

THE WEALTHY MERCHANT

A LEVEL ZERO CAMPAIGN FOR FIRST TIME RPG PLAYERS

A half-hour adventure for 0th level characters

Inspired by: /u/pliantreality of Reddit

https://www.reddit.com/r/dndnext/comments/309fdq/the_one_hour_dd_game/cpqbjyw?st=itjhwj71&sh=e53a0596

Foreward: This campaign was created as a response to comments from some friends of mine. Though they were avid board game players, they didn't want to try D&D because it seemed like too much of a time commitment with too many rules to learn before getting started.

This campaign is a stripped down version of D&D made to give them a chance to try it for half an hour on a regular board games night. I'm putting it online in the hopes that other people can do the same with it.

BY JOEL TANNAS



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THE WEALTHY MERCHANT

You are amateur adventurers that have all been hired by a town merchant, Hudson McBay. He is transporting a sack of 20 valuable stones from his town of Firebug to Fort Muck, a local trading post. The trail between the two passes through a valley in the wilderness, and he is afraid of being robbed by bandits. In exchange for protecting him, he has offered you each 10% of his profits from selling the stones.

THE FORK IN THE ROAD

Encounter Purpose To introduce the players to choices & consequences, skill checks, and non-combat ways of dealing with situations.

While travelling along to Fort Muck, you reach a fork in the road. You have the options of taking the high road to the left, which is guarded by bandits, or taking the low road to the right, which may be flooded because of recent heavy rains.

THE HIGH ROAD

The high road winds along the side of a valley. A bandit sentry is watching the high road from a perch on a rocky outcropping. The Player characters must either

- Sneak past him (Stealth skill check)
- Escape into the bushes (Nature skill check)
- Find another way to deal with the situation

BANDIT SCOUT

Medium, Human, Lawful Evil

Armor Class 12 (Leather)

Hit Points 6(1d10 + 1)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	8 (-1)	12 (+1)	8 (-1)	4 (-3)	8 (-1)

Condition Immunities sobriety

Senses Sight 60 ft., passive Perception 7

Languages Common, Thieves Cant

Challenge 0 (0 XP)

Scout. If woken and attacked, the scout will call for reinforcements while running away

Actions

Drunken Dash. Movement: When taking the dash action, succeed on a DC15 dexterity saving throw or fall prone

THE LOW ROAD

After travelling for a bit, the players reach a spot where a bridge was washed out by a creek. They can:

- Ford the Creek (Athletics Skill Check)
- Skip across stones in the creek (Acrobatics skill check)
- Look for an easier crossing (Survival skill check)
- Invent some other way to cross

THE NEGOTIATION

Encounter Purpose To introduce the players to role playing and social interaction

Upon reaching Fort Muck, Hudson McBay takes the players to a seedy bar where the trade is supposed to take place. The players have a chance to look around and inspect the other patrons for signs of danger. After a bit, Hudson McBay calls the players over – he is having trouble negotiating with the buyer, a strangely dressed man nicknamed Pat Stonepaw. Hudson wants a better price than 10 gold per stone and would like their help. A better price means more pay for the players.

- Insight checks learn what Pat wants (respect)
- History/Religion to learns about his culture from his robes
- Persuasion to kindly ask for a better price
- Intimidation to force one (backfires on low roll)

BAR-ROOM BRAWL!

Encounter Purpose: To introduce the players to combat

After the negotiation is complete and money is exchanged, a group of four drunk bar patrons (Commoners, Monster Manual pg. 345) stand up and approach. They saw the money and try to threaten everyone into handing it over, and will initiate combat using bar stools as clubs.

- Getting lowered to 0HP will knock the players out
- Wayward fireballs will cause minor fires in the bar
- Murdering them will anger the town guards (Monster Manual pg. 347)

EPILOGUE

Hudson McBay pays the players their wages. Each player gets 10% (which is the same as the negotiated value of two stones). He thanks them for their services and then goes on his way with other business in the town.

CREATED BY | JOEL TANNAS

USING | [The Homebrewery](#)

INSPIRED BY | [u/pliantreality](#)

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CHARACTER NAME

CLASS & LEVEL

BACKGROUND

PLAYER NAME

RACE

ALIGNMENT

EXPERIENCE POINTS

PROFICIENCY BONUS

INSPIRATION

STRENGTH

These are skills

DEXTERITY

Proficient, y/n?

