

Bryn, the Virtuous Vagabond

Lawful Good Human Rogue, they/them

Bryn is a deft archer and fighter that dual-wields the curved shortswords often used by their bedine tribe. However, Bryn has become sickly and vulnerable with old age. They prefer to avoid direct conflict when possible, especially when they are without allies. In an adventuring party, Bryn's many talents and panther-like reflexes make them extremely valuable both in and out of combat.

Bryn does not recall their original name, having forced it from their mind along with many other unwanted memories of their youth. They were once a member of a nomadic bedine tribe in Anauroch, the Great Sand Sea. Their tribe worshipped the four winds and preached that water and land did not belong to individuals, but were meant for all people to share. While Bryn still begins each day by praying to the four winds, and believes that all people should share their food, water and shelter -- other aspects of their tribe's customs offended them to their core. They could not reconcile their tribe's casual attitude towards misogyny, patriarchal rulership, or war.

At the age of nineteen, Bryn took their few belongings, then left the Great Sand Sea and their people behind. Claiming the name Bryn for themselves, they set out to see the world and learn of different people and different cultures. Their decades of travel have taught Bryn one universal truth: people everywhere suffer inequality and oppression, and they all deserve better. Because of Bryn's youth spent with their bedine tribe under the yolk of Netherese mages, and several more recent years living in the undead arcanist-ruled nation of Thay, they have also developed a strong distrust of magic and those that wield it. Their greatest fear is that they will become enthralled by magic, and lose the sense of self that they have fought so hard to claim.

Bryn moves from city to city and town to town, always trying to make the world a better place in small, quiet ways. Despite being generally polite and respectful of other cultures, they are willing to break the law if they believe that those in power are corrupt. Sometimes, helping others requires Bryn to steal from oppressors to give to those in need, a task well-suited to their skills. Bryn's greatest weakness is a helpless romantic streak that leads to them becoming intimately entangled with new people from all walks of life, everywhere they go. Too often, their vulnerability and empathy allows them to be taken advantage of.



DESTINY



ITEMS

Arrows
Leather armor
Longbow
Shortsword x2
Rope (hempen)
Tinderbox
Torch

Infernal War Machine ☐

TRAITS



BRYN, THE VIRTUOUS VAGABOND

HUMAN ROGUE (LEVEL 1)

STRENGTH +1 <div>13</div>	+1 SAVING THROW +1 ATHLETICS
DEXTERITY +3 <div>16</div>	◆ +5 SAVING THROW ◆ +5 ACROBATICS ◆◆ +7 SLEIGHT OF HAND ◆◆ +7 STEALTH
CONSTITUTION -1 <div>9</div>	-1 SAVING THROW
INTELLIGENCE +0 <div>11</div>	◆ +2 SAVING THROW +0 ARCANA +0 HISTORY +0 INVESTIGATION +0 NATURE +0 RELIGION
WISDOM +2 <div>14</div>	+2 SAVING THROW +2 ANIMAL HANDLING ◆ +4 INSIGHT +2 MEDICINE ◆ +4 PERCEPTION +2 SURVIVAL
CHARISMA +2 <div>15</div>	+2 SAVING THROW +2 DECEPTION +2 INTIMIDATION +2 PERFORMANCE +2 PERSUASION

<div style="border: 1px solid black; width: 40px; height: 40px; margin: 0 auto;"></div> CURRENT HP	<div style="border: 1px solid black; width: 40px; height: 40px; display: flex; align-items: center; justify-content: center;">7</div> MAX HP
<div style="border: 1px solid black; width: 40px; height: 40px; margin: 0 auto;"></div> TEMP HP	<div style="border: 1px solid black; width: 40px; height: 40px; display: flex; align-items: center; justify-content: center;">1d8</div> HIT DICE
<div style="display: flex; justify-content: space-around; align-items: center;"> <div> <div style="border: 1px solid black; width: 15px; height: 15px; border-radius: 50%; margin: 2px;"></div> <div style="border: 1px solid black; width: 15px; height: 15px; border-radius: 50%; margin: 2px;"></div> <div style="border: 1px solid black; width: 15px; height: 15px; border-radius: 50%; margin: 2px;"></div> </div> SUCCESS </div> <div style="display: flex; justify-content: space-around; align-items: center;"> <div> <div style="border: 1px solid black; width: 15px; height: 15px; border-radius: 50%; margin: 2px;"></div> <div style="border: 1px solid black; width: 15px; height: 15px; border-radius: 50%; margin: 2px;"></div> <div style="border: 1px solid black; width: 15px; height: 15px; border-radius: 50%; margin: 2px;"></div> </div> FAIL </div>	
DEATH SAVES	
<div style="border: 1px solid black; width: 40px; height: 40px; display: flex; align-items: center; justify-content: center;">14</div> AC	<div style="border: 1px solid black; width: 40px; height: 40px; display: flex; align-items: center; justify-content: center;">30 ft</div> SPEED
<div style="border: 1px solid black; width: 40px; height: 40px; display: flex; align-items: center; justify-content: center;">+3</div> INITIATIVE	<div style="border: 1px solid black; width: 40px; height: 40px; display: flex; align-items: center; justify-content: center;">+2</div> PROFICIENCY

ATTACKS AND PROFICIENCIES		
NAME	ATK BONUS	DAMAGE
Longbow	+3	1d8+3 piercing
Shortsword	+5	1d6+3 piercing
Off-hand Shortsword	+5	1d6 piercing
Unarmed	+3	2 bludgeoning
Armor Proficiency		
Light Armor		
Weapon Proficiency		
Crossbow, Hand, Longsword, Rapier, Shortsword, Simple Weapons		

CLASS/RACE FEATURES AND OTHER PROFICIENCIES

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.

