Dwarf Fighter

8th-Level Medium Hill-Dwarf Fighter
Armor Class 18 (chain mail and shield)
Hit Points 85 (8d10 Hit Die)
Proficiency Bonus +3
Speed 25 ft. (your speed is not reduced by heavy armor)
Alignment lawful good
Languages Common, Dwarvish

Ability Scores

Strength	20	(+5); add proficiency bonus to saves
Dexterity	12	(+1); disadvantage on Stealth*
Constitution	18	(+4); add proficiency bonus to saves
Intelligence	10	(+0)
Wisdom	13	(+1)
Charisma	8	(-1)

*Only while wearing chain mail.

Attacks

Melee Attack: Battleaxe (+8 to hit; 1d8 + 5 slashing). If you are using this weapon with two hands roll 1d10 instead of 1d8.

Melee or Ranged Attack: Light hammer (range 20 ft./60 ft.; +8 to hit; 1d6 + 5 bludgeoning)

Skills (add proficiency bonus to related ability checks)

Athletics, Intimidation, Perception, Survival

Equipment

Chain mail, shield, battleaxe, light hammers (4), *potion of healing*, clothes, healer's kit, backpack, bedroll, belt pouch, crowbar, hempen rope (50 feet), lucky charm, mess kit, pitons (10), playing cards, rations (4 days), spade, waterskin, whetstone, 12 gp, and 3 sp.

Racial Traits

Darkvision. You can see in darkness within 60 feet of you as if it were dim light. When you do so, your vision is in black and white.

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

Dwarven Toughness. Your hit point maximum increased by 1 (included above), and it increases by 1 every time you gain a level. Additionally, whenever you roll Hit Dice during a rest, you regain 1 extra hit point for each Hit Die you roll.

Stonecunning. You have advantage on any Intelligence (History) check related to the origin of particular stonework. Additionally, when exploring underground environments, you cannot become lost.

Class Features

Action Surge. On your turn, you can take an additional action. If you do so, you must complete a short rest or a long rest before you can use this feature again.

Extra Attack. You can attack one extra time whenever you take the attack action on your turn. If you haven't used your whole move for the turn, you can move between your attacks.

Fighting Style (Protection). When a creature that you can see attacks you or a target within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll if you are wielding a melee weapon, a shield, or both.

Superior Critical. Your weapon attacks can score a critical hit on a roll of 18–20.

Martial Path. Your martial path is the path of the warrior. This grants you certain benefits as you level.

Proficiencies. Add your proficiency bonus to attack rolls you make using martial weapons and simple weapons (included in "Attacks"). You also add your proficiency bonus to ability checks made to use mounts (land) and your skills (noted in "Skills"), as well as to your Strength and Constitution saving throws (noted in "Ability Scores"). You also have proficiency with all armor and shields.

Second Wind. As an action, you can gain temporary hit points equal to 1d6 + your fighter level. These hit points can exceed your hit point maximum, and they cannot be regained. If you take damage, these hit points are lost first, and they go away after 5 minutes. Once you use this feature, you must complete a short rest or a long rest before you can use it again.

Background: Soldier

You were a soldier in a dwarvish garrison.

Military Rank. You have a military rank from your career as a soldier. Soldiers loyal to your former garrison still recognize your authority and influence, and they defer to you if they are of a lower rank. You can invoke your rank to exert influence over other soldiers and requisition simple equipment, horses, and vehicles for temporary use. You can usually gain access to friendly military bases where your rank is recognized.

Proficiencies. You have proficiency with playing cards and vehicles (land), so you add your proficiency bonus to ability checks you make using them.