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

- SAVING THROWS
- ATHLETICS

- SAVING THROWS
- ACROBATICS
- SLEIGHT OF HAND
- STEALTH

- SAVING THROWS

- SAVING THROWS
- ARCANA
- HISTORY
- INVESTIGATION
- NATURE
- RELIGION

- SAVING THROWS
- ANIMAL HANDLING
- INSIGHT
- MEDICINE
- PERCEPTION
- SURVIVAL

- SAVING THROWS
- DECEPTION
- INTIMIDATION
- PERFORMANCE
- PERSUASION

PASSIVE WISDOM (PERCEPTION)

ARMOR CLASS

INITIATIVE

SPEED

HIT POINT MAXIMUM

Health

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total

HIT DICE

SUCCESS

FAILURES

DEATH SAVED

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

ATTACKS & SPELLCASTING

FEATURES & TRAITS

OTHER PROFICIENCIES & LANGUAGES

EQUIPMENT & CHARACTER NOTES

Pope Beardy

CHARACTER NAME

Cleric, Level 0

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Dwarf

RACE

ALIGNMENT

EXPERIENCE POINTS

+1

PROFICIENCY BONUS

✗

INSPIRATION

10

◊ +0 SAVING THROWS
○ +0 ATHLETICS

+0

STRENGTH

These are skills

10

◊ +0 SAVING THROWS
○ +0 ACROBATICS
○ +0 SLEIGHT OF HAND
○ +0 STEALTH

+0

DEXTERITY

Proficient, y/n?

10

◊ +0 SAVING THROWS

+0

CONSTITUTION

12

◊ +1 SAVING THROWS
○ +1 ARCAN
○ +1 HISTORY
● +2 INVESTIGATION
○ +1 NATURE
● +2 RELIGION

+1

INTELLIGENCE

12

◊ +1 SAVING THROWS
○ +1 ANIMAL HANDLING
○ +1 INSIGHT
● +2 MEDICINE
○ +1 PERCEPTION
○ +1 SURVIVAL

+1

WISDOM

10

◊ +0 SAVING THROWS
○ +0 DECEPTION
○ +0 INTIMIDATION
○ +0 PERFORMANCE
○ +0 PERSUASION

+0

CHARISMA

✗

PASSIVE WISDOM (PERCEPTION)

15

ARMOR CLASS

✗

INITIATIVE

25ft.

SPEED

HIT POINT MAXIMUM 10

Health

CURRENT HIT POINTS

✗

TEMPORARY HIT POINTS

Total

HIT DICE

SUCCESS

FAILURES

DEATH SAVED

✗

PERSONALITY TRAITS

✗

IDEALS

✗

BONDS

✗

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Hand Crossbow

+1

1d4

Attack Bonus (Bonus Chance to hit on attacks):

Bows get your Dexterity modifier (+0)

+ Proficiency Bonus (+1)

= Bonus Chance to Hit (+1)

Attack Damage against enemy hit points:

Weapon attack damage

Roll one 4 sided die (1d4)

+ Dexterity Bonus? (+0)

= Your Attack Damage (1d4 + 0)

ATTACKS & SPELLCASTING

Ranged Weapon:

- You have disadvantage on attacks made against enemies within 5ft. of you.

- You can attack enemies between 5ft. and 80 ft. away from you normally

- You can attack enemies between 80ft. and 320ft. away but with disadvantage

(Spell) Spare the Dying:

You touch a living creature that has 0 hit points. The creature becomes stable.

(Spell) Cure Wounds:

Available Uses: 3

A creature you touch regains a number of hit points equal to 1d8.