Silvered Shortswords

Bryn's shortswords are forged from silver and are more effective than other nonmagical weapons against some creatures.

Language Proficiency

Common, Celestial, and Giant

Tool Proficiency

Flute and Thieves' Tools



BRYN, THE VIRTUOUS VAGABOND

HUMAN ROGUE (LEVEL 2)

STRENGTH +1 <div>13</div>	+1 SAVING THROW +1 ATHLETICS
DEXTERITY +3 <div>16</div>	◆ +5 SAVING THROW ◆ +5 ACROBATICS ◆ +7 SLEIGHT OF HAND ◆ +7 STEALTH
CONSTITUTION -1 <div>9</div>	-1 SAVING THROW
INTELLIGENCE +0 <div>11</div>	◆ +2 SAVING THROW +0 ARCANA +0 HISTORY +0 INVESTIGATION +0 NATURE +0 RELIGION
WISDOM +2 <div>14</div>	+2 SAVING THROW +2 ANIMAL HANDLING ◆ +4 INSIGHT +2 MEDICINE ◆ +4 PERCEPTION +2 SURVIVAL
CHARISMA +2 <div>15</div>	+2 SAVING THROW +2 DECEPTION +2 INTIMIDATION +2 PERFORMANCE +2 PERSUASION

<div></div>	/	<div>14</div>
CURRENT HP		MAX HP
<div></div>		<div>2d8</div>
TEMP HP		HIT DICE
<div>○ ○ ○</div>		SUCCESS
<div>○ ○ ○</div>		FAIL
DEATH SAVES		
<div>14</div>		<div>30 ft</div>
AC		SPEED
<div>+3</div>		<div>+2</div>
INITIATIVE		PROFICIENCY

ATTACKS AND PROFICIENCIES		
NAME	ATK BONUS	DAMAGE
Longbow	+3	1d8+3 piercing
Shortsword	+5	1d6+3 piercing
Off-hand Shortsword	+5	1d6 piercing
Unarmed	+3	2 bludgeoning
Armor Proficiency		
Light Armor		
Weapon Proficiency		
Crossbow, Hand, Longsword, Rapier, Shortsword, Simple Weapons		

CLASS/RACE FEATURES AND OTHER PROFICIENCIES

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, or if another (not incapacitated) enemy of the target is within 5 ft. of it.

Thieves' Cant

You have learned 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.

Cunning Action

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

Silvered Shortswords

Bryn's shortswords are forged from silver and are more effective than other nonmagical weapons against some creatures.

Language Proficiency

Common, Celestial, and Giant

Tool Proficiency

Flute and Thieves' Tools



BRYN, THE VIRTUOUS VAGABOND

HUMAN ROGUE (LEVEL 3)

STRENGTH +1 <div>13</div>	+1 SAVING THROW +1 ATHLETICS
DEXTERITY +3 <div>16</div>	◆ +5 SAVING THROW ◆ +5 ACROBATICS ◆◆ +7 SLEIGHT OF HAND ◆◆ +7 STEALTH
CONSTITUTION -1 <div>9</div>	-1 SAVING THROW
INTELLIGENCE +0 <div>11</div>	◆ +2 SAVING THROW +0 ARCANA +0 HISTORY +0 INVESTIGATION +0 NATURE +0 RELIGION
WISDOM +2 <div>14</div>	+2 SAVING THROW +2 ANIMAL HANDLING ◆ +4 INSIGHT +2 MEDICINE ◆ +4 PERCEPTION +2 SURVIVAL
CHARISMA +2 <div>15</div>	+2 SAVING THROW +2 DECEPTION +2 INTIMIDATION +2 PERFORMANCE +2 PERSUASION

<div></div>	<div>21</div>
CURRENT HP	MAX HP
<div></div>	<div>3d8</div>
TEMP HP	HIT DICE
<div>○ ○ ○</div>	SUCCESS
<div>○ ○ ○</div>	FAIL
DEATH SAVES	
<div>14</div>	<div>30 ft</div>
AC	SPEED
<div>+3</div>	<div>+2</div>
INITIATIVE	PROFICIENCY

ATTACKS AND PROFICIENCIES		
NAME	ATK BONUS	DAMAGE
Longbow	+3	1d8+3 piercing
Shortsword	+5	1d6+3 piercing
Off-hand Shortsword	+5	1d6 piercing
Unarmed	+3	2 bludgeoning
Armor Proficiency		
Light Armor		
Weapon Proficiency		
Crossbow, Hand, Longsword, Rapier, Shortsword, Simple Weapons		

CLASS/RACE FEATURES AND OTHER PROFICIENCIES

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, or if another (not incapacitated) enemy of the target is within 5 ft. of it.

Thieves' Cant

You have learned thieves' cant.

Cunning Action

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

Fast Hands (Thief)

You can use the bonus action granted by your Cunning Action to make a Sleight of Hand check, use your thieves' tools to disarm a trap or open a lock, or take the Use an Object action.

Second-Story Work (Thief)

Climbing no longer costs you extra movement, and when you make a running jump, the distance you cover increases by +3 feet.

Silvered Shortswords

Bryn's shortswords are more effective than other nonmagical weapons.

