

# BEGINNER CHARACTER



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Sven Kiefer  
Vanessa Sennrich  
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# LET'S PLAY DND!

So, you decided to give Dungeons and Dragons a try. Unfortunately, you never played before and don't have the time to read into all the little details of character creation but you already have a vague idea what you wanna play. Let me help! Here you can find simplified versions of character sheets at different levels. I do not claim to provide any possible combination. Using only the Player's Handbook (PHB) would already result in 2160 different combinations of race, class and level. Nevertheless, I try to give a good compendium to give you the best Dungeons and Dragons experience without the need of already being an expert of the game.

It is important to note that even though the character sheets here look much smaller than the ones you might be used to but I guarantee that they are at the same strength as the much more complex full version. They are just a bit streamlined so you have more brain-space to focus on the game rather than just learning your character.

## CHOOSE A CHARACTER

The level of your character will be given by your Dungeon Master (DM). Just ask him what level you should be and pick the correct character. Unfortunately, I will not be able to provide a simplified version of every class/race combo. I would recommend to focus on the class since it has a much bigger impact on your game play experience. How to choose a class? Use these simple guidelines:

1. Do you wanna cast spells?  
Yes, go to 5 || No, go to 2
2. Strength or nimble damage?  
Strength, go to 3 || Nimble, go to 4
3. Deal more damage or survive more damage?  
Deal, play Fighter! || Survive, play Barbarian!
4. Strike from the shadows or from above?  
Shadow, play Rogue! || Above, play Monk!
5. Do you wanna cast and fight or only cast?  
Cast and fight, go to 9 || Only cast, go to 6
6. Powerful or cunning magic?  
Powerful, go to 7 || Cunning, go to 8
7. Nature or pure magic?  
Nature, play Druid! || Pure, play Sorcerer!
8. Many spells or support your friends?  
Spells, play Wizard! || Support, play Bard!
9. Deal more damage or survive more damage?  
Deal, go to 11 || Survive, go to 10
10. Heal your friends or smite evil?  
Heal, play Cleric! || Smite, play paladin!
11. Nature or magical sugar daddy?  
Nature, play Ranger! || Sugar, play Warlock!



# BARBARIAN, LEVEL 1

Half Orc

Armor Class 15  
Hit Points 15  
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	16 (+3)	8 (-1)	12 (+1)	10 (+0)

**Saving Throws** Str +5, Con +5

**Skills** Acrobatics +3, Athletics +5, Intimidation +2

**Senses** darkvision 60 ft., passive Perception 11

**Languages** Common, Orc

**Challenge** 1 (200 XP)

**Rage.** Resistant to piercing, slashing and bludgeoning damage and +2 to all damage and advantage on strength checks.

**Relentless Endurance.** When reduced to zero hit-points but not killed, go to 1 hit point, only used once between long rests.

**Savage Attacks.** When you score a critical hit with a melee weapon, you can roll another weapons dice and add it to the damage.

## ACTIONS

**Great axe.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

**Javelin.** *Ranged Weapon Attack:* +5 to hit, range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

# BARBARIAN, LEVEL 3

Half Orc

Armor Class 35  
Hit Points 15  
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	16 (+3)	8 (-1)	12 (+1)	10 (+0)

**Saving Throws** Str +5, Con +5

**Skills** Acrobatics +3, Athletics +5, Intimidation +2

**Senses** darkvision 60 ft., passive Perception 11

**Languages** Common, Orc

**Challenge** 3 (700 XP)

**Rage.** Resistant to piercing, slashing and bludgeoning damage and +2 to all damage and advantage on strength checks.  
Optional Franny: I can also attack as a bonus action but when rage ends I suffer 1 level of exhaustion.

**Relentless Endurance.** When reduced to zero hit-points but not killed, go to 1 hit point, only used once between long rests.

**Savage Attacks.** When you score a critical hit with a melee weapon, you can roll another weapons dice and add it to the damage.

**Reckless Attack.** I gain advantage on the next attack but until next turn, enemies get advantage attacking me.

## ACTIONS

**Great axe.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

**Javelin.** *Ranged Weapon Attack:* +5 to hit, range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.



## BARD, LEVEL 1

Lightfood Halfling

Armor Class 14

Hit Points 10

Speed 30 ft.