FEATURES & TRAITS

Languages: Common, Dwarfish

Proficient with equipment:
Hand Crossbow, Sticks

Proficient at skills:
Religion, Investigation, Medicine

OTHER PROFICIENCIES & LANGUAGES

Armor: Chainmail Armor (15 Armor Class)

EQUIPMENT & CHARACTER NOTES

Malfurion Pricklefinger

CHARACTER NAME

Druid, Level 0

CLASS & LEVEL

Wood Gnome

RACE

BACKGROUND

ALIGNMENT

PLAYER NAME

EXPERIENCE POINTS

+1

PROFICIENCY BONUS

✗

INSPIRATION

10

+0

STRENGTH

+0

SAVING THROWS

ATHLETICS

12

+1

DEXTERITY

+1

SAVING THROWS

ACROBATICS

SLEIGHT OF HAND

STEALTH

10

+0

CONSTITUTION

+0

SAVING THROWS

10

+0

INTELLIGENCE

+0

SAVING THROWS

ARCANA

HISTORY

INVESTIGATION

NATURE

RELIGION

12

+1

WISDOM

+1

SAVING THROWS

ANIMAL HANDLING

INSIGHT

MEDICINE

PERCEPTION

SURVIVAL

10

+0

CHARISMA

+0

SAVING THROWS

DECEPTION

INTIMIDATION

PERFORMANCE

PERSUASION

✗

PASSIVE WISDOM (PERCEPTION)

13

ARMOR CLASS

✗

INITIATIVE

30ft.

SPEED

HIT POINT MAXIMUM 8

Health

CURRENT HIT POINTS

✗

TEMPORARY HIT POINTS

Total

✗

HIT DICE

SUCCESS

✗

FAILURES

DEATH SAVES

✗

PERSONALITY TRAITS

✗

IDEALS

✗

BONDS

✗

FLAWS

NAME	ATK BONUS	DAMAGE/TYPE
Wooden Staff	+2	1d8+1
-----	---	---
-----	---	---

Attack Bonus (Bonus Chance to hit on attacks):

Druid Weapons gets a Wisdom Bonus Bonus (+1)

+ Proficiency Bonus (+1)

= Bonus Chance to Hit (+2)

Attack Damage against enemy hit points:

Weapon attack damage

Roll one 8 sided die (1d8)

+ Wisdom Bonus (+1)

= Your Attack Damage (1d8 + 1)

(spell) Entangle

Grasping weeds and vines sprout from the ground in a 20-foot square starting from a point within 90ft of you. For one minute, these plants turn the ground in the area into difficult terrain (move at half-speed).

Languages: Common, Druidic

Proficient with equipment: Wooden Weapons & Shields

Proficient at skills: History, Nature, Animal Handling, Survival

OTHER PROFICIENCIES & LANGUAGES

Armor: Barkskin (13 Armor)

EQUIPMENT & CHARACTER NOTES

Fighty McFighterson

CHARACTER NAME

Fighter, Level 0

CLASS & LEVEL

Human

RACE

BACKGROUND

ALIGNMENT

PLAYER NAME

EXPERIENCE POINTS

+1

PROFICIENCY BONUS

✗

INSPIRATION

14

+2

STRENGTH

- ◇ +2 SAVING THROWS
- +2 ATHLETICS

These are skills

10

+0

DEXTERITY

- ◇ +0 SAVING THROWS
- +0 ACROBATICS
- +0 SLEIGHT OF HAND
- +0 STEALTH

Proficient, y/n?

10

+0

CONSTITUTION

- ◇ +0 SAVING THROWS

10

+0

INTELLIGENCE

- ◇ +0 SAVING THROWS
- +0 ARCANA
- +0 HISTORY
- +0 INVESTIGATION
- +1 NATURE
- +0 RELIGION

10

+0

WISDOM

- ◇ +0 SAVING THROWS
- +0 ANIMAL HANDLING
- +0 INSIGHT
- +0 MEDICINE
- +0 PERCEPTION
- +0 SURVIVAL

10

+0

CHARISMA

- ◇ +0 SAVING THROWS
- +0 DECEPTION
- +0 INTIMIDATION
- +0 PERFORMANCE
- +0 PERSUASION

✗

PASSIVE WISDOM (PERCEPTION)

15

ARMOR CLASS

✗

INITIATIVE

30ft

SPEED

HIT POINT MAXIMUM 10

Health

CURRENT HIT POINTS

✗

TEMPORARY HIT POINTS

Total

✗

HIT DICE

SUCCESS

✗

FAILURES

DEATH SAVED

✗

PERSONALITY TRAITS

✗

IDEALS

✗

BONDS

✗

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Longsword

+3

1d10+2

Attack Bonus (Bonus Chance to hit on attacks):

Melee weapon gets a strength bonus (+2)

+

Proficiency Bonus (+1)

=

Bonus Chance to Hit (+3)