Language Proficiency

Common, Celestial, and Giant

Tool Proficiency

Flute and Thieves' Tools



Ekkja, the Retired Raider

Neutral Half-Orc Fighter, she/her

Despite her time spent as a pirate raider, Ekkja does not play well with others when a fight breaks out. She tends to take the most straight-forward approach to conflict, and her combination of speed, might, and skill with her double-bladed greataxe make her a terrifying foe during combat, even when she is fighting alone. In an adventuring party, Ekkja's prowess may prove useful, but her proclivity towards rushing in no matter the cost can also make her a liability to the safety of others.

In the language of the orcish warband in which she was raised, Ekkja means "the silent leaf", a name given to her because of her uncanny stealth compared to the other soldiers in the warband. Ekkja was always the runt of her warband, even amongst the other half-orcs, and was constantly bullied by her kin. No matter how big or strong the bully was, however, she always fought back, never allowing an insult to pass. After a few years of fighting with the band, Ekkja abandoned the unit and joined up with a Waterdhavian pirate captain named Dominic. She spent several years at sea as part of his crew, where she was treated with far more respect than she ever received in her warband. As first-mate of The Blind Lady, she and Captain Dominic raided small villages and had many adventures along the Sword Coast.

Yet in all of Ekkja's time fighting, either in a warband or as a pirate, she never felt happy. Despite how good of a warrior she was, she came to loathe needless violence and hurting innocent people. Two years ago, Ekkja parted ways with Captain Dominic and set her anchor in Baldur's Gate. Though she harbors little guilt for her violent life, Ekkja is much happier now: she works as a gnome merchant's private guard during the day, and spends her time drinking ale, making friends, and wooing free-spirited maidens in the dockside taverns by night.

Stubborn, crass and darkly funny, Ekkja has become a very popular tavern regular and is well-liked by Seepo-Sparklegem-Smoochcobbler, the merchant she works for. Seepo has suggested to her that she is a good guard, but may be better suited for professional adventuring. After all, whose life is full of more fun, ale, and free-spirited maidens than an adventurer's? Ekkja has taken the merchant's advice to heart, and is eager to once again pursue a new start, and a happier life.



DESTINY



ITEMS

Chain Mail
Throwing dagger
Greataxe
Rope (hempen)
Tinderbox
Torch

Infernal War Machine ☐

TRAITS



EKKJA, THE RETIRED RAIDER

HALF-ORC FIGHTER (LEVEL 1)

STRENGTH +3 <div>16</div>	◆ +5 SAVING THROW ◆ +5 ATHLETICS
DEXTERITY +1 <div>13</div>	+1 SAVING THROW +1 ACROBATICS ◆ +3 SLEIGHT OF HAND ◆ +3 STEALTH
CONSTITUTION +3 <div>16</div>	◆ +5 SAVING THROW
INTELLIGENCE +0 <div>11</div>	+0 SAVING THROW +0 ARCANA +0 HISTORY +0 INVESTIGATION +0 NATURE +0 RELIGION
WISDOM -1 <div>8</div>	-1 SAVING THROW -1 ANIMAL HANDLING -1 INSIGHT -1 MEDICINE ◆ +1 PERCEPTION -1 SURVIVAL
CHARISMA +1 <div>12</div>	+1 SAVING THROW +1 DECEPTION ◆ +3 INTIMIDATION +1 PERFORMANCE +1 PERSUASION

<div></div>	/	<div>13</div>
CURRENT HP		MAX HP
<div></div>		<div>1d10</div>
TEMP HP		HIT DICE
<div>○ ○ ○</div>		SUCCESS
<div>○ ○ ○</div>		FAIL
DEATH SAVES		
<div>16</div>		<div>30 ft</div>
AC		SPEED
<div>+1</div>		<div>+2</div>
INITIATIVE		PROFICIENCY

ATTACKS AND PROFICIENCIES		
NAME	ATK BONUS	DAMAGE
Dagger	+5	1d4+3 piercing
Greataxe	+5	1d12+3 slashing
Unarmed	+5	4 bludgeoning
Armor Proficiency Heavy Armor, Light Armor, Medium Armor, Shields		
Weapon Proficiency Martial Weapons, Simple Weapons		

CLASS/RACE FEATURES AND OTHER PROFICIENCIES
Great Weapon Fighting You can reroll a 1 or 2 on damage dice with melee weapons wielded with two hands.
Second Wind <input type="checkbox"/> Once per short rest, you can use a bonus action to regain 1d10 + 1 HP.
Darkvision You can see in darkness (shades of gray) up to 60 ft.
Savage Attacks When you score a critical hit, roll one of the dice an additional time and add it to the extra damage.
Language Proficiency Common, Orc
Tool Proficiency Dice Set, Vehicles (Land)



EKKJA, THE RETIRED RAIDER

HALF-ORC FIGHTER (LEVEL 2)

STRENGTH +3 <div>16</div>	◆ +5 SAVING THROW ◆ +5 ATHLETICS
DEXTERITY +1 <div>13</div>	+1 SAVING THROW +1 ACROBATICS ◆ +3 SLEIGHT OF HAND ◆ +3 STEALTH
CONSTITUTION +3 <div>16</div>	◆ +5 SAVING THROW
INTELLIGENCE +0 <div>11</div>	+0 SAVING THROW +0 ARCANA +0 HISTORY +0 INVESTIGATION +0 NATURE +0 RELIGION
WISDOM -1 <div>8</div>	-1 SAVING THROW -1 ANIMAL HANDLING -1 INSIGHT -1 MEDICINE ◆ +1 PERCEPTION -1 SURVIVAL
CHARISMA +1 <div>12</div>	+1 SAVING THROW +1 DECEPTION ◆ +3 INTIMIDATION +1 PERFORMANCE +1 PERSUASION