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

**Saving Throws** Dex +5, Cha +5

**Skills** Acrobatics +5, Persuasion +5, Performance +5

**Senses** darkvision 60 ft., passive Perception 11

**Languages** Common, Orc

**Challenge** 1 (200 XP)

**Bardic Inspiration.** Bonus action, other creature within 60 ft gains a d6 inspiration die. Within 10 minutes, can be added to a roll after the roll is made (but before outcome). Can only have 1 die at a time, usable Charisma modifier times per long rest.

**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.** 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.

### SPELLCASTING

Your spellcasting modifier is +5, your spell save DC is 13. You can cast 2 first level spells (1) from the list below between long rests.

**(0) Vicious Mockery:** One target, range 60 feet, Wis save. On fail, 1d4 psychic damage and disadvantage on next attack.

**(0) Light:** Summon light, range 20 feet, duration 1 hour.

**(1) Cure Wounds:** One target, range touch, Heal 1d8+5

**(1) Healing Word:** One target, range 60 feet, Heal 1d4+5

**(1) Faerie Fire:** Concentration, 20 foot cube, range 60 feet, Dex save if in cube when cast. If failed, all attacks against them have advantage.

**(1) Thunderwave:** 15 feet cube, range self, Con save. 2d8 force damage or half on success.

### ACTIONS

**Handaxe.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

**Shortbow.** *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

## BARD, LEVEL 3

Lightfood Halfling

Armor Class 14

Hit Points 24

Speed 30 ft.

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

**Saving Throws** Dex +5, Cha +5

**Skills** Acrobatics +5, Perception +3, Stealth +5, Slight of Hand +5, Persuasion +10, Performance +10

**Senses** darkvision 60 ft., passive Perception 13

**Languages** Common

**Challenge** 3 (700 XP)

**Bardic Inspiration.** Bonus action, other creature within 60 ft gains a d6 inspiration die or an enemy gets -1d6 on attack, ability check or damage roll. Within 10 minutes, can be added to a roll after the roll is made (but before outcome). Can only have 1 die at a time, usable Charisma modifier times per long rest.

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

**Song of Rest.** If a party member uses a hit dice, they heal an additional 1d6.

**Halfling traits. 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:** 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.

### SPELLCASTING

Your spellcasting modifier is +5, your spell save DC is 13. You can cast 4 first (1) and 2 second level spells from the list below between long rests.

**(0) Vicious Mockery:** One target, range 60 feet, Wis save. On fail, 1d4 psychic damage and disadvantage on next attack.

**(0) Light:** Summon light, range 20 feet, duration 1 hour.

**(1) Cure Wounds:** One target, range touch, Heal 1d8+5

**(1) Healing Word:** One target, range 60 feet, Heal 1d4+5

**(1) Faerie Fire:** Concentration, 20 foot cube, range 60 feet, Dex save if in cube when cast. If failed, all attacks against them have advantage.

**(1) Thunderwave:** 15 feet cube, range self, Con save. 2d8 force damage or half on success.

**(2) Invisibility:** One Target, range touch, duration 1 hour or until attack or spell. Target becomes invisible.

**(2) Shatter:** 10 feet sphere, range 60 feet, Con save. 3d8 thunder damage or half on success.

### ACTIONS

**Handaxe.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

**Shortbow.** *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.



# CLERIC, LEVEL 1

Hill Dwarf

Armor Class 16  
Hit Points 12  
Speed 25 ft.

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

**Saving Throws** Wis +5, Cha +1

**Skills** Insight +5, History +5, Medicine +5

**Senses** darkvision 60 ft., passive Perception 13

**Languages** Common, Dwarvish

**Challenge** 1 (200 XP)

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

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

## SPELLCASTING

Your spellcasting modifier is +5, your spell save DC is 13. You can cast 2 first level spells (1) from the list below between long rests.

**(0) Sacred flame:** One target, range 60 feet, Dex save. On fail, 1d8 radiant damage.

**(0) Light:** Summon light, range 20 feet, duration 1 hour.

**(0) Guidance:** Concentration, 1 min, one creature, range touch. Add 1d4 on the next ability check.

**(1) Cure Wounds:** One target, range touch, Heal 1d8+8

**(1) Healing Word:** One target, range 60 feet, Heal 1d4+8

**(1) Inflict Wounds:** One target, range touch. 3d10 necrotic damage.

**(1) Shield of Faith:** Concentration, 10 min. +2 AC.

## ACTIONS

**Mace.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target.  
*Hit:* 4 (1d6 + 1) slashing damage.

# CLERIC, LEVEL 3

Hill Dwarf

Armor Class 16  
Hit Points 28  
Speed 25 ft.

