

AARAKOCRA, MONK (VOGEL)

Medium humanoid (aarakocra) Neutral

Armor Class 15

Hit Points 9 (1d8+1)

Speed 30ft. Fly 50ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	13 (+1)	10 (+0)	15 (+2)	8 (-1)

Saving Throws Str +3, Dex +5, Con +1, Int +0, Wis +2, Cha -1

Skills Acrobatics +5, Deception +5, Stealth+5, Survival +4

Senses passive Perception 12

Languages Aarakocra, Auran, Common

Challenge —

Flight. Flying speed 50 ft. (while not wearing medium or heavy armor).

Talons. Unarmed strikes deal 1d4 +1 slashing damage on a hit.

Proficiencies. Shortsword, simple weapons, thieves' tools, Three-Dragon Ante set, weaver's tools.

Unarmored Defense. While not wearing armor and not using a shield, your AC equals 10 + DEX modifier + WIS modifier.

Martial Arts. While you are unarmed or wielding only monk weapons and you aren't wearing armor or wielding a shield, you can use DEX instead of STR for the attack and damage rolls, you can roll your Martial Arts damage die in place of the normal damage, and when you use the Attack action on your turn, you can make one unarmed strike as a bonus action. Unarmed Strike: 1 Bonus Action.

Background. Criminal/Spy.

Actions

Unarmed Strike. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: On a hit, an unarmed strike deals bludgeoning damage equal to 1 + your Strength modifier (2). You are proficient with your unarmed strikes. *Note: **Talons.** Unarmed strikes deal 1d4 +1 slashing damage on a hit.

DRAGONBORN, BARD (KRYSSST)

Medium humanoid (dragonborn) Neutral

Armor Class 12

Hit Points 9 (1d8+1)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	12 (+1)	13 (+1)	8 (-1)	16 (+3)

Saving Throws Str +1, Dex +4, Con +1, Int +1, Wis -1, Cha +5

Skills Athletics +5, Deception +5, Intimidation +5, Persuasion +5, Sleight of Hand +4

Senses passive Perception 9

Languages Common, Draconic

Challenge —

Draconic Ancestry. You gain a breath weapon and damage resistance with your chosen dragon type. Blue dragon, lightning.

Breath Weapon. Once per short rest as an action, exhale destructive energy based on your Draconic Ancestry. Each creature in the area must make a DC 11 saving throw (type determined by your ancestry), taking 2d6 ([6th] 3d6, [11th] 4d6, [16th] 5d6) on a failed save, and half damage on a successful one. As an action once per short rest, exhale in a 5 by 30 ft. line (DEX DC 11, half damage on success) for 2d6 Lightning Damage [6th] 3d6, [11th] 4d6, [16th] 5d6. Breath Weapon (Blue): 1 Action.

Damage Resistance. You have resistance to the damage type associated with your draconic ancestry. Blue dragon, lightning.

Proficiencies. Light armor, crossbow, hand, longsword, rapier, shortsword, simple weapons, horn, drum, shawm.

Bardic Inspiration. As a bonus action, a creature (other than you) within 60 ft. that can hear you gains an inspiration die (1d6). For 10 minutes, the creature can add it to one ability check, attack roll, or saving throw. This can be added after seeing the roll, but before knowing the outcome. Bardic Inspiration: 1 Bonus Action.

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

Background. Soldier.

Actions

Unarmed Strike. Melee Weapon Attack: +1 to hit, reach 5 ft., one target. Hit: On a hit, an unarmed strike deals bludgeoning damage equal to 1 + your Strength modifier (1). You are proficient with your unarmed strikes.

Spellcasting. You can cast known bard spells using CHA as your spellcasting modifier (Spell DC 13, Spell Attack +5) and known bard spells as rituals if they have the ritual tag. You can use a musical instrument as a spellcasting focus.

Cantrips (at will): dancing lights, vicious mockery.

1st level (2 slot): charm person, detect magic, healing word, thunderwave.

HALF-ORC, DRUID (BARKSKIN)

Medium humanoid (half-orc) Neutral

Armor Class 11

Hit Points 10 (1d8+2)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	15 (+2)	10 (+0)	15 (+2)	12 (+1)

Saving Throws Str +0, Dex +1, Con +2, Int +0 Wis +2, Cha +1

Skills Arcana +2, History +2, Intimidation+3, Nature +2, Perception +4

Senses passive Perception 14

Languages Abyssal, Common, Druidic, Elvish, Orc

Challenge —

Darkvision. You can see in darkness (shades of gray) up to 60 ft.