<div></div>	/	<div>26</div>
CURRENT HP		MAX HP
<div></div>		<div>2d10</div>
TEMP HP		HIT DICE
<div>○ ○ ○</div>		SUCCESS
<div>○ ○ ○</div>		FAIL
DEATH SAVES		
<div>16</div>		<div>30 ft</div>
AC		SPEED
<div>+1</div>		<div>+2</div>
INITIATIVE		PROFICIENCY

ATTACKS AND PROFICIENCIES		
NAME	ATK BONUS	DAMAGE
Dagger	+5	1d4+3 piercing
Greataxe	+5	1d12+3 slashing
Unarmed	+5	4 bludgeoning
Armor Proficiency Heavy Armor, Light Armor, Medium Armor, Shields		
Weapon Proficiency Martial Weapons, Simple Weapons		

CLASS/RACE FEATURES AND OTHER PROFICIENCIES

Great Weapon Fighting
 You can reroll a 1 or 2 on damage dice with melee weapons wielded with two hands.

Second Wind ☐
 Once per short rest, you can use a bonus action to regain 1d10 + 1 HP.

Action Surge ☐
 You can take one additional action on your turn. This can be used 1 times per short rest.

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

Savage Attacks
 When you score a critical hit, roll one of the dice an additional time and add it to the extra damage.

Language Proficiency
 Common, Orc

Tool Proficiency
 Dice Set, Vehicles (Land)



EKKJA, THE RETIRED RAIDER

HALF-ORC FIGHTER (LEVEL 3)

STRENGTH +3 <div>16</div>	◆ +5 SAVING THROW ◆ +5 ATHLETICS
DEXTERITY +1 <div>13</div>	+1 SAVING THROW +1 ACROBATICS ◆ +3 SLEIGHT OF HAND ◆ +3 STEALTH
CONSTITUTION +3 <div>16</div>	◆ +5 SAVING THROW
INTELLIGENCE +0 <div>11</div>	+0 SAVING THROW +0 ARCANA +0 HISTORY +0 INVESTIGATION +0 NATURE +0 RELIGION
WISDOM -1 <div>8</div>	-1 SAVING THROW -1 ANIMAL HANDLING -1 INSIGHT -1 MEDICINE ◆ +1 PERCEPTION -1 SURVIVAL
CHARISMA +1 <div>12</div>	+1 SAVING THROW +1 DECEPTION ◆ +3 INTIMIDATION +1 PERFORMANCE +1 PERSUASION

<div></div>	/	<div>39</div>
CURRENT HP		MAX HP
<div></div>		<div>3d10</div>
TEMP HP		HIT DICE
<div>○ ○ ○</div>		SUCCESS
<div>○ ○ ○</div>		FAIL
DEATH SAVES		
<div>16</div>		<div>30 ft</div>
AC		SPEED
<div>+1</div>		<div>+2</div>
INITIATIVE		PROFICIENCY

ATTACKS AND PROFICIENCIES		
NAME	ATK BONUS	DAMAGE
Dagger	+5	1d4+3 piercing
Greataxe	+5	1d12+3 slashing
Unarmed	+5	4 bludgeoning
Armor Proficiency Heavy Armor, Light Armor, Medium Armor, Shields		
Weapon Proficiency Martial Weapons, Simple Weapons		

CLASS/RACE FEATURES AND OTHER PROFICIENCIES
Great Weapon Fighting You can reroll a 1 or 2 on damage dice with melee weapons wielded with two hands.
Second Wind <input type="checkbox"/> Once per short rest, you can use a bonus action to regain 1d10 + 1 HP.
Action Surge <input type="checkbox"/> You can take one additional action on your turn. This can be used 1 times per short rest.
Improved Critical (Champion) Your weapon attacks score a critical hit on a roll of 19 or 20.
Darkvision You can see in darkness (shades of gray) up to 60 ft.
Savage Attacks When you score a critical hit, roll one of the dice an additional time and add it to the extra damage.
Language Proficiency Common, Orc
Tool Proficiency Dice Set, Vehicles (Land)



Mordecai, the Ambitious Archaeologist

Neutral Evil Tiefling Sorcerer, he/him

Mordecai is a sorcerer with a cruel-streak and much potential, who often relies on his intimidating presence and mind-controlling magic to diffuse immediate threats to his person. If he is forced to fight to the death, he has a variety of combat spells at his disposal, and uses them strategically to allow him to get the upper-hand on his enemies. Still, when faced with confrontation, he prefers to hang back out of harm's way, making him well suited for adventuring parties that can overlook his untrustworthy nature.

Mordecai was raised in the ruins of Neverwinter, and he resents the years his family spent poor and helpless. He does not blame his family, though, as it was his father who climbed from the rubble to establish one of the most wealthy merchant houses that eventually helped the city of Neverwinter reclaim its former splendor. The journey of his youth, from poor to rich, shaped the ambitious tiefling's world-view and instilled him with ambition.

As a young tiefling, Mordecai's mother raised him and taught him that he must put his needs and the needs of his family above all others. Through her, he learned that her ancestral bloodline granted him potent magic, if he could learn to wield it. Mordecai took his mother's words very seriously, and has spent his adult life as an archaeologist with a particular fascination for the occult. He has ignored romantic entanglements, or long-term friendships, in his search for artifacts that might help him untap the magic in his blood and improve his standing in the world.