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

**Saving Throws** Wis +5, Cha +1

**Skills** Insight +5, History +5, Medicine +5

**Senses** darkvision 60 ft., passive Perception 13

**Languages** Common, Dwarvish

**Challenge** 3 (700 XP)

**Channel Divinity.** Turn Undead or heal 15 hit points among creatures within 30 feet up to half their life total. Regain this ability after short or long rest.

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

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

## SPELLCASTING

Your spellcasting modifier is +5, your spell save DC is 13. You can cast 4 first (1) and 2 second (2) level spells from the list below between long rests.

**(0) Sacred flame:** One target, range 60 feet, Dex save. On fail, 1d8 radiant damage.

**(0) Light:** Summon light, range 20 feet, duration 1 hour.

**(0) Guidance:** Concentration, 1 min, one creature, range touch. Add 1d4 on the next ability check.

**(1) Cure Wounds:** One target, range touch, Heal 1d8+8

**(1) Healing Word:** One target, range 60 feet, Heal 1d4+8

**(1) Inflict Wounds:** One target, range touch. 3d10 necrotic damage.

**(1) Shield of Faith:** Concentration, 10 min. +2 AC.

**(2) Spiritual Weapon:** range 60 feet, 1 min. Summon astral weapon, attack as bonus action (+5 to hit, 1d8+5 force damage) and move up to 20 feet.

**(2) Lesser Restoration:** You touch a creature and can end either one disease or one condition afflicting it. The condition can be blinded, deafened, paralyzed, or poisoned.

## ACTIONS

**Mace.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target.  
*Hit:* 4 (1d6 + 1) slashing damage.



# DRUID, LEVEL 1

Wood Elf

Armor Class 14

Hit Points 9

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	12 (+1)	10 (+0)	16 (+3)	11 (+0)

**Saving Throws** Int +2, Wis +5

**Skills** Animal Handling +5, Nature +2, Perception +5

**Senses** darkvision 60 ft., passive Perception 15

**Languages** Common, elven

**Challenge** 1 (200 XP)

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

**Trance:** Elves do not sleep. Instead they meditate deeply, remaining semi-conscious, for 4 hours a day. **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.

## SPELLCASTING

Your spellcasting modifier is +5, your spell save DC is 13. You can cast 2 first level spells (1) from the list below between long rests.

**(0) Thorn whip:** One target, range 30 feet. 1d6 piercing damage and target is pulled 10 feet towards you.

**(0) Guidance:** Concentration, 1 min, one creature, range touch. Add 1d4 on the next ability check.

**(1) Cure Wounds:** One target, range touch, Heal 1d8+8

**(1) Fog cloud:** Concentration, 1 hour, 20 foot cube, range 120 feet. Create thick fog that obscures vision.

**(1) Speak with animals:** 10 min. You gain the ability to comprehend and verbally communicate with beasts for the duration.

**(1) Thunderwave:** 15 feet cube, range self, Con save. 2d8 force damage or half on success.

## ACTIONS

**Scimitar. Melee Weapon Attack:** +5 to hit, reach 5 ft., one target. **Hit:** 6 (1d6 + 3) slashing damage.

# DRUID, LEVEL 3

Wood Elf

Armor Class 14

Hit Points 21

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	12 (+1)	10 (+0)	16 (+3)	11 (+0)

**Saving Throws** Int +2, Wis +5

**Skills** Animal Handling +5, Nature +2, Perception +5

**Senses** darkvision 60 ft., passive Perception 15

**Languages** Common, elven

**Challenge** 3 (700 XP)

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

**Trance:** Elves do not sleep. Instead they meditate deeply, remaining semi-conscious, for 4 hours a day. **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.

## WILD SHAPE

Twice between long rests you can transform into one of the following animals. If you lose the animal's HP you transform back like you were before. Remaining damage is taken over.

- **Wolf:** 11 hp, AC 13, speed 40 ft., Attack: +5, 2d4+2 piercing damage and DC 11 Str save or prone.

- **Rat:** 1 hp, 10 AC, speed 20 ft. Attack: +0, 1 piercing damage.

## SPELLCASTING

Your spellcasting modifier is +5, your spell save DC is 13. You can cast 4 first (1) and 2 second level spells from the list below between long rests.

**(0) Thorn whip:** One target, range 30 feet. 1d6 piercing damage and target is pulled 10 feet towards you.

**(0) Guidance:** Concentration, 1 min, one creature, range touch. Add 1d4 on the next ability check.

**(1) Cure Wounds:** One target, range touch, Heal 1d8+8

**(1) Fog cloud:** Concentration, 1 hour, 20 foot cube, range 120 feet. Create thick fog that obscures vision.

**(1) Speak with animals:** 10 min. You gain the ability to comprehend and verbally communicate with beasts for the duration.

