound or a silent image within range that lasts for the duration or until you dismiss it (no action required) or cast this spell again. If a creature uses its action to examine the sound or image, the creature can determine that it is an illusion with a Wisdom (Perception) check against your spell save DC.

Ghost Sound: You create a sound that originates from a point of your choice within range. The sound's volume can range from a whisper to a scream. It can be your voice, someone else's voice, a lion's roar, a beating of drums, or any other sound you choose. The sound continues unabated throughout the duration, or you can make discrete sounds at different times before the spell ends.

Silent Image: You create the image of an object, a creature, or some other visible phenomenon at a spot within range. The illusion does not create sound or any other effect aside from its image. The image must fit within a 10-foot cube. Any physical interaction with the image reveals it to be an illusion, because objects pass through it.

You can use your action to cause the image to move to any spot within 25 feet of you. As the image changes location, you can alter its appearance so that its movements appear natural for the image. For example, if you create an image of a creature and move it, you can alter the image so that it appears to be walking as you move it.

Material Components: A bit of fleece.

Bat

Tiny beast, unaligned

Armor Class 12

Hit Points 1 (1d4 – 3)

Speed 5 ft., fly 40 ft.

Str 1 (–5) **Dex** 14 (+2) **Con** 5 (–3)

Int 2 (–4) **Wis** 12 (+1) **Cha** 4 (–3)

Skills Perception +2

Special Senses blindsight 20 ft.

Languages —

Echolocation. If deafened, the bat loses its blindsight.

Keen Hearing. When using its sense of hearing, the bat has advantage on Intelligence (Search) and Wisdom (Perception) checks.

Bear, Brown

Large beast, unaligned

Armor Class 12

Hit Points 52 (5d10 + 20)

Speed 40 ft.

Str 17 (+3) **Dex** 13 (+1) **Con** 18 (+4)

Int 2 (–3) **Wis** 12 (+1) **Cha** 6 (–2)

Skills Perception +2

Special Senses low-light vision

Languages —

Keen Smell. When using its sense of smell, the bear has advantage on Intelligence (Search) and Wisdom (Perception) checks.

Actions

Multiattack. The bear makes one bite and one claw attack, or two claw attacks.

Bite—Melee Attack. +5 to hit (reach 5 ft.; one creature).
Hit: 8 (2d4 + 3) piercing damage.

Claw—Melee Attack. +5 to hit (reach 5 ft.; one creature).
Hit: 7 (1d8 + 3) slashing damage.

Cat

Tiny beast, unaligned

Armor Class 12

Hit Points 3 (1d4 – 1)

Speed 40 ft.

Str 3 (–4) **Dex** 14 (+2) **Con** 8 (–1)

Int 2 (–4) **Wis** 14 (+2) **Cha** 7 (–2)

Skills Acrobatics +3, Stealth +8, Perception +3

Special Senses low-light vision

Languages —

Dexterous Climber. The cat uses Dexterity (Acrobatics) for ability checks to climb.

Feline Grace. When the cat falls, it takes damage as if it fell 20 feet fewer than it did.

Actions

Claws—Melee Attack. –3 to hit, reach 5 ft., one creature.
Hit: 1 slashing damage.

Deer

Medium beast, unaligned

Armor Class 11

Hit Points 7 (1d8 – 1)

Speed 50 ft.

Str 11 (+0) **Dex** 13 (+1) **Con** 9 (–1)

Int 2 (–4) **Wis** 14 (+2) **Cha** 4 (–3)

Skills Perception +3

Special Senses low-light vision

Languages —

Running Jump. When it moves at least 10 feet before a jump, the deer can long jump up to 25 feet.

Actions

Antlers—Melee Attack. +1 to hit (reach 5 ft.; one creature). *Hit:* 2 (1d4) piercing damage.

Dog

Small beast, unaligned

Armor Class 10

Hit Points 5 (1d6 – 1)

Speed 50 ft.

Str 6 (–2) **Dex** 10 (+0) **Con** 9 (–1)

Int 2 (–4) **Wis** 12 (+1) **Cha** 7 (–2)

Skills Perception +2

Special Senses low-light vision

Languages —

Keen Hearing and Smell. When using its sense of hearing or smell, the dog has advantage on Intelligence (Search) and Wisdom (Perception) checks.

Actions

Bite—Melee Attack. –1 to hit (reach 5 ft.; one creature).

Hit: 1 (1d4 – 2) piercing damage.

Fish

Tiny beast, unaligned

Armor Class 12

Hit Points 1 (1d4 – 3)

Speed swim 50 ft.

Str 1 (–5) **Dex** 15 (+2) **Con** 4 (–3)

Int 1 (–5) **Wis** 12 (+1) **Cha** 2 (–4)

Special Senses low-light vision

Languages —

Aquatic. Being in water imposes no penalties on the fish's ability checks, attack rolls, and saving throws.

Water Bound. While out of water, the fish has disadvantage on ability checks and saving throws.

Water Breathing. The fish can breathe underwater, but it must hold its breath while out of water.