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Elf Mage

8th-Level Medium High Elf Mage
Armor Class 12
Hit Points 51 (8d6 Hit Die)
Proficiency Bonus +3
Speed 30 ft.
Alignment chaotic good
Languages Common, Celestial, Draconic, Dwarvish, Elvish, Giant, Goblin, Sylvan, Undercommon

Ability Scores

Strength	8	(-1)
Dexterity	14	(+2)
Constitution	16	(+3)
Intelligence	19	(+4); add proficiency bonus to saves
Wisdom	12	(+1); add proficiency bonus to saves
Charisma	10	(+0)

Attacks

Melee Attack: Short sword (+5 to hit; 1d6 + 2 piercing)
Ranged Attack: Longbow (ranged 150 ft./600 ft.; +5 to hit; 1d8 + 2 piercing)
Spell Saving Throw DC: 15 (12 without a magic focus)

Skills (add proficiency bonus to related ability checks)

Arcana, History, Insight, Search

Cantrips

Light, minor illusion, ray of frost, shocking grasp

Prepared Spells

Arcane eye, burning hands, charm person, dispel magic, fireball, flaming sphere, invisibility, lightning bolt, magic missile, scorching ray, stoneskin, thunderwave

Equipment

Robes, short sword, longbow (20 arrows), wand, *potion of healing*, healer's kit, backpack, bedroll, belt pouch, candles (5), clothes, component pouch, ink pen, ink, mess kit, paper (10 sheets), rations (4 days), spellbook, tinderbox, waterskin, 7 gp, 9 sp.

Racial Traits

Fey Ancestry: You have advantage on saving throws against being charmed, and magic cannot put you to sleep.

Keen Senses. You have advantage on Wisdom (Perception) checks.

Low-Light Vision. You can see in dim light as well as you do in bright light.

Proficiencies. Add your proficiency bonus to attack rolls you make using long swords, short swords, shortbows, and longbows (included in "Attacks").

Trance. You do not need to sleep. Instead, you meditate deeply for 4 hours a day. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

Class Features

Arcane Recovery. Once per day during a short rest, you can regain some of your magical energy by studying your spellbook. You choose expended spell slots to recover. The spell slots can have a combined level that is less than or equal to half your mage level (round up).

Arcane Tradition. Your arcane tradition is evocation. This grants you certain benefits as you level.

Potent Cantrip. When a creature is missed by or succeeds on a saving throw against your evocation cantrip that deals damage, the creature still takes half the damage but suffers no additional effect.

Proficiencies. Add your proficiency bonus to attack rolls you make using daggers, darts, light crossbows, quarterstaffs, and slings. You also add your proficiency bonus to ability checks made to use your skills (noted in "Skills"), and to your Intelligence and Wisdom saving throws (noted in "Ability Scores"). You have no proficiency with armor or shields.

Sculpt Spells. When you cast an evocation spell that affects other creatures, you can choose a number of creatures equal to the spell's level + 1. The chosen creatures automatically succeed on their saving throws against the spell, and they take no damage if they would normally take half damage from the spell.

Spellcasting

As a student of arcane magic, you have a spellbook containing mage cantrips, which you can cast at will, and more powerful mage spells that you can cast a certain number of times per day. Your spellbook initially contains the spells included with this character.

Spells per Day. Your mage level determines the number of mage spells that you can cast of 1st level or higher. You must complete a long rest to regain any castings—also called spell slots—that you use.

SPELLS PER DAY

Spell Level	1	2	3	4
Spell Slots	4	3	3	2

Spell Preparation. Whenever you complete a long rest, you prepare the list of mage spells that you can cast. Your list can contain a number of mage spells equal to 1 + your mage level, and the spells can be of any spell level that is available to you (currently 4th). This character already has a list of prepared spells, but you can alter the list each day, choosing from among the spells in your spellbook.

Preparing your spells requires time spent studying your spellbook: at least one minute per spell level for each mage spell you prepare. You don't have to prepare all your spells at once. If you like, you can prepare some later in the day.

Casting a Prepared Spell. When you cast one of your prepared spells, you expend a casting of the spell's level or higher. The spell itself is not expended. For example, if you have the 1st-level spells *charm person* and *magic missile* prepared and have three 1st-level castings, you can cast both spells once or one spell twice.

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Magic Ability. Intelligence is your magic ability for your mage spells. The saving throw DC to resist one of your spells equals 8 + your Intelligence modifier. If you are holding a magic focus—a component pouch, orb, rod, staff, wand, or your spellbook—when you cast a spell, you add your proficiency bonus to the spell's saving throw DC.