**(1) Thunderwave:** 15 feet cube, range self, Con save. 2d8 force damage or half on success.

**(2) Flame Blade:** Concentration, 10 min. Evoke fiery blade: +5 to hit, 3d6 fire damage.

**(2) Gust of wind:** Concentration, 1 min. Evoke a 60 feet long, 10 feet wide line of wind. Each creature that starts the turn in it: Str save or be pushed 15 feet away. Change direction as bonus action.

## ACTIONS

**Scimitar. Melee Weapon Attack:** +5 to hit, reach 5 ft., one target. **Hit:** 6 (1d6 + 3) slashing damage.



# FIGHTER, LEVEL 1

Mountain Dwarf

Armor Class 16  
Hit Points 13  
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	16 (+3)	10 (+0)	14 (+2)	10 (+0)

**Saving Throws** Str +5, Con +5  
**Skills** Acrobatics +3, Athletics +5, Intimidation +2  
**Damage Resistances** poison  
**Senses** darkvision 60 ft., passive Perception 11  
**Languages** Common, Dwarvish  
**Challenge** 1 (200 XP)

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

**Great Weapon Fighting.** When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2.

**Second Wind.** As a bonus action, heal 1d10+1. Can be used once between short or long rests.

## ACTIONS

**Greatsword.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.  
**Javelin.** *Ranged Weapon Attack:* +5 to hit, range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

# FIGHTER, LEVEL 3

Mountain Dwarf

Armor Class 16  
Hit Points 31  
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	16 (+3)	10 (+0)	14 (+2)	10 (+0)

**Saving Throws** Str +5, Con +5  
**Skills** Acrobatics +2, Athletics +5, Persuasion +2  
**Damage Resistances** poison  
**Senses** darkvision 60 ft., passive Perception 11  
**Languages** Common, Dwarvish  
**Challenge** 3 (700 XP)

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

**Great Weapon Fighting.** When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2.

**Second Wind.** As a bonus action, heal 1d10+1. Can be used once between short or long rests.

**Action Surge.** Take an additional action. Can be used once between short or long rests.

**Fighting Spirit.** As a bonus action on your turn, you can give yourself advantage on all weapon attack rolls until the end of the current turn. When you do so, you also gain 5 temporary hit points. You can use this feature three times. You regain all expended uses of it when you finish a long rest.

## ACTIONS

**Greatsword.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.  
**Javelin.** *Ranged Weapon Attack:* +5 to hit, range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.



# MONK, LEVEL 1

Half-Elf

Armor Class 16  
Hit Points 9  
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	13 (+1)	8 (-1)	16 (+3)	12 (+1)

**Saving Throws** Str +2, Dex +5

**Skills** Acrobatics +5, Insight + 3, Stealth +5

**Senses** darkvision 60 ft., passive Perception 13

**Languages** Common, elvish, orc

**Challenge** 1 (200 XP)

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

**Martial arts.** If you attack with the shortsword, you can make an additional attack as a bonus action.

## ACTIONS

**Shortsword.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

**Dart.** *Ranged Weapon Attack:* +5 to hit, range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

# MONK, LEVEL 3

Half-Elf

Armor Class 16  
Hit Points 21  
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	13 (+1)	8 (-1)	16 (+3)	12 (+1)

**Saving Throws** Str +2, Dex +5

**Skills** Acrobatics +5, Insight + 3, Stealth +5

**Senses** darkvision 60 ft., passive Perception 13

**Languages** Common, elvish, orc

**Challenge** 3 (700 XP)

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

**Martial arts.** If you attack with the shortsword, you can make an additional attack as a bonus action.

**Deflect Missiles.** You can use your reaction to deflect or catch the missile when you are hit by a ranged weapon attack. When you do so, the damage you take from the attack is reduced by 1d10+6. If you reduce the damage to 0, you can spend 1 Ki point to make a dart attack.

## Ki

You have 3 Ki points which you regain on a short or long rest.

- **Flurry of Blows:** After you attack, make two unarmed strikes as a bonus action. Then the target either makes a DC 13 Dex save or is knocked prone, a DC 13 Str save or is pushed 15 feet away, or can't take reactions until your next turn.
- **Patient Defense:** Dodge as a bonus action.
- **Step of the Wind:** Dash as a bonus action.