Unbeknownst to his parents, who have grown to disapprove of his frivolous spending and fruitless "business" ventures, Mordecai is driven by a recurring dream that he has had since he was five years old: he has seen himself standing at the top of a tall tower, lording over an unstoppable army as Neverwinter's all-mighty Sorcerer-King. Though he has never shared his power-hungry dream with anyone, Mordecai believes it to be his destiny, and is willing to sacrifice nearly anything to see the dream become reality. To temper the bouts of anger and madness that come whenever he wakes from this dream, the tiefling starts each of his mornings by writing any new details he noticed during the dream into a locked journal. He then enjoys several glasses of red wine, while he reads books of tranquil poetry to center himself and stay focused on his goals.



DESTINY



ITEMS

Rod
Rope (hempen)
Spear
Tinderbox
Torch

Infernal War Machine ☐

TRAITS



MORDECAI, THE AMBITIOUS ARCHAEOLOGIST

TIEFLING SORCERER (LEVEL 1)

STRENGTH +0 <div>10</div>	+0 SAVING THROW +0 ATHLETICS
DEXTERITY +2 <div>15</div>	+2 SAVING THROW +2 ACROBATICS +2 SLEIGHT OF HAND +2 STEALTH
CONSTITUTION +1 <div>12</div>	◆ +3 SAVING THROW
INTELLIGENCE +2 <div>14</div>	+2 SAVING THROW ◆ +4 ARCANA +2 HISTORY ◆ +4 INVESTIGATION +2 NATURE +4 RELIGION
WISDOM -1 <div>8</div>	-1 SAVING THROW -1 ANIMAL HANDLING -1 INSIGHT -1 MEDICINE -1 PERCEPTION -1 SURVIVAL
CHARISMA +3 <div>16</div>	◆ +5 SAVING THROW +3 DECEPTION ◆ +5 INTIMIDATION +3 PERFORMANCE +3 PERSUASION

<div></div>	/	<div>8</div>
CURRENT HP		MAX HP
<div></div>		<div>1d6</div>
TEMP HP		HIT DICE
<div>○ ○ ○</div>		SUCCESS
<div>○ ○ ○</div>		FAIL
DEATH SAVES		
<div>15</div>		<div>30 ft</div>
AC		SPEED
<div>+2</div>		<div>+2</div>
INITIATIVE		PROFICIENCY

ATTACKS AND PROFICIENCIES		
NAME	ATK BONUS	DAMAGE
Spear	+0	1d6 piercing
Fire Bolt	+5	1d10 fire
Ray of Frost	+5	1d8 cold
Shocking Grasp	+5	1d8 lightning
Unarmed	+2	1 bludgeoning
<div></div>	<div></div>	<div></div>
<div></div>	<div></div>	<div></div>
Weapon Proficiency Crossbow, Light, Dagger, Dart, Quarterstaff, Sling		

SPELLS AND SPELLS SLOTS		
CANTRIP	1ST LEVEL	2ND LEVEL
	<div>○ ○</div>	
Dancing Lights	Charm Person	
Fire Bolt	Thunderwave	
Ray of Frost		
Shocking Grasp		
Thaumaturgy		

CLASS/RACE FEATURES AND OTHER PROFICIENCIES
Spellcasting You can cast known sorcerer spells using CHA as your spellcasting modifier (Spell DC 13, Spell Attack +5). You can use an arcane focus as a spellcasting focus.
Dragon Ancestor (Draconic Bloodline) You have a red dragon as your ancestor. You can speak, read, and write Draconic and you double your proficiency bonus for CHA checks involving dragons.
Darkvision You can see in darkness (shades of gray) up to 60 ft.
Hellish Resistance You have resistance to fire damage.
Language Proficiency Abyssal, Common, Draconic, Infernal



MORDECAI, THE AMBITIOUS ARCHAEOLOGIST

TIEFLING SORCERER (LEVEL 2)

STRENGTH +0 <div>10</div>	+0 SAVING THROW +0 ATHLETICS
DEXTERITY +2 <div>15</div>	+2 SAVING THROW +2 ACROBATICS +2 SLEIGHT OF HAND +2 STEALTH
CONSTITUTION +1 <div>12</div>	◆ +3 SAVING THROW
INTELLIGENCE +2 <div>14</div>	+2 SAVING THROW ◆ +4 ARCANA +2 HISTORY ◆ +4 INVESTIGATION +2 NATURE +4 RELIGION
WISDOM -1 <div>8</div>	-1 SAVING THROW -1 ANIMAL HANDLING -1 INSIGHT -1 MEDICINE -1 PERCEPTION -1 SURVIVAL
CHARISMA +3 <div>16</div>	◆ +5 SAVING THROW +3 DECEPTION ◆ +5 INTIMIDATION +3 PERFORMANCE +3 PERSUASION

<div></div>	/	<div>16</div>
CURRENT HP		MAX HP
<div></div>		<div>2d6</div>
TEMP HP		HIT DICE
<div>○ ○ ○</div>		SUCCESS
<div>○ ○ ○</div>		FAIL
DEATH SAVES		
<div>15</div>		<div>30 ft</div>
AC		SPEED
<div>+2</div>		<div>+2</div>
INITIATIVE		PROFICIENCY

ATTACKS AND PROFICIENCIES		
NAME	ATK BONUS	DAMAGE
Spear	+0	1d6 piercing
Fire Bolt	+5	1d10 fire
Ray of Frost	+5	1d8 cold
Shocking Grasp	+5	1d8 lightning
Witch Bolt	+5	1d12 lightning
Unarmed	+2	1 bludgeoning
<div></div>	<div></div>	<div></div>
<div></div>	<div></div>	<div></div>
Weapon Proficiency Crossbow, Light, Dagger, Dart, Quarterstaff, Sling		