Hawk

Tiny beast, unaligned

Armor Class 13

Hit Points 3 (1d4 – 1)

Speed 5 ft., fly 60 ft.

Str 5 (–3) **Dex** 16 (+3) **Con** 8 (–1)

Int 2 (–4) **Wis** 14 (+2) **Cha** 6 (–2)

Skills Perception +3

Languages —

Keen Sight. When using its sense of sight, the hawk has advantage on Intelligence (Search) and Wisdom (Perception) checks.

Actions

Talons—Melee Attack. –2 to hit, reach 5 ft., one creature.

Hit: 1 slashing damage.

Horse

Large beast, unaligned

Armor Class 10

Hit Points 10 (1d10)

Speed 60 ft.

Str 15 (+2) **Dex** 10 (+0) **Con** 10 (+0)

Int 2 (–4) **Wis** 12 (+1) **Cha** 6 (–2)

Languages —

Actions

Hooves—Melee Attack. +3 to hit (reach 5 ft.; one creature). *Hit:* 4 (1d4 + 2) bludgeoning damage.

Owl

Tiny beast, unaligned

Armor Class 13

Hit Points 3 (1d4 – 1)

Speed 5 ft., fly 40 ft.

Str 4 (–3) **Dex** 16 (+3) **Con** 8 (–1)

Int 2 (–4) **Wis** 14 (+2) **Cha** 6 (–2)

Skills Stealth +4, Perception +3

Special Senses low-light vision

Languages —

Keen Sight. When using its sense of sight, the owl has advantage on Intelligence (Search) and Wisdom (Perception) checks.

Actions

Talons—Melee Attack. –2 to hit (reach 5 ft.; one creature).

Hit: 1 slashing damage.

Panther

Medium beast, unaligned

Armor Class 13

Hit Points 25 (4d8 + 4)

Speed 50 ft.

Str 14 (+2) **Dex** 16 (+3) **Con** 13 (+1)

Int 2 (–4) **Wis** 14 (+2) **Cha** 6 (–2)

Skills Acrobatics +4, Stealth +9, Perception +3

Special Senses low-light vision

Languages —

Dexterous Climber. The panther uses Dexterity (Acrobatics) for ability checks to climb.

Stalker. The panther deals an additional 1d6 damage when it hits with a bite or claw attack made against a surprised creature.

Actions

Bite—Melee Attack. +4 to hit (reach 5 ft.; one creature).
Hit: 5 (1d6 + 2) piercing damage.

Claw—Melee Attack. +4 to hit (reach 5 ft.; one creature).
Hit: 4 (1d4 + 2) slashing damage. If the panther made this attack as a part of a charge, it also knocks a Medium or smaller target prone and can make a bite attack against the same creature.

Raven

Tiny beast, unaligned

Armor Class 12

Hit Points 3 (1d4 – 1)

Speed 5 ft., fly 50 ft.

Str 4 (–3) **Dex** 15 (+2) **Con** 8 (–1)

Int 2 (–4) **Wis** 14 (+2) **Cha** 6 (–2)

Skills Perception +3

Languages —

Mimicry. The raven can mimic simple sounds it has heard, such as a person whispering, a baby crying, or a small animal chattering.

Actions

Beak—Melee Attack. –2 to hit (reach 5 ft.; one creature).
Hit: 1 piercing damage.

Snake

Tiny beast, unaligned

Armor Class 11

Hit Points 2 (1d4 – 2)

Speed 20 ft., swim 20 ft.

Str 4 (–3) **Dex** 13 (+1) **Con** 6 (–2)

Int 1 (–5) **Wis** 12 (+1) **Cha** 2 (–4)

Skills Stealth +7, Perception +2

Special Senses blindsight 5 ft.

Languages —

Keen Smell. When using its sense of smell, the snake has advantage on Intelligence (Search) and Wisdom (Perception) checks.

Quick Strike. The snake has a +5 bonus to initiative rolls.

Actions

Bite—Melee Attack. –2 to hit (reach 5 ft.; one creature).
Hit: 1 piercing damage, and the target must succeed on a DC 8 Constitution saving throw or take 4 (1d8) poison damage.

Toad

Tiny beast, unaligned

Armor Class 10

Hit Points 1 (1d4 – 3)

Speed 10 ft., swim 20 ft.

Str 1 (–5) **Dex** 10 (+0) **Con** 4 (–3)

Int 1 (–5) **Wis** 10 (+0) **Cha** 4 (–3)

Special Senses low-light vision

Languages —

Amphibious. The toad can breathe air and water.

Aquatic. Being in water imposes no penalties on the toad's ability checks, attack rolls, and saving throws.

Jump. The toad can high jump 2 feet and long jump 5 feet.

Weasel

Tiny beast, unaligned

Armor Class 12

Hit Points 2 (1d4 – 2)

Speed 20 ft.

Str 3 (–4) **Dex** 14 (+2) **Con** 6 (–2)

Int 2 (–4) **Wis** 12 (+1) **Cha** 5 (–3)

Skills Stealth +3, Perception +2

Special Senses low-light vision

Languages —

Keen Smell. When using its sense of smell, the weasel has advantage on Intelligence (Search) and Wisdom (Perception) checks.