## ACTIONS

**Shortsword.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

**Unarmed Strike.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage.

**Dart.** *Ranged Weapon Attack:* +5 to hit, range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.



# PALADIN, LEVEL 1

Hill Dwarf

Armor Class 18  
Hit Points 12  
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	16 (+3)	8 (-1)	16 (+3)	10 (+0)

**Saving Throws** Wis +5, Cha +2  
**Skills** Athletics +5, Medicine +5, Religion +1  
**Senses** darkvision 60 ft., passive Perception 11  
**Languages** Common, Dwarvish  
**Challenge** 1 (200 XP)

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

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

**Devine Sense.** For 1 turn, you know the location of any celestial, fiend, or undead within 60 feet of you that is not behind total cover. You can use this feature 4 times between long rests.

**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 5 HP as an action by touching a creature. Alternatively, you can use 5 HP of this pool to cure one disease or neutralize one poison.

## ACTIONS

**Warhammer.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage.

**Javelin.** *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

# PALADIN, LEVEL 3

Hill Dwarf

Armor Class 19  
Hit Points 34  
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	16 (+3)	8 (-1)	16 (+3)	10 (+0)

**Saving Throws** Wis +5, Cha +2  
**Skills** Athletics +5, Medicine +5, Religion +1  
**Senses** darkvision 60 ft., passive Perception 11  
**Languages** Common, Dwarvish  
**Challenge** 3 (700 XP)

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

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

**Divine Sense.** For 1 turn, you know the location of any celestial, fiend, or undead within 60 feet of you that is not behind total cover. You can use this feature 4 times between long rests.

**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 5 HP as an action by touching a creature. Alternatively, you can use 5 HP of this pool to cure one disease or neutralize one poison.

**Channel Divinity.** You can use Channel Divinity once between long rests. You can choose from:  
- Cast Ensnaring Strik for free.  
- Target fey or fiend within 30 feet must succeed Wis save or for 1 min it has to flee from you as fast as possible.

## SPELLCASTING

Your spellcasting modifier is +5, your spell save DC is 13. You can cast 3 first level spells (1) from the list below between long rests.

(1) **Divine Smite:** After an attack hits, you can add 2d8 radiant damage.

(1) **Ensnaring Strike:** bonus action, concentration, 1 min. The next time you hit with an attack, target must make a Str save or is restrained. While restrained, take 1d6 damage at start of its turn. Restraints can be removed with Str check.

(1) **Speak with animals:** 10 min. You can speak with animals.

(1) **Shield of Faith:** Concentration, 10 min. +2 AC.

(1) **Cure Wounds:** One target, range touch, Heal 1d8+8

## ACTIONS

**Warhammer.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage.

**Javelin.** *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.



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## RANGER, LEVEL 1

Wood Elf

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Armor Class 15

Hit Points 12

Speed 30 ft.

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STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	14 (+2)	10 (+0)	16 (+3)	10 (+0)

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**Saving Throws** Str +2, Dex +5

**Skills** Animal Handling +5, Perception +5, Survival +5

**Senses** darkvision 60 ft., passive Perception 15

**Languages** Common, Elvish

**Challenge** 1 (200 XP)

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

**Trance:** Elves do not sleep. Instead they meditate deeply, remaining semi-conscious, for 4 hours a day. **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.

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

**Natural Explorer.** When you make an Intelligence or Wisdom check related to a forest, your proficiency bonus is doubled if you are using a skill that you're proficient in. While traveling in a forest, your group can't become lost or slowed down except by magical means. You always remain alert to danger and can move stealthily and tracking tells you the exact number and size of the creatures.

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### ACTIONS

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**Shortsword. Melee Weapon Attack:** +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

**Longbow. Ranged Weapon Attack:** +5 to hit, range 150/600 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

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## RANGER, LEVEL 3

Wood Elf

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Armor Class 15

Hit Points 26

Speed 30 ft.

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STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	14 (+2)	10 (+0)	16 (+3)	10 (+0)

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**Saving Throws** Str +2, Dex +5

**Skills** Animal Handling +5, Perception +5, Survival +5

**Senses** darkvision 60 ft., passive Perception 15

**Languages** Common, Elvish

**Challenge** 3 (700 XP)

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

**Trance:** Elves do not sleep. Instead they meditate deeply, remaining semi-conscious, for 4 hours a day. **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.

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

**Natural Explorer.** When you make an Intelligence or Wisdom check related to a forest, your proficiency bonus is doubled if you are using a skill that you're proficient in. While traveling in a forest, your group can't become lost or slowed down except by magical means. You always remain alert to danger and can move stealthily and tracking tells you the exact number and size of the creatures.