SPELLS AND SPELLS SLOTS		
CANTRIP	1ST LEVEL	2ND LEVEL
Dancing Lights	○ ○ ○	
Fire Bolt	Charm Person	
Ray of Frost	Thunderwave	
Shocking Grasp	Witch Bolt	
Thaumaturgy		
<div>SORCERY POINTS</div> <div>○ ○</div>		

CLASS/RACE FEATURES AND OTHER PROFICIENCIES
Spellcasting You can cast known sorcerer spells using CHA as your spellcasting modifier (Spell DC 13, Spell Attack +5). You can use an arcane focus as a spellcasting focus.
Dragon Ancestor (Draconic Bloodline) You have a red dragon as your ancestor. You can speak, read, and write Draconic and you double your proficiency bonus for CHA checks involving dragons.
Font of Magic You have 2 sorcery points that you regain when you finish a long rest. You can use your sorcery points to gain additional spell slots or sacrifice spell slots to gain additional sorcery points as a bonus action.
Darkvision You can see in darkness (shades of gray) up to 60 ft.
Hellish Resistance You have resistance to fire damage.
Language Proficiency Abyssal, Common, Draconic, Infernal



MORDECAI, THE AMBITIOUS ARCHAEOLOGIST

TIEFLING SORCERER (LEVEL 3)

STRENGTH +0 <div>10</div>	+0 SAVING THROW +0 ATHLETICS
DEXTERITY +2 <div>15</div>	+2 SAVING THROW +2 ACROBATICS +2 SLEIGHT OF HAND +2 STEALTH
CONSTITUTION +1 <div>12</div>	◆ +3 SAVING THROW
INTELLIGENCE +2 <div>14</div>	+2 SAVING THROW ◆ +4 ARCANA +2 HISTORY ◆ +4 INVESTIGATION +2 NATURE +4 RELIGION
WISDOM -1 <div>8</div>	-1 SAVING THROW -1 ANIMAL HANDLING -1 INSIGHT -1 MEDICINE -1 PERCEPTION -1 SURVIVAL
CHARISMA +3 <div>16</div>	◆ +5 SAVING THROW +3 DECEPTION ◆ +5 INTIMIDATION +3 PERFORMANCE +3 PERSUASION

<div></div>	/	<div>24</div>
CURRENT HP		MAX HP
<div></div>		<div>3d6</div>
TEMP HP		HIT DICE
<div>○ ○ ○</div>	SUCCESS	
<div>○ ○ ○</div>	FAIL	
DEATH SAVES		
<div>15</div>		<div>30 ft</div>
AC		SPEED
<div>+2</div>		<div>+2</div>
INITIATIVE		PROFICIENCY

ATTACKS AND PROFICIENCIES		
NAME	ATK BONUS	DAMAGE
Spear	+0	1d6 piercing
Fire Bolt	+5	1d10 fire
Ray of Frost	+5	1d8 cold
Shocking Grasp	+5	1d8 lightning
Witch Bolt	+5	1d12 lightning
Unarmed	+2	1 bludgeoning
<div></div>	<div></div>	<div></div>
<div></div>	<div></div>	<div></div>
Weapon Proficiency Crossbow, Light, Dagger, Dart, Quarterstaff, Sling		

SPELLS AND SPELLS SLOTS		
CANTRIP	1ST LEVEL	2ND LEVEL
Dancing Lights	○ ○ ○ ○	○ ○
Fire Bolt	Charm Person	Hellish Rebuke
Ray of Frost	Thunderwave	Mirror Image
Shocking Grasp	Witch Bolt	
Thaumaturgy		
SORCERY POINTS ○ ○ ○		

CLASS/RACE FEATURES AND OTHER PROFICIENCIES
Spellcasting You cast sorcerer spells using CHA (Spell DC 13, Spell Attack +5).
Dragon Ancestor (Draconic Bloodline) You double your proficiency bonus for CHA checks involving dragons.
Font of Magic You can use your sorcery points to gain additional spell slots or sacrifice spell slots to gain additional sorcery points as a bonus action.
Twinned Spell (Metamagic) You can spend sorcery points equal to a spell's level (1 for a cantrip) to target a second creature in range with the same spell, as long as the spell at the level it's being cast is incapable of targeting more than one creature.
Empowered Spell (Metamagic) When you roll damage for a spell, you can spend 1 sorcery point to reroll up to 3 of the dice. You must use the new rolls and you can use this option even if you've already used another Metamagic option.
Darkvision You can see in darkness (shades of gray) up to 60 ft.
Hellish Resistance You have resistance to fire damage.
Infernal Legacy You can cast hellish rebuke once per long rest.
Language Proficiency Abyssal, Common, Draconic, Infernal



Myastan Rhogar, the Anarchistic Acolyte

Chaotic Good Dragonborn Cleric, he/him

Myastan Rhogar is a fearsome warrior-priest, whose strong arm, fiery breath, and holy magic are banes to any who dare face him. He is unable to abide injustice, and believes it his duty as a cleric of Lendys to forcefully enact justice as he sees fit. While his protective and healing magics make him formidable alone, in an adventuring party his magic is life-saving... for those he deems worthy of his protection.