HUMAN CLERIC

2nd-Level Medium Human Cleric

Armor Class 18 (chain mail and shield)

Hit Points 17 (2d8 Hit Die)

Proficiency Bonus +1

Speed 30 ft. (25 ft. in chain mail)

Alignment lawful good

Languages Common, Dwarvish, Elvish

ABILITY SCORES

Strength	15	(+2)
Dexterity	9	(-1); disadvantage on Stealth*
Constitution	14	(+2)
Intelligence	11	(+0)
Wisdom	17	(+3); add proficiency bonus to saves
Charisma	13	(+1); add proficiency bonus to saves

*Only while wearing chain mail.

ATTACKS

Melee Attack: Mace (+3 to hit; 1d6 + 2 bludgeoning)

Melee or Ranged Attack: Javelin (range 30 ft./120 ft.; +3 to hit; 1d6 + 2 piercing)

Spell Saving Throw DC: 12 (11 without holy symbol)

SKILLS (ADD PROFICIENCY BONUS TO RELATED ABILITY CHECKS)

Religion, History, Insight, Medicine

CANTRIPS

Light, sacred flame, spare the dying

PREPARED SPELLS

Bless, command, cure wounds, healing word

EQUIPMENT

Chainmail, heavy shield, mace, javelins (3), *potion of healing*, healer's kit, herbalism kit, backpack, bedroll, belt pouch, cleric vestments, holy symbol, mess kit, rations (4 days), tome (holy teachings), waterskin, 6 gp, 9 sp, and 8 cp.

Class Features

Channel Divinity. You have the ability to channel divine energy directly from your deity, using that energy to fuel magical effects. You start with two such effects: Turn Undead and Restore Health.

When you use your Channel Divinity, you choose which effect to create. You must then complete a short rest or a long rest to use your Channel Divinity again.

Turn Undead. As an action, you present your holy symbol and speak a prayer censuring the undead. Each undead creature within 25 feet of you must make a Wisdom saving throw (DC 10 + your Wisdom modifier + your spellcasting bonus), unless the creature has total cover against you. If the creature fails its saving throw, it is turned for 1 minute or until it takes damage. If such a creature has a hit point maximum equal to or lower than your cleric level multiplied by 5, the creature is destroyed instead of turned.

A turned creature must spend its turns trying to move as far away from you as it can, and it cannot willingly move closer than within 25 feet of you. It cannot take reactions, and it can use its actions only to hustle or to try to escape from an effect that prevents it from moving.

Restore Health. As an action, you present your holy symbol and evoke healing energy that can restore a number of hit points equal to 5 times your cleric level. Choose any creatures within 25 feet of you, and divide those hit points among them. To be affected, a creature must be at half its full hit points or lower, and it can't be an undead creature or a construct.

Disciple of Life. Whenever you restore hit points to a creature with a spell, the creature regains additional hit points equal to 2 + the spell's level. The spell must be at least 1st level.

Proficiencies. Add your proficiency bonus to attack rolls you make using simple weapons (included in "Attacks"). You also add your proficiency bonus to ability checks made to use mounts (land), the healer's kit, and your skills (noted in "Skills"). Add the bonus to your Wisdom and Charisma saving throws (noted in "Ability Scores"). You also have proficiency with all armor and shields.

Spellcasting

As a conduit of divine magic, you have a cantrips, which you can cast at will, and prepared spells that you can cast a certain number of times per day.

Spells per Day. Your cleric level determines the number of cleric spells that you can cast of 1st level or higher. You must complete a long rest to regain any castings—also called spell slots—that you use.

At 2nd level, you have three 1st-level castings.

Spell Preparation. Whenever you complete a long rest, you prepare the list of cleric spells that you can cast. Your list can contain a number of cleric spells equal to 1 + your cleric level, and the spells can be of any spell level that is available to you (currently 1st). This character already has a list of prepared spells, including domain spells (see below), but you can alter the list each day, choosing from among the spells on the cleric list that are available to you (see the "Spells" document).

Preparing your spells requires time spent in prayer and meditation: at least one minute per spell level for each cleric spell you prepare. You don't have to prepare all your spells at once. If you like, you can prepare some later in the day.

Casting a Prepared Spell. When you cast one of your prepared spells, you expend a casting of the spell's level or higher. The spell itself is not expended. For example, if you have the 1st-level spell *cure wounds* prepared and can still cast a 1st-level spell and a 2nd-level spell, you can cast *cure wounds* once or twice and at either level.

Magic Ability. Wisdom is your magic ability for your cleric spells. The saving throw DC to resist one of your spells equals 8 + your Wisdom modifier. If you present your holy symbol when you cast a spell, you add your proficiency bonus to the spell's saving throw DC and to any attack roll you make for the

spell. To present your holy symbol, you need to hold it, wear it visibly, or bear it on your shield.

Rituals. You can cast any cleric spell as a ritual if you have the spell prepared and the spell has a ritual version. To cast a spell as a ritual, you must add 10 minutes to the spell's casting time, during which you undertake a prescribed ceremony that includes your holy symbol.