Attack Damage against enemy hit points:

Weapon Attack Damage

Roll one 10 sided die (1d10)

+

Strength Bonus for using a melee weapon(+2)

=

Your Attack Damage (1d10 + 2)

ATTACKS & SPELLCASTING

Second Wind: Once per long rest, you can choose to regain health equaling the roll of one ten-sided dice (1d10)

FEATURES & TRAITS

Languages: Common

Proficient with equipment: all weapons and armor

Proficient at skills: Nature

OTHER PROFICIENCIES & LANGUAGES

Armor: Chainmail Armor (15 Armor Class)

EQUIPMENT & CHARACTER NOTES

Aurora

CHARACTER NAME

Monk, Level 0

CLASS & LEVEL

Human

RACE

BACKGROUND

ALIGNMENT

PLAYER NAME

EXPERIENCE POINTS

+1

PROFICIENCY BONUS

INSPIRATION

10

+0

STRENGTH

These are skills

14

+2

DEXTERITY

Proficient, y/n?

10

+0

CONSTITUTION

10

+0

INTELLIGENCE

10

+0

WISDOM

10

+0

CHARISMA

PASSIVE WISDOM (PERCEPTION)

12

ARMOR CLASS

INITIATIVE

30ft.

SPEED

HIT POINT MAXIMUM 10

Health

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total

HIT DICE

SUCCESS

FAILURES

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME	ATK BONUS	DAMAGE/TYPE
Nunchaku	+3	1d4+2
Unarmed Attack	+3	1d4+2
-----	---	---

Attack Bonus (Bonus Chance to hit on attacks):

Monk Melee weapons and unarmed attacks get a Dexterity Bonus (+2)

+ Proficiency Bonus (+1)

= Bonus Chance to Hit (+3)

Attack Damage against enemy hit points:

Weapon attack damage

Roll one four sided die (1d4)

+ Dexterity Bonus? (+2)

= Your Attack Damage (1d4 + 2)

Unarmored Defense: When not wearing armor, your armor class is:

10 + dexterity bonus (+2) + wisdom bonus (+0) = 12

Martial Arts:

When making an attack, you can make an unarmed attack as a bonus action

Languages: Common, Infernal

Proficient with equipment: Light Armor and Monk Weapons

Proficient at skills: Stealth, Acrobatics, Religion

OTHER PROFICIENCIES & LANGUAGES

Armor: None, See Features and Traits

EQUIPMENT & CHARACTER NOTES

Terry Crewsader

CHARACTER NAME

Paladin, Level 0

CLASS & LEVEL

Human

RACE

BACKGROUND

ALIGNMENT

PLAYER NAME

EXPERIENCE POINTS

+1

PROFICIENCY BONUS

✗

INSPIRATION

14

+2

STRENGTH

◆ +2 SAVING THROWS
○ +3 ATHLETICS

These are skills

10

+0

DEXTERITY

◆ +0 SAVING THROWS
○ +0 ACROBATICS
○ +0 SLEIGHT OF HAND
○ +0 STEALTH

Proficient, y/n?

10

+0

CONSTITUTION

◆ +0 SAVING THROWS

10

+0

INTELLIGENCE

◆ +0 SAVING THROWS
○ +0 ARCANA
○ +0 HISTORY
○ +0 INVESTIGATION
○ +0 NATURE
○ +1 RELIGION

10

+0

WISDOM

◆ +0 SAVING THROWS
○ +0 ANIMAL HANDLING
○ +0 INSIGHT
○ +0 MEDICINE
○ +0 PERCEPTION
○ +0 SURVIVAL

10

+0

CHARISMA

◆ +0 SAVING THROWS
○ +0 DECEPTION
○ +0 INTIMIDATION
○ +1 PERFORMANCE
○ +0 PERSUASION

✗

PASSIVE WISDOM (PERCEPTION)

17

ARMOR CLASS

✗

INITIATIVE

30ft

SPEED

HIT POINT MAXIMUM 10

Health

CURRENT HIT POINTS

✗

TEMPORARY HIT POINTS

Total

✗

HIT DICE

SUCCESS

✗

DEATH SAVES

✗

PERSONALITY TRAITS

✗

IDEALS

✗

BONDS

✗

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Longsword

+3

1d8+2

Attack Bonus (Bonus Chance to hit on attacks):

Melee weapon gets a strength bonus (+2)

+ Proficiency Bonus (+1)

= Bonus Chance to Hit (+3)

Attack Damage against enemy hit points:

Weapon Attack Damage

Roll one 8 sided die (1d8)

+ Strength Bonus for using a melee weapon(+2)

= Your Attack Damage (1d8 + 2)

ATTACKS & SPELLCASTING

(Spell) Bless: As an action, you can bless up to 3 allies (including yourself). Blessed allies add 1d4 to their attack (a.k.a. to hit) rolls.