Rhogar, of the Myastan clan, was dedicated at birth to serve the dragon-god of justice, Lendys. For the past sixteen years of his young life, he has been raised by stern clerics who preach unbending justice and balance in all things. Yet Myastan Rhogar has grown angry as he approaches dragonborn adulthood: he is angry at his parents for abandoning him, angry at a world full of liars and injustices, and angry at the leading clerics of Lendys, too.

Myastan Rhogar has come to believe those who serve Lendys are so inflexible in their views that they allow true injustices to go unchecked. He regards all governments, large religions, noble houses, and world-leaders as corrupt, hiding behind the letter of the law so that none may see their crimes of injustice. Myastan Rhogar's world-view has become increasingly anarchistic, and when he preaches the word of Lendys, he also preaches that all powerful institutions in the world must be uprooted if the world is to be made a better place. His oaths to dedicate his life to doing whatever it takes to enact true justice and meaningful change has made him an outcast within his religion. It's also made him several influential enemies.

On his sixteenth birthday, Myastan Rhogar was unofficially exiled from his order and sent, alone and without any coin or food, to preach to the poor in Baldur's Gate. Cursing Mysastan Drakjar, the High Priest who both raised and then exiled him, Myastan Rhogar has done everything he can to make the best of a bad situation. He opened small chapter in an abandoned warehouse, with daily services dedicated to what he professes to be the true word of Lendys. However, poor as he is, Myastan Rhogar has been forced to take odd jobs as a healer and adventurer to make ends meet, and to provide shelter and food to the handful of needy individuals in Baldur's Gate that he has come to consider his flock.



DESTINY



ITEMS

Chain Mail
Mace
Reliquary
Shield
Tinderbox

Infernal War Machine ☐

TRAITS



MYASTAN RHOGAR, THE ANARCHISTIC ACOLYTE

DRAGONBORN CLERIC (LEVEL 1)

STRENGTH +2 <div>14</div>	+2 SAVING THROW +2 ATHLETICS
DEXTERITY -1 <div>8</div>	-1 SAVING THROW -1 ACROBATICS -1 SLEIGHT OF HAND -1 STEALTH
CONSTITUTION +2 <div>14</div>	+2 SAVING THROW
INTELLIGENCE +0 <div>10</div>	+0 SAVING THROW +0 ARCANA ◆ +2 HISTORY +0 INVESTIGATION +0 NATURE ◆ +2 RELIGION
WISDOM +2 <div>15</div>	◆ +4 SAVING THROW +2 ANIMAL HANDLING ◆ +4 INSIGHT +2 MEDICINE ◆ +2 PERCEPTION +2 SURVIVAL
CHARISMA +2 <div>14</div>	◆ +4 SAVING THROW +2 DECEPTION +2 INTIMIDATION +2 PERFORMANCE ◆ +4 PERSUASION

<div></div>	/	<div>10</div>
CURRENT HP		MAX HP
<div></div>		<div>1d8</div>
TEMP HP		HIT DICE
<div> <div>○ ○ ○</div> <div>SUCCESS</div> </div> <div> <div>○ ○ ○</div> <div>FAIL</div> </div>		
DEATH SAVES		
<div>18</div>		<div>30 ft</div>
AC		SPEED
<div>-1</div>		<div>+2</div>
INITIATIVE		PROFICIENCY

ATTACKS AND PROFICIENCIES		
NAME	ATK BONUS	DAMAGE
Mace	+4	1d6+2 bludgeoning
Guiding Bolt	+4	4d6 radiant
Sacred Flame	DC	1d8 radiant
Breath Weapon	DC	2d6 fire
Unarmed	+4	3 bludgeoning
Armor Proficiency		
Heavy Armor, Light Armor, Medium Armor, Shields		
Weapon Proficiency		
Simple Weapons		

SPELLS AND SPELLS SLOTS		
CANTRIP	1ST LEVEL	2ND LEVEL
	○ ○	
Light	Bless	
Resistance	Command	
Sacred Flame	Cure Wounds	
	Guiding Bolt	
	Healing Word	
	Protection from Good and Evil	

CLASS/RACE FEATURES AND OTHER PROFICIENCIES
Spellcasting You can cast prepared cleric spells using WIS as your spellcasting modifier (Spell DC 12, Spell Attack +4) and prepared cleric spells as rituals if they have the ritual tag. You can use a holy symbol as a spellcasting focus.
Disciple of Life (Life Domain) 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.
Resistance (Brass Draconic Ancestry) You gain resistance to fire damage.
Breath Weapon (Brass Draconic Ancestry) <input type="checkbox"/> As an action once per short rest, exhale in a 5 by 30 ft. line (DEX DC 12, half damage on success) for 2d6 Fire Damage.
Language Proficiency Celestial, Common, Draconic, Giant



MYASTAN RHOGAR, THE ANARCHISTIC ACOLYTE

DRAGONBORN CLERIC (LEVEL 2)

STRENGTH +2 <div>14</div>	+2 SAVING THROW +2 ATHLETICS
DEXTERITY -1 <div>8</div>	-1 SAVING THROW -1 ACROBATICS -1 SLEIGHT OF HAND -1 STEALTH
CONSTITUTION +2 <div>14</div>	+2 SAVING THROW
INTELLIGENCE +0 <div>10</div>	+0 SAVING THROW +0 ARCANA ◆ +2 HISTORY +0 INVESTIGATION +0 NATURE ◆ +2 RELIGION
WISDOM +2 <div>15</div>	◆ +4 SAVING THROW +2 ANIMAL HANDLING ◆ +4 INSIGHT +2 MEDICINE ◆ +2 PERCEPTION +2 SURVIVAL
CHARISMA +2 <div>14</div>	◆ +4 SAVING THROW +2 DECEPTION +2 INTIMIDATION +2 PERFORMANCE ◆ +4 PERSUASION