Menacing. You gain proficiency in the Intimidation skill.

Proficiencies. Light armor, medium armor, shields, club, dagger, dart, javelin, mace, quarterstaff, scimitar, sickle, sling, spear, herbalism kit.

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

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

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.

Background. Sage.

Actions

Unarmed Strike. Melee Weapon Attack: +1 to hit, reach 5 ft., one target. Hit: On a hit, an unarmed strike deals bludgeoning damage equal to 1 + your Strength modifier (1). You are proficient with your unarmed strikes.

Spellcasting. You can cast prepared druid spells using WIS as your spellcasting modifier (Spell DC 12, Spell Attack +4) and prepared druid spells as rituals if they have the ritual tag. You can use a druidic focus as a spellcasting focus. To cast one of your druid spells of 1st level or higher, you must expend a spell slot. You regain all expended spell slots when you finish a short or long rest.

Cantrips (at will): gust, produce flame.

1st level (2 slot): entangle, goodberry, thunderwave.

HALFLING, ROGUE (NEXXI DOVERSKINS)

Medium humanoid (halfling) Neutral

Armor Class 13

Hit Points 9 (1d8+1)

Speed 25ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	13 (+1)	8 (-1)	14 (+2)	11 (+0)

Saving Throws Str +1, Dex +5, Con +1, Int +1, Wis +2, Cha +0

Skills Acrobatics +5, Athletics+3, Intimidation+2, Investigation +3, Perception +4, Sleight of Hand +5, Stealth +7

Senses passive Perception 14

Languages Common, Halfling

Challenge —

Lucky. When you roll a 1 on the d20 for an attack roll, ability check, or saving throw, you can reroll the die and must use the new roll.

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

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

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

Proficiencies. Light armor, simple weapons, hand crossbows, longswords, rapiers, short swords, thieves' tools, .

Expertise. Your proficiency bonus is doubled for any ability check you make for two chosen proficiencies. [6th] Choose two additional proficiencies. Stealth, Investigation.

Sneak Attack. Once per turn, you can deal an extra 1d6 damage to one creature you hit with an attack with a finesse or ranged weapon if you have advantage on the attack roll. You don't need advantage on the attack roll if another enemy of the target is within 5 ft. of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

Thieves Cant. You have learned thieves' cant, a secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation. It takes four times longer to convey such a message than it does to speak the same idea plainly.

Background. Soldier.

Actions

Unarmed Strike. Melee Weapon Attack: +1 to hit, reach 5 ft., one target. Hit: On a hit, an unarmed strike deals bludgeoning damage equal to 1 + your Strength modifier (1). You are proficient with your unarmed strikes.

HIGH ELF, PALADIN (*DALIN FFLEURENA*)

Medium humanoid (elf) Neutral

Armor Class 11

Hit Points 11 (1d10+1)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	13 (+1)	9 (-1)	12 (+1)	14 (+2)

Saving Throws Str +2, Dex +1, Con +1, Int -1, Wis +3, Cha +4

Skills History +1, Insight +3, Perception +3, Persuasion +4, Religion +1

Senses passive Perception 13

Languages Common, Draconic, Elvish, Vedalken

Challenge —

Darkvision. You can see in darkness (shades of gray) up to 60 ft.

Keen Senses. You have proficiency in the Perception skill.

Proficiencies. Heavy armor, light armor, medium armor, shields, martial weapons, simple weapons, dragon chess set.

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

Trance. You don't need to sleep, but meditate semiconsciously for 4 hours a day. While meditating, you can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

Elf Weapon Training. You have proficiency with the longsword, shortsword, shortbow, and longbow.

Cantrip. You know one cantrip of your choice from the wizard spell list. INT is your spellcasting ability for it. Minor illusion.

Divine Sense. As an action, you can detect good and evil. Until the end of your next turn, you can sense anything affected by the hallow spell or know the location of any celestial, fiend, undead within 60 ft. that is not behind total cover. You can use this feature 3 times per long rest.

Lay on Hands. You have a pool of healing power that can restore 5 HP per long rest. As an action, you can touch a creature to restore any number of HP remaining in the pool, or 5 HP to either cure a disease or neutralize a poison affecting the creature.

Background. Noble.