Domain Spells. You worship a deity that influences the domain of life (Chauntea in the Forgotten Realms). Because of this fact, you always have the following domain spells prepared, and they do not count against the number of spells you can prepare each day: *bless* and *cure wounds*.

Background: Priest

You have pledged your life to serve your deity.

Temple Services. You belong to a specific temple dedicated to your deity. You have a residence there, and you can perform religious ceremonies drawn from the sacred teachings of your faith. While near your temple, or another location in which your faith has a presence, you can call upon fellow priests and others aligned with your faith for assistance, provided the assistance you ask for is not hazardous and you remain in good standing with your temple.

Proficiencies. You have proficiency with the herbalism kit and mounts (land), so you add your proficiency bonus to ability checks you make using them.

Spells

You have the following spells and cantrips available.

Bless

1st-level enchantment

Casting Time: 1 action

Range: 25 feet

Duration: Concentration, up to 10 minutes

Choose any number of creatures within range that are not already affected by this spell. Whenever a target makes an attack roll or a saving throw before the spell ends, your blessing allows it to add a d4 to the result.

Cure Wounds

1st-level evocation

Casting Time: 1 action

Range: Touch

Duration: Instantaneous

You touch a creature, channeling positive energy into it. The creature regains 2d8 + 2 hit points. This spell has no effect upon undead or constructs.

Healing Word

1st-level evocation

Casting Time: Swift

Range: 50 feet

Duration: Instantaneous

As you call out a brief prayer, a creature of your choice within range regains 1d8 + 2 hit points. This spell has no effect upon undead or constructs.

Light

Evocation cantrip

Casting Time: 1 action

Range: Touch

Duration: 1 hour

You touch an object. Until the spell ends, the object emits bright light in a 20-foot radius and dim light for an additional 20 feet. The spell ends early if you dismiss it (no action required) or cast it again.

The light can be colored as you like and can be covered by an opaque object.

Material Components: A firefly or a piece of phosphorescent moss.

Sacred Flame

Evocation cantrip

Casting Time: 1 action

Range: 25 feet

Duration: Instantaneous

Tongues of divine radiance, like flame, engulf a creature within range that you can see. Gaining no benefit from cover, the target must succeed on a Dexterity saving throw or take 1d8 radiant damage.

Shield of Faith

1st-level abjuration

Casting Time: Swift

Range: 50 feet

Duration: Concentration, up to 10 minutes

Choose a creature within range. A shimmering field appears and surrounds that creature, granting it a +1 bonus to AC. The bonus lasts for the duration.

Material Components: A small parchment with a bit of holy text written on it.

Spare the Dying

Necromancy cantrip

Casting Time: Swift

Range: Touch

Duration: Instantaneous

Touch a living creature that has 0 hit points. The creature regains 1 hit point. This spell has no effect upon undead or constructs.

HUMAN MONK

2nd-Level Medium Human Monk

Armor Class 15

Hit Points 17 (2d8 Hit Die)

Proficiency Bonus +1

Speed 30 ft.

Alignment lawful neutral

Languages Common, Giant, Goblin, Orcish

ABILITY SCORES

Strength	13	(+1)
Dexterity	17	(+3); add proficiency bonus to saves
Constitution	14	(+2)
Intelligence	11	(+0)
Wisdom	15	(+2); add proficiency bonus to saves
Charisma	9	(-1)

ATTACKS

Melee Attack (Two-Weapon Fighting): Unarmed strike (+4 to hit; 1d6 + 3 bludgeoning) and unarmed strike (+4 to hit; 1d6 bludgeoning)

Ranged Attack: Light crossbow (range 80 ft./320 ft.; +4 to hit; 1d8 + 3 piercing)

SKILLS (ADD PROFICIENCY BONUS TO RELATED ABILITY CHECKS)

Athletics, Perception, Search, Stealth

EQUIPMENT

Light crossbow, crossbow bolts (20), *potion of healing*, healer's kit, backpack, bedroll, belt pouch, clothes, collection of "Wanted" broadsheets, lock of hair from previous bounty, silk rope (50 ft.), two sets of manacles, 35 gp, and 5 sp.

Class Features

Unarmed Strike. As a result of your training with martial arts, your unarmed strike is considered to be a finesse weapon that deals 1d6 bludgeoning damage on a hit. Your unarmed strikes are considered to be magical for overcoming resistance and immunities.

Ki (2 points). Your training allows you to channel energy, called ki, to create supernatural effects, including dazzlingly fast attacks and blinding speed. Your access to this magical energy is represented by a number of ki points. When you spend a ki point, it becomes unavailable until you complete a short rest or a long rest.

Flurry of Blows. When you attack with your unarmed strike on your turn, you can spend 1 ki point to make an additional unarmed attack as a part of the same action. You can decide to spend this point after seeing the result of the previous attack.

Proficiencies. Add your proficiency bonus to attack rolls you make using clubs, daggers, handaxes, light crossbows, longspears, quarterstaves, short swords, slings, spears, and unarmed strikes (included in "Attacks"). You also add your proficiency bonus to ability checks made to use your skills (noted in "Skills"), as well as to your Dexterity and Wisdom saving throws (noted in "Ability Scores"). You have no proficiency with armor or shields.