FEATURES & TRAITS

Languages: Common

Proficient with equipment: all weapons and armor

Proficient at skills: Athletics, Religion, Performance

OTHER PROFICIENCIES & LANGUAGES

Armor: Chainmail Armor (15 Armor Class) + Shield (2 Armor Class)

EQUIPMENT & CHARACTER NOTES

Shooty the Elven Archer

CHARACTER NAME

Ranger, Level 0

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Elf

RACE

ALIGNMENT

EXPERIENCE POINTS

+1

PROFICIENCY BONUS

✗

INSPIRATION

10

◇ +0 SAVING THROWS
○ +0 ATHLETICS

+0

STRENGTH

These are skills

14

◇ +2 SAVING THROWS
○ +3 ACROBATICS
○ +2 SLEIGHT OF HAND
○ +3 STEALTH

+2

DEXTERITY

Proficient, y/n?

10

◇ +0 SAVING THROWS

+0

CONSTITUTION

10

◇ +0 SAVING THROWS
○ +0 ARCANA
○ +0 HISTORY
○ +0 INVESTIGATION
○ +0 NATURE
○ +0 RELIGION

+0

INTELLIGENCE

10

◇ +0 SAVING THROWS
○ +0 ANIMAL HANDLING
○ +0 INSIGHT
○ +0 MEDICINE
○ +0 PERCEPTION
○ +0 SURVIVAL

+0

WISDOM

10

◇ +0 SAVING THROWS
○ +0 DECEPTION
○ +0 INTIMIDATION
○ +0 PERFORMANCE
○ +0 PERSUASION

+0

CHARISMA

✗

PASSIVE WISDOM (PERCEPTION)

12

ARMOR CLASS

✗

INITIATIVE

30ft.

SPEED

HIT POINT MAXIMUM 10

Health

CURRENT HIT POINTS

✗

TEMPORARY HIT POINTS

Total

HIT DICE

SUCCESS

FAILURES

DEATH SAVES

✗

PERSONALITY TRAITS

✗

IDEALS

✗

BONDS

✗

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

ShortBow

+3

1d6+2

Attack Bonus (Bonus Chance to hit on attacks):

Bows get your Dexterity modifier (+2)

+ Proficiency Bonus (+1)

= Bonus Chance to Hit (+3)

Attack Damage against enemy hit points:

Weapon attack damage

Roll one 6 sided die (1d6)

+ Dexterity Bonus? (+2)

= Your Attack Damage (1d6 + 2)

ATTACKS & SPELLCASTING

Ranged Weapon:

- You have disadvantage on attacks made against enemies within 5ft. of you.

- You can attack enemies between 5ft. and 80 ft. away from you normally

- You can attack enemies between 80ft. and 320ft. away but with disadvantage

FEATURES & TRAITS

Languages: Common, Elvish

Proficient with equipment: All Bows, Light Armors

Proficient at skills: Stealth, Acrobatics

OTHER PROFICIENCIES & LANGUAGES

Armor: Leather Armor (Armor Class 12)

EQUIPMENT & CHARACTER NOTES

Sneaky Pete

CHARACTER NAME

Rogue, Level 0

CLASS & LEVEL

Halfling

RACE

BACKGROUND

ALIGNMENT

PLAYER NAME

EXPERIENCE POINTS

+1

PROFICIENCY BONUS

✗

INSPIRATION

10

+0 SAVING THROWS
+0 ATHLETICS

+0

STRENGTH

These are skills

14

+2 SAVING THROWS
+2 ACROBATICS
+3 SLEIGHT OF HAND
+3 STEALTH

+2

DEXTERITY

Proficient, y/n?