Actions

Unarmed Strike. Melee Weapon Attack: +1 to hit, reach 5 ft., one target. Hit: On a hit, an unarmed strike deals bludgeoning damage equal to 1 + your Strength modifier (3). You are proficient with your unarmed strikes.

Spellcasting. (see **Cantrip**).

HUMAN, BARBARIAN (DAUGHTER OF TIMBER WOLF, CHIEFTAIN OF WAYSTONE CLAN)

Medium humanoid (human) Neutral

Armor Class 14

Hit Points 14 (1d12+2)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	15 (+2)	11 (+0)	13 (+1)	9 (-1)

Saving Throws Str +5, Dex +2, Con +4, Int +0, Wis +1, Cha -1

Skills Animal Handling +3, Intimidation+1, Perception +3, Survival +3

Senses passive Perception 13

Languages Common, halfling

Challenge —

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 gain advantage on STR checks and saving throws (not attacks), **+2** melee damage with STR weapons, resistance to bludgeoning, piercing, slashing damage. You can't cast or concentrate on spells while raging. Your rage ends early if you are knocked unconscious or if your turn ends and you haven't attacked a hostile creature since your last turn or taken damage since then. You can also end your rage on your turn as a bonus action. Once you have raged the number of times shown for your barbarian level in the Rages column of the Barbarian table, you must finish a long rest before you can rage again.

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

Proficiencies. Light armor, medium armor, shields, martial weapons, simple weapons, cartographer's tools, vehicles (land).

Background. Folk Hero.

Actions

Unarmed Strike. Melee Weapon Attack: +% to hit, reach 5 ft., one target. Hit: On a hit, an unarmed strike deals bludgeoning damage equal to 1 + your Strength modifier (4). You are proficient with your unarmed strikes.

HALF-ELF, CLERIC (ADEAN RIVERBANK)

Medium humanoid (half-elf) Neutral

Armor Class 9

Hit Points 10 (1d8+2)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	8 (-1)	14 (+2)	11 (+0)	16 (+3)	14 (+2)

Saving Throws Str +1, Dex -1, Con +2, Int +0, Wis +5, Cha +4

Skills Animal Handling +5, Insight +5, Medicine+5, Persuasion +4, Religion +2, Sleight of Hand +1

Senses passive Perception 13

Languages Abyssal, Common, Draconic, Elvish, Gith

Challenge —

Darkvision. You can see in darkness (shades of gray) up to 60 ft.

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

Proficiencies. Heavy armor, light armor, medium armor, shields, simple weapons.

Divine Domain. You choose a divine domain that grants you additional spells and other features related to your deity. Life Domain.

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

Background. Acolyte.

Actions

Unarmed Strike. Melee Weapon Attack: +1 to hit, reach 5 ft., one target. Hit: On a hit, an unarmed strike deals bludgeoning damage equal to 1 + your Strength modifier (2). You are proficient with your unarmed strikes.

Spellcasting. You can cast prepared cleric spells using WIS as your spellcasting modifier (Spell DC 13, Spell Attack +5) and prepared cleric spells as rituals if they have the ritual tag. You can use a holy symbol as a spellcasting focus. To cast one of your cleric spells of 1st level or higher, you must expend a spell slot. You regain all expended spell slots when you finish a short or long rest.

Cantrips (at will): Light, spare the dying, thaumaturgy.

1st level (2 slot): bless, cure wounds.

MOUNTAIN DWARF, RANGER (VERAN TANGLESTONE)

Medium humanoid (dwarf) Neutral

Armor Class 12

Hit Points 12 (1d10+2)

Speed 25ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	15 (+2)	8 (-1)	14 (+2)	10 (+0)

Saving Throws Str +4, Dex +4, Con +2, Int -1, Wis +2, Cha +0. Advantage against Poison.

Skills Athletics +4, Intimidation +2, Nature +1, Stealth +4, Survival +4

Senses passive Perception 12

Languages Common, Dwarvish, Minotaur.

Challenge —

Darkvision. You can see in darkness (shades of gray) up to 60 ft.

Dwarven Resilience. You have advantage on saves against poison and resistance against poison damage.

Proficiencies. Light armor, medium armor, shields, martial weapons, simple weapons, dice set, mason's tools, vehicles (land).

Dwarven Combat Training. You have proficiency with the battleaxe, handaxe, light hammer, and warhammer.