**Primeval Awareness.** Use your action to, for 1 min, sense whether aberrations, celestials, dragons, elementals, fey, fiends, and undead are present within 1 mile of you.

**Horde Breaker.** Once on each of your turns when you make a weapon attack, you can make another attack with the same weapon against a different creature that is within 5 feet of the original target and within range of your weapon.

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### SPELLCASTING

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Your spellcasting modifier is +5, your spell save DC is 13. You can cast 2 first level spells (1) from the list below between long rests.

**(1) Hunter's Mark:** Concentration, 1 hour, range 90 feet, bonus action. Deal an extra 1d6 damage to the target. If the target dies, use bonuse action to mark a new creature.

**(1) Goodberry:** Create 10 berries that each heal 1 hit point. They hold 24 hours.

**(1) Hail of Thorns:** Concentration, 1 min. On your next longbow hit, the target of the attack and each creature within 5 feet of it must make a Dex save. Deal 1d10 piercing damage on a failed save, or half as much damage on a successful one.

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### ACTIONS

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**Shortsword. Melee Weapon Attack:** +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

**Longbow. Ranged Weapon Attack:** +7 to hit, range 150/600 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

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## ROGUE, LEVEL 1

Stout Halfling

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Armor Class 15

Hit Points 11

Speed 25 ft.

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STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	16 (+3)	10 (+0)	10 (+0)	14 (+2)

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**Saving Throws** Dex +5, Int +2

**Skills** Acrobatics +5, Sleight of Hand +7, Stealth +7

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Common, Halfling

**Challenge** 1 (200 XP)

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**Halfling traits. 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:** 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.

**Sneak Attack.** You can deal an extra 1d6 damage to one creature you hit with an attack if you have advantage on the attack roll or another enemy of the target is within 5 feet of it.

### ACTIONS

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**Rapier. Melee Weapon Attack:** +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

**Shortbow. Ranged Weapon Attack:** +5 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

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## ROGUE, LEVEL 3

Stout Halfling

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Armor Class 15

Hit Points 27

Speed 25 ft.

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STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	16 (+3)	10 (+0)	10 (+0)	14 (+2)

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**Saving Throws** Dex +5, Int +2

**Skills** Acrobatics +5, Sleight of Hand +7, Stealth +7

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Common, Halfling

**Challenge** 3 (700 XP)

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**Halfling traits. 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:** 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.

**Sneak Attack.** You can deal an extra 2d6 damage to one creature you hit with an attack if you have advantage on the attack roll or another enemy of the target is within 5 feet of it.

**Cunning Action.** You can take a bonus action on each of your turns to take the Dash, Disengage, or Hide action.

**Assassinate.** You have advantage on attack rolls against any creature that hasn't taken a turn in the combat yet. In addition, any hit you score against a creature that is surprised is a critical hit.

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### ACTIONS

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**Rapier. Melee Weapon Attack:** +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

**Shortbow. Ranged Weapon Attack:** +5 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

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# SORCERER, LEVEL 1

Tiefling

Armor Class 16  
Hit Points 9  
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	13 (+1)	15 (+2)	11 (+0)	12 (+1)	16 (+3)

**Saving Throws** Int +5, Wis +2  
**Skills** Arcana +5, History + 5, Investigation +5  
**Damage Resistances** fire  
**Senses** darkvision 60 ft., passive Perception 10  
**Languages** Common, Dwarvish  
**Challenge** 1 (200 XP)

## SPELLCASTING

Your spellcasting modifier is +5, your spell save DC is 13. You can cast 2 first level spells (1) from the list below between long rests.

- (0) **Fire bolt:** one target, range 120 feet. 1d10 fire damage.
- (0) **Mage hand:** Helping hand that can carry 5 lbs. but can't fight.
- (0) **Light:** Summon light, range 20 feet, duration 1 hour.
- (0) **Create bonfire:** concentration, 1 min, 5 feet cube, range 50 feet. When cast, creatures in it make Dex save. On fail, 1d8 fire damage. Any creature ending its turn, there does the same.
- (1) **Shield:** reaction. Gain +5 AC till your next turn.
- (1) **Burning hands:** 15 feet cone, range self. Deal 3d6 fire damage, or half as much on successful Dex save.