Slow Fall. When you take damage from a fall, you can use your reaction to reduce the damage you take from the fall by an amount equal to your monk level.

If you spend 1 ki point, you instead reduce the damage by 5 times your monk level.

Supreme Flurry. On your turn, you can spend 1 ki points to give yourself advantage on all attacks you make during this turn.

Background: Bounty Hunter

You track down and capture fugitives for the bounty placed on their heads.

Bounty Board. When you are in an area of civilization, you can find information about fugitives and the bounties placed on their heads, and you can secure the legal authority to hunt down and capture or kill those fugitives. Sometimes the authorities will come to you, as an established bounty hunter, with specific requests. Your reputation and knowledge make it easy for you to establish useful contacts in the town watch or guard.

When you attempt to locate a fugitive, if you fail to locate that quarry yourself, you often know where to go and from whom to obtain information on that quarry's whereabouts. Usually this comes in the form of contacts you have cultivated on past hunts. Your DM might rule that this information is unavailable—some creatures have ways of hiding themselves that are very difficult to uncover.

Proficiency. You have proficiency with mounts (land), so you add your proficiency bonus to ability checks you make using them.

HALF-ORC BARBARIAN

2nd-Level Medium Half-Orc Barbarian

Armor Class 15 (studded leather)

Hit Points 23 (2d12 Hit Die)

Proficiency Bonus +1

Speed 30 ft.

Alignment chaotic neutral

Languages Common, Dwarvish, Orcish

ABILITY SCORES

Strength	18	(+4); add proficiency bonus to saves
Dexterity	14	(+2); add proficiency bonus to saves
Constitution	14	(+2)
Intelligence	8	(-1)
Wisdom	12	(+1)
Charisma	10	(+0)

ATTACKS

Melee Attack: Maul (+5 to hit; 1d12 + 4 bludgeoning)

Melee or Ranged Attack: Javelin (range 30 ft./120 ft.; +5 to hit; 1d6 + 4 piercing)

SKILLS (ADD PROFICIENCY BONUS TO RELATED ABILITY CHECKS)

Athletics, Insight, Persuasion, Search

EQUIPMENT

Studded leather, maul, javelins (3), *potion of healing*, clothes, healer's kit, backpack, bedroll, belt pouch, grappling hook, guild mark, mess kit, rations (4 days), silk rope (50 ft.), artisan's tools (leatherworking and smithing), steel mirror, waterskin, 13 gp, and 7 sp.

Racial Traits

Darkvision. You can see in darkness within 60 feet of you as if it were dim light. When you do so, your vision is in black and white.

Menacing. You have advantage on Charisma (Intimidation) checks.

Class Features

Feral Instinct. You have advantage when you roll initiative.

Proficiencies. Add your proficiency bonus to attack rolls you make using martial weapons and simple weapons (included in "Attacks"). You also add your proficiency bonus to ability checks made to use mounts (land) and your skills (noted in "Skills"), as well as to your Strength and Constitution saving throws (noted in "Ability Scores"). You also have proficiency with light armor, medium armor, and shields.

Rage (2/day). On your turn, you can enter a rage as part of your action or move. While raging, you gain the following benefits:

- ◆ You have advantage on Strength-based attack rolls, checks, and saving throws.
- ◆ You gain a +2 bonus to melee damage rolls.
- ◆ You gain twice your barbarian level in temporary hit points until the rage ends. These hit points can exceed your hit point maximum,

and they cannot be regained. If you take any damage, these hit points are lost first.

Raging also has drawbacks. During it, you can't take reactions, except to make opportunity attacks.

Your rage lasts for 1 minute. It ends early if you end your turn and didn't attack an enemy creature during it.

Once you have reached the limit of your rages per day, you must complete a long rest before you can rage again.

Reckless Attack. You can grant yourself advantage on melee attack rolls during your turn. If you do so and you aren't raging, attack rolls against you have advantage until your next turn.

Thick Hide. While you are wearing no armor, your Armor Class equals 10 + your Dexterity modifier + your Constitution modifier.

Background: Blacksmith

You started your professional life as a blacksmith's apprentice.

Smith's Guild Member. You are a member of a smith's guild. Fellow members provide you with lodging and food. In some settlements, a guild hall offers a central place to meet other members of your profession. Guilds often wield tremendous political power, which you can sometimes use to your advantage.

Proficiencies. You have proficiency with artisan's tools (smithing) and artisan's tools (leatherworking), so you add your proficiency bonus to ability checks you make using them.

HALFLING ROGUE

2nd-Level Small Lightfoot Halfling Rogue

AC 15 (studded leather)

Hit Points 14 (2d6 Hit Die)

Proficiency Bonus +1

Speed 25 ft.