10

+0 SAVING THROWS

+0

CONSTITUTION

10

+0 SAVING THROWS
+0 ARCANA
+0 HISTORY
+0 INVESTIGATION
+0 NATURE
+0 RELIGION

+0

INTELLIGENCE

10

+0 SAVING THROWS
+0 ANIMAL HANDLING
+0 INSIGHT
+0 MEDICINE
+0 PERCEPTION
+0 SURVIVAL

+0

WISDOM

10

+0 SAVING THROWS
+1 DECEPTION
+0 INTIMIDATION
+0 PERFORMANCE
+0 PERSUASION

+0

CHARISMA

✗

PASSIVE WISDOM (PERCEPTION)

12

ARMOR CLASS

✗

INITIATIVE

25ft.

SPEED

HIT POINT MAXIMUM 8

Health

CURRENT HIT POINTS

✗

TEMPORARY HIT POINTS

Total

HIT DICE

SUCCESS

FAILURES

DEATH SAVES

✗

PERSONALITY TRAITS

✗

IDEALS

✗

BONDS

✗

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Shortsword

+3

1d6+2

Attack Bonus (Bonus Chance to hit on attacks):

Shortswords get either a Strength or Dexterity Bonus
We picked the dexterity bonus because it's higher (+2)

+ Proficiency Bonus (+1)

= Bonus Chance to Hit (+3)

Attack Damage against enemy hit points:

Weapon attack damage

Roll one six sided die (1d6)

+ Dexterity (+2)

= Your Attack Damage (1d6 + 2)

ATTACKS & SPELLCASTING

Sneak Attack: When sneaking up on an enemy or flanking them, add 1d6 of damage to your attack

FEATURES & TRAITS

Languages: Common

Proficient with equipment:
Shortswords, Light Armor

Proficient at skills: Stealth,
Sleight of Hand, Deception

OTHER PROFICIENCIES & LANGUAGES

Armor: Leather Armor (12 Armor)

EQUIPMENT & CHARACTER NOTES

Sorcelor the Sorcerer

CHARACTER NAME

Sorcerer, Level 0

CLASS & LEVEL

Human

RACE

BACKGROUND

ALIGNMENT

PLAYER NAME

EXPERIENCE POINTS

+1

PROFICIENCY BONUS

✗

INSPIRATION

10

+0

STRENGTH

These are skills

10

+0

DEXTERITY

Proficient, y/n?

10

+0

CONSTITUTION

10

+0

INTELLIGENCE

10

+0

WISDOM

14

+2

CHARISMA

✗

PASSIVE WISDOM (PERCEPTION)

10

ARMOR CLASS

✗

INITIATIVE

30ft.

SPEED

HIT POINT MAXIMUM 6

Health

CURRENT HIT POINTS

✗

TEMPORARY HIT POINTS

Total

✗

HIT DICE

SUCCESS

✗

FAILURES

DEATH SAVES

✗

PERSONALITY TRAITS

✗

IDEALS

✗

BONDS

✗

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Ice Bolt

+3

1d10 / Cold

Attack Bonus (Bonus Chance to hit on attacks):

Sorcerer spells get a Charisma Bonus (+2)

+ Proficiency Bonus (+1)

= Bonus Chance to Hit (+3)

Attack Damage against enemy hit points:

Ice Bolt attack damage

Roll one 1 sided die (1d10)

Spell damage comes from a list of spells in the player's handbook.

ATTACKS & SPELLCASTING

(Spell) Prestidigitation

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.

FEATURES & TRAITS

Languages: Common

Proficient with equipment:
Light Armor, Staves

Proficient at skills: Arcana,
Insight, Perception

OTHER PROFICIENCIES & LANGUAGES

Armor: Red Cloak (10 Armor)
Glowing Jewel Necklace

EQUIPMENT & CHARACTER NOTES

Moody the Mysterious

CHARACTER NAME

Warlock, Level 0

CLASS & LEVEL

Tiefling

RACE

BACKGROUND

ALIGNMENT

PLAYER NAME

EXPERIENCE POINTS

The diagram illustrates the progression of skills from Strength to Charisma, showing how proficiency bonuses and inspiration affect skill levels.

Strength: +0 (10). Proficiency Bonus: +1. Inspiration: X. Skills: Saving Throws (+0), Athletics (+0).

