

Brik Irshix

CHARACTER NAME

Fighter 1

CLASS & LEVEL

Half-Orc

RACE

Soldier (Infantry)

BACKGROUND

Lawful Good

ALIGNMENT

Chris

PLAYER NAME

0 / 300

EXPERIENCE POINTS

STRENGTH

+4

18

DEXTERITY

+1

13

CONSTITUTION

+2

15

INTELLIGENCE

-1

9

WISDOM

+2

15

CHARISMA

+1

12

INSPIRATION

+2

PROFICIENCY BONUS

- SAVING THROWS
- +6 Strength
 - +1 Dexterity
 - +4 Constitution
 - 1 Intelligence
 - +2 Wisdom
 - +1 Charisma

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

18

ARMOR CLASS

+1

INITIATIVE

30'

SPEED

Hit Point Maximum 12

12

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1d10

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

I can stare down the greatest threat, but I am haunted by the memories of war.

PERSONALITY TRAITS

Wars aren't worth starting, ideals aren't worth killing over.

IDEALS

My life was saved in battle, so I will never leave a mate behind.

BONDS

I will do anything to hide my battle mistake that killed many.

FLAWS

NAME	ATK BONUS	DAMAGE/TYPE
Longsword	+6	1d8+4 slashing
(2 hands)	+6	1d10+4 slashing
Handaxe (2)	+6	1d6+4 slashing
Unarmed	+6	5 bludgeoning

* Longsword [versatile]: One- or two-handed
 * Handaxe [light, thrown]: damage reduced to 1d6 slashing for two-weapon fighting

ATTACKS & SPELLCASTING

Race

Darkvision (60 feet)
 Relentless Endurance
 Savage Attacks

Class

Protection (Fighting Style)
 Second Wind

Background

Military Rank

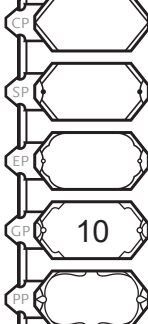
14

PASSIVE WISDOM (PERCEPTION)

Languages
 Common, Orc

Proficiencies
 All Armor, Shields
 Simple & Martial Weapons
 Dragonchess Set (+2)
 Land Vehicles (+2)

OTHER PROFICIENCIES & LANGUAGES



The Stealth skill is at disadvantage while Chain Mail is worn.

EQUIPMENT

FEATURES & TRAITS



Brik Irshix

CHARACTER NAME

24

AGE

5' 9"

HEIGHT

147 lbs

WEIGHT

EYES

SKIN

HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME SYMBOL

CHARACTER BACKSTORY

ADDITIONAL FEATURES & TRAITS

TREASURE

Gear

**Total Weight Carried: 131.7 lbs,
(Maximum: 270 lbs)**

Backpack (empty)	5 lbs
Bedroll	7 lbs
Chain mail	55 lbs
Clothes, common	3 lbs
Dragonchess Set (+2)	0.5 lbs
Handaxe	2 lbs
Handaxe	2 lbs
Insignia of Rank	-
Longsword	3 lbs
Mess kit	1 lb
Money	0.2 lbs
Pouch (empty)	1 lb
Rations x10	20 lbs (10 @2 lbs)
Rope, hempen (50 feet)	10 lbs
Shield	6 lbs
Tinderbox	1 lb
Torch x10	10 lbs (10 @1 lb)
Trophy taken from a fallen enemy	-
Waterskin	5 lbs

Tracked Resources

Handaxe	<input type="checkbox"/>
Handaxe	<input type="checkbox"/>
Rations	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Relentless Endurance (1/long rest)	<input type="checkbox"/>
Second Wind (recover 1d10+1 hp, 1/short rest)	<input type="checkbox"/>
Torch	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Languages

Common

Orc

Other Spells & Powers

Feats, Bonus Spells:

Proficiencies Spells:

Situational Modifiers

Stealth

Chain mail: Disadvantage from armor worn

Experience & Wealth

Experience Points: **0/300**

Current Cash: **10 gp**

Role Playing

Personality Trait: Memories - I went to war for my realm and have since been haunted by those memories.