Alignment neutral good

Languages Common, Halfling, Goblin

ABILITY SCORES

Strength	8	(-1)
Dexterity	17	(+3); add proficiency bonus to saves
Constitution	14	(+2)
Intelligence	12	(+1)
Wisdom	10	(+0)
Charisma	14	(+2)

ATTACKS

Melee Attack (Two-Weapon Fighting): Short sword (+4 to hit; 1d6 + 3 piercing) and short sword (+4 to hit; 1d6 piercing)

Melee or Ranged Attack: Dagger (range 20 ft./60 ft.; +4 to hit; 1d4 + 3 piercing)

Ranged Attack: Shortbow (range 80 ft./320 ft.; +4 to hit; 1d6 + 3 piercing)

SKILLS (ADD PROFICIENCY BONUS TO RELATED ABILITY CHECKS)

Acrobatics, Animal Handling, Athletics, Deception, Sleight of Hand, Stealth, Survival

EQUIPMENT

Studded leather, short swords (2), daggers (4), shortbow (20 arrows), *potion of healing*, clothes, healer's kit, backpack, bedroll, belt pouch, fishing tackle, flask of whiskey, lantern, mess kit, oil (3 pints), playing cards, rations (4 days), silk rope (50 ft.), thieves' tools, tinderbox, waterskin, whetstone, 4 gp, and 4 sp.

Racial Traits

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

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

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

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

Class Features

Cunning Action. Your quick thinking and agility allow you to move and act quickly, so you can take a second action on each of your turns. This action can be used only to disengage, hide, or hustle.

Expertise. Choose up to four of your skill or tool proficiencies. You gain a +5 bonus to any ability check you make that involves those proficiencies.

Proficiencies. Add your proficiency bonus to attack rolls you make using simple weapons, hand crossbows, light crossbows, long swords, rapiers, and short swords (included in "Attacks"). You also add your proficiency bonus to ability checks made to use thieves' tools and your skills (noted in "Skills"), as well as to your Dexterity saving throws (noted in "Ability Scores"). You also have proficiency with light and medium armor.

Sneak Attack. Once per turn, when you attack a creature and hit, you deal an additional 1d6 damage to that target if you have advantage against it or if another enemy of the target is within 5 feet of it and that enemy is able to take actions.

Thieves' Cant. You have learned Thieves' Cant, a secret code language. The cant allows you to hide messages in seemingly normal conversation. Only a fellow speaker can understand such hidden messages. It takes four times longer to convey such a hidden 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 good loot is nearby, or whether the people in an area are trustworthy.

Background: Sailor

You were a river sailor and fisher, and you sometimes worked as a smuggler.

Salt of the Earth. Since you come from the ranks of the common folk, you fit in among them with ease. You can find a place to hide, rest, or recuperate among commoners, unless you have shown yourself to be a danger to them. They will shield you from the law or anyone else searching for you, though they will not risk their lives for you.

Proficiencies. You have proficiency with artisan's tools (woodworking), playing cards, and vehicles (water), so you add your proficiency bonus to ability checks you make using them.

HALF-ELF PALADIN

2nd-Level Medium Half-Elf Paladin

Armor Class 19 (chain mail and shield)

Hit Points 20 (2d10 Hit Die)

Proficiency Bonus +1

Speed 30 ft. (25 ft. in chain mail)

Alignment lawful good

Languages Common, Elvish, Infernal

ABILITY SCORES

Strength	17	(+3)
Dexterity	8	(-1); disadvantage on Stealth*
Constitution	14	(+2); add proficiency bonus to saves
Intelligence	10	(+0)
Wisdom	12	(+1)
Charisma	14	(+2); add proficiency bonus to saves

*Only while wearing chain mail.

ATTACKS

Melee Attack: Long sword (+4 to hit; 1d8 + 3 slashing)

Melee or Ranged Attack: Javelin (range 30 ft./120 ft.; +4 to hit; 1d6 + 3 piercing)

SKILLS (ADD PROFICIENCY BONUS TO RELATED ABILITY CHECKS)

Athletics, History, Performance, Persuasion

EQUIPMENT

Chainmail, shield, long sword, javelins (4), *potion of healing*, healer's kit, backpack, bedroll, belt pouch, fine clothes, flute, hempen rope (50 ft.), holy symbol, ink, paper (5 sheets), rations (4 days), tome (holy teachings), traveler's clothes, waterskin, 6 gp, 9 sp, and 8 cp.

Racial Traits

Fey Ancestry: You have advantage on saving throws against being charmed, and magic cannot put you to sleep.

Keen Senses. You have advantage on Wisdom (Perception) checks.

Low-Light Vision. You can see in dim light as well as you do in bright light.

Class Features

Divine Sense. As an action, you open your awareness to the divine. Until the end of your next turn, you know the location of any celestial, fiend, or undead creature within 50 feet of you, regardless of any intervening obstacles. Within the same radius, you also detect the presence of any place or object that has been consecrated or desecrated.

Divine Smite. When you hit a creature with a weapon attack, you can expend one paladin spell slot to smite, dealing extra damage. The extra damage is 2d8 for a 1st-level spell. If the creature is undead or a fiend, the damage increases by 1d8. The extra damage is radiant if your deity is good and necrotic if your deity is evil. If your deity is neither good nor evil, choose one of these types when you gain this feature.