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

Dwarven Armor Training. You have proficiency with light and medium armor.

Background. Soldier.

Actions

Unarmed Strike. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: On a hit, an unarmed strike deals bludgeoning damage equal to 1 + your Strength modifier (3). You are proficient with your unarmed strikes.

ROCK GNOME, WIZARD (GARENOX VALVESORT)

Medium humanoid (gnome) Neutral

Armor Class 11

Hit Points 8 (1d6+2)

Speed 25ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	13 (+1)	15 (+2)	17 (+3)	10 (+0)	12 (+1)

Saving Throws Str -1, Dex +1, Con +2, Int +5 (advantage), Wis +2 (advantage), Cha +1 (advantage)

Skills Arcana +5, History +5, Insight +2, Investigation +5

Senses passive Perception 13

Languages Common, Draconic, Gnomish, Sylvan

Challenge —

Darkvision. You can see in darkness (shades of gray) up to 60 ft.

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

Proficiencies. Crossbow, light, dagger, dart, quarterstaff.

Artificer's Lore. Add twice your proficiency bonus to History checks related to magic items, alchemical objects, or technological devices.

Tinker. You are proficient with tinker's tools and can use them to construct tiny clockwork devices. Clockwork toy, fire starter, music box.

Arcane Recovery. Once per day when you finish a short rest, you can choose expended spell slots to recover up to a combined level of 1, and none of the slots can be 6th level or higher.

Background. Sage.

Actions

Unarmed Strike. Melee Weapon Attack: +1 to hit, reach 5 ft., one target. Hit: On a hit, an unarmed strike deals bludgeoning damage equal to 1 + your Strength modifier (1). You are proficient with your unarmed strikes.

Spellcasting. You can cast prepared wizard spells using INT as your spellcasting modifier (Spell DC 13, Spell Attack +5) and wizard spells in your spellbook as rituals if they have the ritual tag. You can use an arcane focus as a spellcasting focus. To cast one of your wizard spells of 1st level or higher, you must expend a spell slot. You regain all expended spell slots when you finish a short or long rest.

Cantrips (at will): Light, mage hand, ray of frost.

1st level (2 slot): mage armor, magic missile.

TIEFLING, WARLOCK (WORMWOOD)

Medium humanoid (tiefling) Neutral

Armor Class 12

Hit Points 10 (1d8+2)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	13 (+2)	14 (+2)	13 (+1)	10 (+0)	17 (+3)

Damage Resistance Fire

Saving Throws Str -1, Dex +1, Con +2, Int +1, Wis +2, Cha +5

Skills Arcana +3, History +3, Intimidation+5, Investigation +3

Senses passive Perception 10

Languages Common, Giant, Infernal, Vedalken

Challenge —

Darkvision. You can see in darkness (shades of gray) up to 60 ft.

Hellish Resistance. You have resistance to fire damage.

Proficiencies. Light armor, simple weapons.

Infernal Legacy. You know the thaumaturgy cantrip. [3rd] You can cast hellish rebuke (2nd) once per long rest. [5th] You can cast darkness once per long rest. CHA is your spellcasting ability.

Otherworldly Patron. You have struck a bargain with an otherworldly being. The Fiend.

Pact Magic. You can cast known warlock spells using CHA as your spellcasting modifier (Spell DC 13, Spell Attack +5). You can use an arcane focus as a spellcasting focus.

Expanded Spell List. Additional spells are added to the warlock spell list for you.

Dark One's Blessing. When you reduce a hostile creature to 0 HP, you gain 4 temp HP.

Background. Sage.

Actions

Eldritch Blast evocation cantrip, uncommon. Casting Time: 1 action, Range/Area: 120, Components: V, S Duration: Instantaneous. 1d10 force damage.

Unarmed Strike. Melee Weapon Attack: +1 to hit, reach 5 ft., one target. Hit: On a hit, an unarmed strike deals bludgeoning damage equal to 1 + your Strength modifier (1). You are proficient with your unarmed strikes.

Spellcasting. The warlock is a 1st-level spellcaster. Your spellcasting ability is Cha (+3)(spell save DC 13, +5 to hit with spell attacks). To cast one of your warlock spells of 1st level or higher, you must expend a spell slot. You regain all expended spell slots when you finish a short or long rest.

Cantrips (at will): eldritch blast, prestidigitation, thaumaturgy

1st level (1 slot): hellish rebuke, unseen servant.