## ACTIONS

**Quarterstaff.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 3 (1d6 + 0) bludgeoning damage.

# SORCERER, LEVEL 3

Tiefling

Armor Class 16  
Hit Points 9  
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	13 (+1)	15 (+2)	11 (+0)	12 (+1)	16 (+3)

**Saving Throws** Int +5, Wis +2  
**Skills** Arcana +5, History + 5, Investigation +5  
**Damage Resistances** fire  
**Senses** darkvision 60 ft., passive Perception 10  
**Languages** Common, Dwarvish  
**Challenge** 3 (700 XP)

## FONT OF MAGIC

You have 3 sorcery points which you regain on a long rest. You expend 1 point to:

- If you roll 1's and 2's during damage, you can re-roll up to 3 of these dice.
- you can double the range of a spell.
- you can regain 1 first level spell slot (costs 2 sorcery points)

## SPELLCASTING

Your spellcasting modifier is +5, your spell save DC is 13. You can cast 4 first (1) and 2 second (2) level spells (1) from the list below between long rests.

- (0) **Fire bolt:** one target, range 120 feet. 1d10 fire damage.
- (0) **Mage hand:** Helping hand that can carry 5 lbs. but can't fight.
- (0) **Light:** Summon light, range 20 feet, duration 1 hour.
- (0) **Create bonfire:** concentration, 1 min, 5 feet cube, range 50 feet. When cast, creatures in it make Dex save. On fail, 1d8 fire damage. Any creature ending its turn, there does the same.
- (1) **Shield:** reaction. Gain +5 AC till your next turn.
- (1) **Burning hands:** 15 feet cone, range self. Deal 3d6 fire damage, or half as much on successful Dex save.
- (1) **Magic Missile:** range 120 feet. Deal 3 times 1d4+1 force damage. This attack always hits.
- (2) **Scorching Ray:** range 120 feet. Deal 3 times 2d6 fire damage.

## ACTIONS

**Quarterstaff.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 3 (1d6 + 0) bludgeoning damage.



# WARLOCK, LEVEL 1

Tiefling

Armor Class 12

Hit Points 9

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	12 (+1)	15 (+2)	10 (+0)	16 (+3)

**Saving Throws** Wis +2, CHA +5

**Skills** Arcana +4, Deception +5, Investigation +4

**Damage Resistances** fire

**Senses** passive Perception 10

**Languages** Common, Infernal

**Challenge** 1 (200 XP)

**Dark One's Blessing.** When you reduce a hostile creature to 0 hit points, you gain 4 temporary hit points.

## SPELLCASTING

Your spellcasting modifier is +5, your spell save DC is 13. You can cast 1 spell from the list below between long rests.

**(0) Eldritch Blast:** one target, range 120 feet. 1d10 force damage.

**(0) Mage hand:** Helping hand that can carry 5 lbs. but can't fight.

**(1) Burning hands:** 15 feet cone, range self. Deal 3d6 fire damage, or half as much on successful Dex save.

**(1) Command:** Wis save. If target fails, you can say one word that the target has to follow.

## ACTIONS

**Quarterstaff.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 3 (1d6 + 0) bludgeoning damage.

# WARLOCK, LEVEL 3

Tiefling

Armor Class 12

Hit Points 19

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	12 (+1)	15 (+2)	10 (+0)	16 (+3)

**Saving Throws** Wis +2, CHA +5

**Skills** Arcana +4, Deception +5, Investigation +4

**Damage Resistances** fire

**Senses** passive Perception 10

**Languages** Common, Infernal

**Challenge** 3 (700 XP)

**Dark One's Blessing.** When you reduce a hostile creature to 0 hit points, you gain 6 temporary hit points.

**Pact of the Talisman.** Your patron gives you an amulet, a talisman that can aid the wearer when the need is great. When the wearer fails an ability check, they can add a d4 to the roll, potentially turning the roll into a success. This benefit can be used a number of times equal to your proficiency bonus, and all expended uses are restored when you finish a long rest. If you lose the talisman, you can perform a 1-hour ceremony to receive a replacement from your patron. This ceremony can be performed during a short or long rest, and it destroys the previous amulet. The talisman turns to ash when you die.

## SPELLCASTING

Your spellcasting modifier is +5, your spell save DC is 13. You can cast 2 spells from the list below between long rests.

**(0) Eldritch Blast:** one target, range 120 feet. 1d10+3 force damage and creature is pushed 10 feet away.

**(0) Mage hand:** Helping hand that can carry 5 lbs. but can't fight.

**(1) Burning hands:** 15 feet cone, range self. Deal 3d6 fire damage, or half as much on successful Dex save.

**(1) Command:** Wis save. If target fails, you can say one word that the target has to follow.

**(2) Blindness/Deafness:** Con save. If target fails, they are either blind or deaf for 1 min. Save can be repeated at the end of their turn.