Fighting Style (Defense). While you are wearing armor, you gain a +1 bonus to AC (already included).

Lay on Hands. You have a pool of healing power that replenishes when you take a long rest. With that pool, you can restore a total number of hit points equal to your paladin level times 5.

As an action, you can touch a creature and draw power from the pool to restore any 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 or constructs.

Proficiencies. Add your proficiency bonus to attack rolls you make using martial weapons and simple weapons (included in "Attacks"). You also add your proficiency bonus to ability checks made to use mounts (land) and your skills (noted in "Skills"), as well as to your Constitution and Charisma saving throws (noted in "Ability Scores"). You also have proficiency with all armor and shields.

Spellcasting

You have learned to draw on divine magic through prayer, as a cleric does, to cast spells a certain number of times per day.

Spells per Day. Your paladin level determines the number of spells that you can cast of 1st level or higher. You must complete a long rest to regain any castings—also called spell slots—that you use.

At 2nd level, you have two 1st-level castings.

Spell Known. Whenever you complete a long rest, you prepare the list of paladin spells that you can cast. Your list can contain a number of paladin spells equal to 1 + half your paladin level, and the spells can be of any spell level that is available to you (currently 1st). This character already has a list of prepared spells (see below), but you can alter the list each day, choosing from among the spells on the cleric list that are available to you (see the "Spells" document).

Preparing your spells requires time spent in prayer and meditation: at least one minute per spell level for each cleric spell you prepare. You don't have to prepare all your spells at once. If you like, you can prepare some later in the day.

Casting a Prepared Spell. When you cast one of your prepared spells, you expend a casting of the spell's level or higher. The spell itself is not expended. For example, if you have the 1st-level spell *cure wounds* prepared and can still cast a 1st-level spell and a 2nd-level spell, you can cast *cure wounds* once or twice and at either level.

Magic Ability. Charisma is your magic ability for your cleric spells. The saving throw DC to resist one of your spells equals 8 + your Charisma modifier. If

you present your holy symbol when you cast a spell, you add your proficiency bonus to the spell's saving throw DC and to any attack roll you make for the spell. To present your holy symbol, you need to hold it, wear it visibly, or bear it on your shield.

Background: Minstrel

You wander the land performing music, telling tales, and entertaining audiences with your talents.

Noted Performer. You can always find a place to perform, usually in an inn or tavern. At such a place, you receive free lodging and food 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.

Proficiencies. You have proficiency with the disguise kit and flutes, so you add your proficiency bonus to ability checks you make using them.

Spells

You have the following spells and cantrips available.

Cure Wounds

1st-level evocation

Casting Time: 1 action

Range: Touch

Duration: Instantaneous

You touch a creature, channeling positive energy into it. The creature regains 2d8 + 2 hit points. This spell has no effect upon undead or constructs.

Shield of Faith

1st-level abjuration

Casting Time: Swift

Range: 50 feet

Duration: Concentration, up to 10 minutes

Choose a creature within range. A shimmering field appears and surrounds that creature, granting it a +1 bonus to AC. The bonus lasts for the duration.

Material Components: A small parchment with a bit of holy text written on it.

HUMAN BARD

2nd-Level Medium Human Bard

Armor Class 13 (leather armor)

Hit Points 14 (2d6 Hit Die)

Proficiency Bonus +1

Speed 30 ft.

Alignment chaotic good

Languages Common, Elvish, Sylvan, Thieves' Cant

ABILITY SCORES

Strength	9	(-1)
Dexterity	15	(+2)
Constitution	14	(+2)
Intelligence	11	(+0); add proficiency bonus to saves
Wisdom	13	(+1)
Charisma	17	(+3); add proficiency bonus to saves

ATTACKS

Melee Attack (Two-Weapon Fighting): Short sword (+3 to hit; 1d6 + 2 piercing) and short sword (+3 to hit; 1d6 piercing)

Melee or Ranged Attack: Dagger (range 20 ft./60 ft.; +3 to hit; 1d4 + 2 piercing)

Ranged Attack: Hand crossbow (range 30 ft./120 ft.; +3 to hit; 1d6 + 2 piercing)

SKILLS (ADD PROFICIENCY BONUS TO RELATED ABILITY CHECKS)

Acrobatics, Deception, History, Performance, Sleight of Hand, Stealth

EQUIPMENT

Leather armor, short swords (2), daggers (2), hand crossbow (20 bolts), drum sticks, flute, lute, *potion of healing*, clothes, disguise kit, healer's kit, backpack, bedroll, belt pouch, flask of whiskey, lampblack, lantern, mess kit, oil (3 pints), rations (4 days), small steel mirror, comb, thieves' tools, tinderbox, waterskin, whetstone, 3 gp, and 6 sp.

Class Features

Bardic Knowledge. You learn a little bit about everything. When you make an Intelligence check that involves the skills Arcana, History, Nature, or Religion, treat a d20 roll of 9 or lower as a 10.