Personality Trait: Stare down - I can stare down the greatest threat without flinching.

Ideal: Live and Let Live - Wars aren't worth starting and people aren't worth killing over ideals. (Neutral)

Bond: Saved - My life was saved on the battlefield by someone. As a result I will never leave a mate behind.

Flaw: Mistake - I will do anything to keep my personal secret. I made a terrible mistake in a battle that cost the lives of many people.

: Infantry - Infantry

Brik Irshix – Abilities & Gear

Darkvision (60 feet) Racial Ability, Senses (Half-Orc)

Many creatures in fantasy gaming worlds, especially those that dwell underground, have darkvision. Within a specified range, a creature with darkvision can see in darkness as if the darkness were dim light, so areas of darkness are only lightly obscured as far as that creature is concerned. However, the creature can't discern color in darkness, only shades of gray.

Military Rank Unknown

You have a military rank from your career as a soldier, those soldiers loyal to your former service still regard you as an authority, and treat you as if they are of lower rank. You can use this rank to have influence over other soldiers so that you can get some simple equipment or a mount for temporary use. You can also get access to friendly military encampments and forts where you are recognized.

Relentless Endurance (1/long rest) Racial Ability (Half-Orc)

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 Racial Ability (Half-Orc)

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.

Protection Class Ability (Fighter, Paladin)

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

Second Wind (recover 1d10+1 hp, 1/short r) Class Ability (Fighter)

You have a limited well of stamina that you can draw on to protect yourself from harm. On your turn, you can use a bonus action to regain hit points equal to 1d10 + your fighter level. Once you use this feature, you must finish a short or long rest before you can use it again.

Lierin Kalmoira

CHARACTER NAME

Fighter 1

CLASS & LEVEL

High Elf

RACE

Researcher

BACKGROUND

Chaotic Good

ALIGNMENT

Valerie

PLAYER NAME

0 / 300

EXPERIENCE POINTS

STRENGTH
-1
9

DEXTERITY
+2
14

CONSTITUTION
+2
14

INTELLIGENCE
+2
15

WISDOM
+1
12

CHARISMA
+1
13

INSPIRATION

+2 PROFICIENCY BONUS

SAVING THROWS

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

SKILLS

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

12 ARMOR CLASS

+2 INITIATIVE

30' SPEED

Hit Point Maximum 8

8 CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1d6 HIT DICE

SUCCESSES FAILURES DEATH SAVES

I prefer long words that show my intelligence. People always try to steal my secrets!

PERSONALITY TRAITS

Nothing should restrain reality's infinite possibility.

IDEALS

I must protect those I teach.

BONDS

I have a reckless curiosity, even about dangerous things.

FLAWS

ATTACKS & SPELLCASTING

NAME	ATK BONUS	DAMAGE/TYPE
Quarterstaff	+1	1d6-1 bludgeoning
(2 hands)	+1	1d8-1 bludgeoning
Unarmed	+1	1 bludgeoning

* Quarterstaff [versatile]: One- or two-handed
* Handaxe [light, thrown]: damage reduced to 1d6 slashing for two-weapon fighting

Race

- Darkvision (60 feet)
- Fey Ancestry
- Mage Hand (cantrip)
- Trance

Class

- Arcane Recovery
- Second Wind

Background

- Researcher

13 PASSIVE WISDOM (PERCEPTION)

OTHER PROFICIENCIES & LANGUAGES

Languages
Common, Elvish
TBD01, TBD02, TBD03

Proficiencies
Dagger, Dart, Light Crossbow, Longbow, Longsword, Quarterstaff, Shortbow, Shortsword, Sling

EQUIPMENT

CP

SP

EP

GP 10

PP



Lierin Kalmoira

CHARACTER NAME

103

AGE

5' 7"