20

CURRENT HP / MAX HP

2d8

TEMP HP / HIT DICE

○ ○ ○

SUCCESS

○ ○ ○

FAIL

DEATH SAVES

18

30 ft

AC / SPEED

-1

+2

INITIATIVE / PROFICIENCY

ATTACKS AND PROFICIENCIES		
NAME	ATK BONUS	DAMAGE
Mace	+4	1d6+2 bludgeoning
Guiding Bolt	+4	4d6 radiant
Sacred Flame	DC	1d8 radiant
Breath Weapon	DC	2d6 fire
Unarmed	+4	3 bludgeoning
Armor Proficiency		
Heavy Armor, Light Armor, Medium Armor, Shields		
Weapon Proficiency		
Simple Weapons		

SPELLS AND SPELLS SLOTS		
CANTRIP	1ST LEVEL ○ ○ ○	2ND LEVEL
Light	Bless	
Resistance	Command	
Sacred Flame	Cure Wounds	
	Guiding Bolt	
	Healing Word	
	Protection from Good and Evil	

CLASS/RACE FEATURES AND OTHER PROFICIENCIES
Spellcasting You can cast prepared cleric spells using WIS as your spellcasting modifier (Spell DC 12, Spell Attack +4).
Disciple of Life (Life Domain) 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.
Channel Divinity <input type="checkbox"/> You can channel divine energy to fuel magical effects a number of times per short rest.
Channel Divinity: Turn Undead As an action, you can use Channel Divinity. Each undead that can see or hear you within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes any damage. A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions.
Channel Divinity: Preserve Life (Life Domain) As an action, you can use Channel Divinity and present your holy symbol to restore up to 10 HP divided among any creatures within 30 ft. up to half a creature's HP max. You can't use this feature on an undead or a construct.
Resistance (Brass Draconic Ancestry) You gain resistance to fire damage.
Breath Weapon (Brass Draconic Ancestry) <input type="checkbox"/> As an action once per short rest, exhale in a 5 by 30 ft. line (DEX DC 12, half damage on success) for 2d6 Fire Damage.
Language Proficiency Celestial, Common, Draconic, Giant



MYASTAN RHOGAR, THE ANARCHISTIC ACOLYTE

DRAGONBORN CLERIC (LEVEL 3)

STRENGTH +2 <div>14</div>	+2 SAVING THROW +2 ATHLETICS
DEXTERITY -1 <div>8</div>	-1 SAVING THROW -1 ACROBATICS -1 SLEIGHT OF HAND -1 STEALTH
CONSTITUTION +2 <div>14</div>	+2 SAVING THROW
INTELLIGENCE +0 <div>10</div>	+0 SAVING THROW +0 ARCANA ◆ +2 HISTORY +0 INVESTIGATION +0 NATURE ◆ +2 RELIGION
WISDOM +2 <div>15</div>	◆ +4 SAVING THROW +2 ANIMAL HANDLING ◆ +4 INSIGHT +2 MEDICINE ◆ +2 PERCEPTION +2 SURVIVAL
CHARISMA +2 <div>14</div>	◆ +4 SAVING THROW +2 DECEPTION +2 INTIMIDATION +2 PERFORMANCE ◆ +4 PERSUASION

30

CURRENT HP / MAX HP

3d8

TEMP HP / HIT DICE

○ ○ ○

SUCCESS

○ ○ ○

FAIL

DEATH SAVES

18

30 ft

AC / SPEED

-1

+2

INITIATIVE / PROFICIENCY

ATTACKS AND PROFICIENCIES		
NAME	ATK BONUS	DAMAGE
Mace	+4	1d6+2 bludgeoning
Guiding Bolt	+4	4d6 radiant
Sacred Flame	DC	1d8 radiant
Breath Weapon	DC	2d6 fire
Unarmed	+4	3 bludgeoning
Armor Proficiency		
Heavy Armor, Light Armor, Medium Armor, Shields		
Weapon Proficiency		
Simple Weapons		

SPELLS AND SPELLS SLOTS		
CANTRIP	1ST LEVEL	2ND LEVEL
Light	○ ○ ○ ○	○ ○
Resistance	Bless	Enhance Ability
Sacred Flame	Command	Lesser Restoration
	Cure Wounds	Spiritual Weapon
	Guiding Bolt	
	Healing Word	
	Protection from Good and Evil	

CLASS/RACE FEATURES AND OTHER PROFICIENCIES
Spellcasting You can cast prepared cleric spells using WIS as your spellcasting modifier (Spell DC 12, Spell Attack +4).
Disciple of Life (Life Domain) 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.
Channel Divinity <input type="checkbox"/> You can channel divine energy to fuel magical effects a number of times per short rest
Channel Divinity: Turn Undead As an action, you can use Channel Divinity. Each undead that can see or hear you within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes any damage. A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions.
Channel Divinity: Preserve Life (Life Domain) As an action, you can use Channel Divinity and present your holy symbol to restore up to 15 HP divided among any creatures within 30 ft. up to half a creature's HP max. You can't use this feature on an undead or a construct.
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Breath Weapon (Brass Draconic Ancestry) <input type="checkbox"/> As an action once per short rest, exhale in a 5 by 30 ft. line (DEX DC 12, half damage on success) for 2d6 Fire Damage.
Language Proficiency Celestial, Common, Draconic, Giant