Proficiencies. Add your proficiency bonus to attack rolls you make using simple weapons, hand crossbows, light crossbows, long swords, rapiers, short swords (included in "Attacks"). You also add your proficiency bonus to ability checks made to use flutes, lutes, and drums, as well as your skills (noted in "Skills"). Add the bonus to your Intelligence and Charisma saving throws (noted in "Ability Scores"). You also have proficiency with light armor.

Bardic Performance

You magically manipulate others through oration, music, and other special performances. You start out knowing Call to Battle and Inspire Competence.

To use one of these magical performances, you must speak or play an instrument as an action. Maintaining the performance requires concentration, as some spells do (see the rules for magic). You can switch to a different performance by taking another action. The whole effect, whether it is composed of one performance or several, can last no longer than 10 minutes, and it ends early if you are silenced. You can't use this feature again until you rest for at least 10 minutes.

A creature can be affected by only one of these performances at a time. If two or more bards try to affect the same creature with such performances, the creature is affected by neither.

Call to Battle: While you perform Call to Battle, friendly creatures, including you, are inspired to fight with greater zeal while within 25 feet of you. An affected creature can roll an extra d4 when rolling damage for melee and ranged attacks.

Inspire Competence: Your performance of Inspire Competence fills friendly creatures with confidence while they are within 25 feet of you. When you start this performance, choose one of the six abilities. An affected creature can add your proficiency bonus to any check it makes with the chosen ability.

As an action, you can change the affected ability.

Spellcasting

As a gatherer of esoteric knowledge, you learn a few tricks and surprises from your research and travels. Bards dabble in a variety of different kinds of magic, picking up a few things here and there. You learn spells that you can cast a certain number of times per day, and know cantrips, which you can cast at will.

Spells per Day. Your bard level determines the number of spells that you can cast of 1st level or higher. You must complete a long rest to regain any castings—also called spell slots—that you use.

At 2nd level, you have two 1st-level castings.

Spell Known. You know two 1st-level spells and two cantrips, which are presented in this character. You learn more spells as you gain levels, as detailed on the Bard table in the full description of the class. The spells you learn must be of a level that you can cast or a cantrip.

Casting a Prepared Spell. When you cast one of the bard spells that you know, you expend a casting of the spell's level or higher. For example, if you have the 1st-level spell *cure wounds* prepared and can still cast a 1st-level spell and a 2nd-level spell, you can cast *cure wounds* at either level.

Magic Ability. Charisma is your magic ability for your bard spells. The saving throw DC to resist one of your spells equals 8 + your Charisma modifier. If you are holding a musical instrument when you cast a spell, you add your proficiency bonus to the spell's saving throw DC.

Background: Guild Thief

You made a living by stealing as a member of a thieves' guild.

Thieves' Cant. Among thieves, there is a secret language, which uses a combination of jargon words and secret signs that members of the criminal underworld know and use. Creatures hearing you converse in Thieves' Cant might think you say one thing when you are actually saying something else entirely.

You have learned the secret language of thieves. You can correctly interpret thief signs and double-speak, and you can communicate in this manner to others familiar with this language.

Proficiencies. You have proficiency with the disguise kit, thieves' tools, and poisoner's kit, so you add your proficiency bonus to ability checks you make using them.

Spells

You have the following spells and cantrips available.

Charm Person

1st-level enchantment

Casting Time: 1 action

Range: 25 feet

Duration: 1 hour

Choose a living humanoid within range. It must make a Wisdom saving throw, and does so with advantage if you or your companions are fighting it. If it fails the saving throw, it is charmed by you until the spell ends or until you or your companions do anything harmful to it. The charmed creature regards you as a friendly acquaintance.

Cure Wounds

1st-level evocation

Casting Time: 1 action

Range: Touch

Duration: Instantaneous

You touch a creature, channeling positive energy into it. The creature regains 2d8 + 2 hit points. This spell has no effect upon undead or constructs.

Light

Evocation cantrip

Casting Time: 1 action

Range: Touch

Duration: 1 hour

You touch an object. Until the spell ends, the object emits bright light in a 20-foot radius and dim light for an additional 20 feet. The spell ends early if you dismiss it (no action required) or cast it again.

The light can be colored as you like and can be covered by an opaque object.

Material Components: A firefly or a piece of phosphorescent moss.

Prestidigitation

Transmutation cantrip

Casting Time: 1 action

Range: 10 feet

Duration: Up to 1 hour

This spell is a minor magical trick that novice spellcasters use for practice. You create one of the following magical effects within range. If you cast this spell multiple times, up to three of its non-instantaneous effects can be active at a time.

- You create an instantaneous sensory effect that is harmless, such as a shower of sparks, a puff of wind, faint musical notes, or an odd odor.
- You instantaneously light or snuff out a candle, a torch, or a small campfire.
- You instantaneously clean or soil an item no larger than a cubic foot.
- You chill, warm, or flavor up to 1 pound of nonliving material for up to 1 hour.
- You make a color, small mark, or symbol appear on an object or a surface for up to 1 hour.
- You produce out of nothingness a small, nonmagical trinket or an illusory image that lasts until the end of your next turn.
- You make a small handheld item invisible until the end of your next turn.