HEIGHT

124 lbs

WEIGHT

EYES

SKIN

HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME SYMBOL

CHARACTER BACKSTORY

ADDITIONAL FEATURES & TRAITS

TREASURE

Gear

**Total Weight Carried: 21.2 lbs,
(Maximum: 135 lbs)**

Arcane focus (staff)	4 lbs
Backpack (empty)	5 lbs
Book (TBD)	5 lbs
Ink (1 ounce bottle)	-
Ink pen	-
Little bag of sand	-
Money	0.2 lbs
Parchment x10	-
Quarterstaff	4 lbs
Small knife	-
Spellbook	3 lbs

Tracked Resources

Arcane Recovery (1 level, 1/day)	<input type="checkbox"/>
Parchment	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Languages

Common	TBD-02
Elvish	TBD-03
TBD-01	

Spell Slots

1st level	<input type="checkbox"/> <input type="checkbox"/>
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Spells & Powers

Wizard spells memorized (CL 1st)

Spell Save DC 12 Spell Attack +4

1st—*false life, find familiar^R, witch bolt*

Cantrips—*dancing lights, prestidigitation, shocking grasp*

Other Spells & Powers

Feats, Bonus Spells:

Proficiencies Spells:

Situational Modifiers

All Saves

Fey Ancestry: Advantage vs. being charmed

Experience & Wealth

Experience Points: **0/300**

Current Cash: **10 gp**

Role Playing

Personality Trait: Polysyllabic - I use long words that give people the impression that I have great knowledge and learning.

Personality Trait: Steal - People are always trying to steal my secrets!

Ideal: No Limits - The infinite possibility inherent in all existence should be restrained by nothing.

Bond: Protect - It is my responsibility to protect those that study under me.

Flaw: Anatomy - I am fascinated by things that scare most people. While some will run from a demon, I'm more likely to stop and take notes on its anatomy.

: Librarian - Librarian

Darkvision (60 feet) Racial Ability, Senses (Elf)

Many creatures in fantasy gaming worlds, especially those that dwell underground, have darkvision. Within a specified range, a creature with darkvision can see in darkness as if the darkness were dim light, so areas of darkness are only lightly obscured as far as that creature is concerned. However, the creature can't discern color in darkness, only shades of gray.

Fey Ancestry Racial Ability (Elf)

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

Researcher Unknown

Whenever you attempt to learn or recall information or lore, if it's something unknown, you can usually find out where that information can be obtained. Usually from a library, scriptorium, university, a sage or another educated person or creature. Your Dungeon Master might rule that the knowledge is too difficult to get to, or it's such a guarded secret, or is just unattainable. The DM might even require its own adventure or campaign to gain access.

Trance Racial Ability (Elf)

Elves don't need to sleep. Instead, they meditate deeply, remaining semiconscious, for 4 hours a day. (The Common word for such meditation is "trance.") 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.

Arcane Recovery (1 level, 1/day) Class Ability (Wizard)

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

Mage Hand Elf, Racial 0th

Conjuration cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: 1 minute

A spectral, floating hand appears at a point you choose within range. The hand lasts for the duration or until you dismiss it as an action. The hand vanishes if it is ever more than 30 feet away from you or if you cast this spell again.

You can use your action to control the hand. You can use the hand to manipulate an object, open an unlocked door or container, stow or retrieve an item from an open container, or pour the contents out of a vial. You can move the hand up to 30 feet each time you use it.

The hand can't attack, activate magic items, or carry more than 10 pounds.

Wizard

SPELLCASTING CLASS

Intelligence

SPELLCASTING ABILITY

12

SPELL SAVE DC

+4

SPELL ATTACK BONUS

0

CANTRIPS

Dancing Lights
Prestidigitation
Shocking Grasp

3

6

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

2

PREPARED

SPELL NAME

- False Life
- Find Familiar
- Witch Bolt

4

7

8

2

5

9

SPELLS KNOWN

Lierin Kalmoira, Wizard 1 – Spells

Dancing Lights

Wizard 0th

Evocation cantrip

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a bit of phosphorus or wychwood, or a glowworm)

Duration: Concentration, up to 1 minute

You create up to four torch sized lights within range, making them appear as torches, lanterns, or glowing orbs that hover in the air for the duration. You can also combine the four lights into one glowing vaguely humanoid form of Medium size. Whichever form you choose, each light sheds dim light in a 10 foot radius.