Dexterity: +0 (10). Proficiency Bonus: +1. Inspiration: X. Skills: Saving Throws (+0), Acrobatics (+0), Sleight of Hand (+0), Stealth (+0).

Constitution: +0 (10). Proficiency Bonus: +1. Inspiration: X. Skills: Saving Throws (+0).

Intelligence: +0 (10). Proficiency Bonus: +1. Inspiration: X. Skills: Saving Throws (+0), Arcana (+1), History (+0), Investigation (+0), Nature (+0), Religion (+0).

Wisdom: +0 (10). Proficiency Bonus: +1. Inspiration: X. Skills: Saving Throws (+0), Animal Handling (+0), Insight (+0), Medicine (+0), Perception (+0), Survival (+0).

Charisma: +2 (14). Proficiency Bonus: +2. Inspiration: X. Skills: Saving Throws (+2), Deception (+3), Intimidation (+3), Performance (+2), Persuasion (+2).

Passive Wisdom (Perception): X.

 10 ARMOR CLASS	 INITIATIVE	 30ft. SPEED
HIT POINT MAXIMUM 6		
Health ↙		
CURRENT HIT POINTS		
X		
TEMPORARY HIT POINTS		
Total _____ X	SUCCESSSES ○ ○ ○ ○ FAILURES ○ ○ ○ ○ X	
HIT DICE	DEATH SAVES	

```
graph TD; A[PERSONALITY TRAITS] --> B[IDEALS]; B --> C[BONDS]; C --> D[FLAWS];
```

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME	ATK BONUS	DAMAGE/TYPE
Eldritch Blast	+3	1d10 / Force
-----	---	---
-----	---	---

Attack Bonus (Bonus Chance to hit on attacks):

Warlocks spells get a Charisma Bonus (+2)
 +
 Proficiency Bonus (+1)
 =
 Bonus Chance to Hit (+3)

Attack Damage against enemy hit points:

Eldritch Blast attack damage
 Roll one 1 sided die (1d10)

Spell damage comes from a list of spells in the player's handbook.

(Spell) Mage Hand
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.

Languages: Common, Infernal

Proficient with equipment:
Light Armor, Staves, Wands

Proficient at skills:
Arcana, Deception, Intimidation

OTHER PROFICIENCIES & LANGUAGES

Armor: Black Robes (10 Armor)

EQUIPMENT & CHARACTER NOTES

Sparkles the Purple

CHARACTER NAME

Wizard, Level 0

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Human

RACE

ALIGNMENT

EXPERIENCE POINTS

+1

PROFICIENCY BONUS

✗

INSPIRATION

10

+0

STRENGTH

These are skills

10

+0

DEXTERITY

Proficient, y/n?

10

+0

CONSTITUTION

14

+2

INTELLIGENCE

10

+0

WISDOM

10

+0

CHARISMA

✗

PASSIVE WISDOM (PERCEPTION)

10

ARMOR CLASS

✗

INITIATIVE

30ft.

SPEED

HIT POINT MAXIMUM 6

Health

CURRENT HIT POINTS

✗

TEMPORARY HIT POINTS

Total

HIT DICE

SUCCESS

FAILURES

DEATH SAVED

✗

PERSONALITY TRAITS

✗

IDEALS

✗

BONDS

✗

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Firebolt

+3

1d10 / Fire

Attack Bonus (Bonus Chance to hit on attacks):

Wizard spells get an Intelligence Bonus (+2)

+ Proficiency Bonus (+1)

= Bonus Chance to Hit (+3)

Attack Damage against enemy hit points:

Firebolt attack damage

Roll one 1 sided die (1d10)

Spell damage comes from a list of spells in the player's handbook. The spell of Firebolt is listed on page 242.

ATTACKS & SPELLCASTING

Minor Illusion: As an action, you can create the illusion of a sound or an image (but not both) within 30ft. that lasts up to one minute.

Examples:

- A voice
- A lion's roar
- A treasure chest
- A chair
- A signpost

Illusory objects cannot be larger than 5ft on any side.

FEATURES & TRAITS

Languages: Common

Proficient with equipment:
Light Armor, Staves

Proficient at skills: Arcana,
Perception

OTHER PROFICIENCIES & LANGUAGES

Armor: Purple Cloak (10 Armor)
Wooden Smoking Pipe
Walking Stick

EQUIPMENT & CHARACTER NOTES