**(2) Scorching Ray:** range 120 feet. Deal 3 times 2d6 fire damage.

## ACTIONS

**Quarterstaff.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 3 (1d6 + 0) bludgeoning damage.



## WIZARD, LEVEL 3

Human

Armor Class 13

Hit Points 18

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	14 (+2)	16 (+3)	10 (+0)	11 (+0)

**Saving Throws** Int +5, Wis +2

**Skills** Arcana +5, History +5, Investigation +5

**Senses** passive Perception 10

**Languages** Common, Dwarvish

**Challenge** 3 (700 XP)

### ARCANE RECOVERY

Once per day when you finish a Short Rest, you can recover 1 spell slot.

### HYPNOTIC GAZE

One creature, range 5 feet. Wis save or the target is charmed, incapacitate and speed drops to 0 for 1 turn. You can prolong this effect using your action. Can be used once between long rests.

### SPELLCASTING

Your spellcasting modifier is +5, your spell save DC is 13. You can cast 4 first (1) and 2 second (2) level spells from the list below between long rests.

(0) **Fire bolt:** one target, range 120 feet. 1d10 fire damage.

(0) **Mage hand:** Helping hand that can carry 5 lbs. but can't fight.

(0) **Light:** Summon light, range 20 feet, duration 1 hour.

(1) **Shield:** reaction. Gain +5 AC till your next turn.

(1) **Sleep:** 20 feet cube, 1 min, range 90 feet. Roll 5d8, creatures with that many hit points in total fall asleep (starting with lowest hp).

(1) **Burning hands:** 15 feet cone, range self. Deal 3d6 fire damage, or half as much on successful Dex save.

(1) **Cause fear:** Concentration, 1 min, one target, range 60 feet. Wis save or the target is feared. Can repeat the save at the end of its turns.

(2) **Invisibility:** One Target, range touch, duration 1 hour or until attack or spell. Target becomes invisible.

(2) **Dragon's Breath:** concentration, 1 min, one target, range touch. Within 1 min the target can use their action to breath either acid, cold, fire, lightning, or poison in a 15 feet cone. Deal 3d6 damage or half as much on successful Dex save.

### ACTIONS

**Quarterstaff.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 3 (1d6 + 0) bludgeoning damage.

## WIZARD, LEVEL 3

Human

Armor Class 13

Hit Points 18

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	14 (+2)	16 (+3)	10 (+0)	11 (+0)

**Saving Throws** Int +5, Wis +2

**Skills** Arcana +5, History +5, Investigation +5

**Senses** passive Perception 10

**Languages** Common, Dwarvish

**Challenge** 3 (700 XP)

### ARCANE RECOVERY

Once per day when you finish a Short Rest, you can recover 1 spell slot.

### HYPNOTIC GAZE

One creature, range 5 feet. Wis save or the target is charmed, incapacitate and speed drops to 0 for 1 turn. You can prolong this effect using your action. Can be used once between long rests.

### SPELLCASTING

Your spellcasting modifier is +5, your spell save DC is 13. You can cast 4 first (1) and 2 second (2) level spells from the list below between long rests.

(0) **Fire bolt:** one target, range 120 feet. 1d10 fire damage.

(0) **Mage hand:** Helping hand that can carry 5 lbs. but can't fight.

(0) **Light:** Summon light, range 20 feet, duration 1 hour.

(1) **Shield:** reaction. Gain +5 AC till your next turn.

(1) **Sleep:** 20 feet cube, 1 min, range 90 feet. Roll 5d8, creatures with that many hit points in total fall asleep (starting with lowest hp).

(1) **Burning hands:** 15 feet cone, range self. Deal 3d6 fire damage, or half as much on successful Dex save.

(1) **Cause fear:** Concentration, 1 min, one target, range 60 feet. Wis save or the target is feared. Can repeat the save at the end of its turns.

(2) **Invisibility:** One Target, range touch, duration 1 hour or until attack or spell. Target becomes invisible.

(2) **Dragon's Breath:** concentration, 1 min, one target, range touch. Within 1 min the target can use their action to breath either acid, cold, fire, lightning, or poison in a 15 feet cone. Deal 3d6 damage or half as much on successful Dex save.

### ACTIONS

**Quarterstaff.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 3 (1d6 + 0) bludgeoning damage.