As a bonus action on your turn, you can move the lights up to 60 feet to a new spot within range. A light must be within 20 feet of another light created by this spell, and a light winks out if it exceeds the spell's range.

Prestidigitation

Wizard 0th

Transmutation cantrip

Casting Time: 1 action

Range: 10 feet

Components: V, S

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:

- You create an instantaneous, harmless sensory effect, 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 object no larger than 1 cubic foot.
- You chill, warm, or flavor up to 1 cubic foot of nonliving material for 1 hour.
- You make a color, a small mark, or a symbol appear on an object or a surface for 1 hour.
- You create a nonmagical trinket or an illusory image that can fit in your hand and that lasts until the end of your next turn.

If you cast this spell multiple times, you can have up to three of its non instantaneous effects active at a time, and you can dismiss such an effect as an action.

Shocking Grasp

Wizard 0th

Evocation cantrip

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

Lightning springs from your hand to deliver a shock to a creature you try to touch. Make a melee spell attack against the target. You have advantage on the attack roll if the target is wearing armor made of metal. On a hit, the target takes 1d8 lightning damage, and it can't take reactions until the start of its next turn.

The spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

False Life

Wizard 1st

1st-level necromancy

Casting Time: 1 action

Range: Self

Components: V, S, M (a small amount of alcohol or distilled spirits)

Duration: 1 hour

Bolstering yourself with a necromantic facsimile of life, you gain 1d4 + 4 temporary hit points for the duration.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you gain 5 additional temporary hit points for each slot level above 1st.

Find Familiar

Wizard 1st

1st-level conjuration (ritual)

Casting Time: 1 hour

Range: 10 feet

Components: V, S, M (10 gp worth of charcoal, incense, and herbs that must be consumed by fire in a brass brazier.)

Duration: Instantaneous

You gain the service of a familiar, a spirit that takes an animal form you choose: bat, cat, crab, frog (toad), hawk, lizard, octopus, owl, poisonous snake, fish (quipper), rat, raven, sea horse, spider, or weasel. Appearing in an unoccupied space within range, the familiar has the statistics of the chosen form, though it is a celestial, fey, or fiend (your choice) instead of a beast.

Your familiar acts independently of you, but it always obeys your commands. In combat, it rolls its own initiative and acts on its own turn. A familiar can't attack, but it can take other actions as normal. When the familiar drops to 0 hit points, it disappears, leaving behind no physical form. It reappears after you cast this spell again.

While your familiar is within 100 feet of you, you can communicate with it telepathically. Additionally, as an action, you can see through your familiar's eyes and hear what it hears until the start of your next turn, gaining the benefits of any special senses that the familiar has. During this time, you are deaf and blind with regard to your own senses.

As an action, you can temporarily dismiss your familiar. It disappears into a pocket dimension where it awaits your summons. Alternatively, you can dismiss it forever. As an action while it is temporarily dismissed, you can cause it to reappear in any unoccupied space within 30 feet of you.

You can't have more than one familiar at a time. If you cast this spell while you already have a familiar, you instead cause it to adopt a new form. Choose one of the forms from the above list. Your familiar transforms into the chosen creature.

Finally, when you cast a spell with a range of touch, your familiar can deliver the spell as if it had cast the spell. Your familiar must be within 100 feet of you, and it must use its reaction to deliver the spell when you cast it. If the spell requires an attack roll, you use your attack modifier for the roll.

Witch Bolt

Wizard 1st

1st-level evocation

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a twig from a tree that has been struck by lightning)

Target: a creature within range

Duration: up to 1 minute

A beam of crackling, blue energy lances out toward a creature within range, forming a sustained arc of lightning between you and the target. Make a ranged spell attack against that creature. On a hit, the target takes 1d12 lightning damage, and on each of your turns for the duration, you can use your action to deal 1d12 lightning damage to the target automatically. The spell ends if you use your action to do anything else. The spell also ends if the target is ever outside the spell's range or if it has total cover from you.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the initial damage increases by 1d12 for each slot level above 1st.

Appears In: 5e Players Handbook