Rituals. You can cast any mage spell as a ritual if you have the spell in your spellbook and the spell has a ritual version, such as *detect magic*. To cast a spell as a ritual, you must add 10 minutes to the spell's casting time, during which you undertake a prescribed ceremony that includes your spellbook.

Background: Sage

You have spent many years scouring manuscripts, studying scrolls, and listening to the greatest experts on the subjects that interest you.

Researcher. When you attempt to learn or recall a piece of lore, if you do not know that information, you often know where and from whom you can obtain it. Usually, this information comes from a library, scriptorium, university, or a sage or other learned person or creature. Your DM might rule that the knowledge you seek is secreted away in an almost inaccessible place, or that it simply cannot be found. Unearthing the deepest secrets of the universe can require an adventure or even a whole campaign.

Spells

You have the following spells and cantrips available.

Arcane Eye

4th-level evocation
Casting Time: 1 action
Range: 25 feet
Duration: concentration, up to 1 hour

You create an invisible, magical eye within range that hovers in the air for the duration.

You mentally receive visual information from the eye, which has normal vision and darkvision out to 10 feet. The eye can look in every direction.

As an action, you can move the eye up to 30 feet in any direction. There is no limit to how far away from you the eye can move, but it cannot enter another plane of existence. A solid barrier blocks the eye's movement, but the eye can pass through an opening as small as 1 inch in diameter.

Material Components: A bit of bat fur.

Burning Hands

1st-level evocation
Casting Time: 1 action
Range: Self
Duration: Instantaneous

As you hold your hands with thumbs touching and fingers spread, a thin sheet of flames shoots forth from your outstretched fingertips. Each creature in a 15-foot cone must make a Dexterity saving throw. A creature takes 3d6 fire damage on a failed save, and half as much damage on a successful one.

The fire ignites any flammable objects in the area that are not being worn or carried.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each level above 1st.

Charm Person

1st-level enchantment

Casting Time: 1 action
Range: 25 feet
Duration: 1 hour

Choose a living humanoid within range. It must make a Wisdom saving throw, and does so with advantage if you or your companions are fighting it. If it fails the saving throw, it is charmed by you until the spell ends or until you or your companions do anything harmful to it. The charmed creature regards you as a friendly acquaintance.

Detect Magic

1st-level divination (ritual)

Casting Time: 1 action
Range: Self
Duration: Concentration, up to 10 minutes

For the duration, you sense the presence of magic within 25 feet of you. If you sense magic, you can use your action to see a faint aura around any visible creature or object in the area that bears magic, and you learn its school of magic, if any.

The spell can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

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Dispel Magic

3rd-level abjuration

Casting Time: 1 action
Range: 100 feet
Duration: Instantaneous

Choose one creature, object, or magical effect within range. Any spell of 2nd level or lower on the target ends. For each spell of 3rd level or higher on the target, make an ability check using your magic ability. The DC equals 10 + the spell's level. On a successful check, the spell ends.

Dimension Door

4th-level conjuration

Casting Time: 1 action
Range: 500 feet
Duration: Instantaneous

You teleport yourself from your current location to any other spot within range. You arrive at exactly the spot desired. It can be a place you can see, one you can visualize, or one you can describe by stating distance and direction, such as "200 feet straight downward" or "upward to the northwest at a 45-degree angle, 300 feet."

You can bring along objects as long as their weight doesn't exceed what you can carry. You can also bring one willing creature of your size or smaller carrying gear up to its maximum load. The creature must be within 5 feet of you when you cast this spell.

If you would arrive in a place already occupied by an object or a creature, you and any creature traveling with you each take 4d6 force damage, and the spell is lost but fails to teleport you.

Flaming Sphere

2nd-level conjuration

Casting Time: 1 action
Range: 50 feet
Duration: Concentration, up to 1 minute

Choose an unoccupied space within range. A 5-foot-diameter sphere of fire appears there and lasts for the duration.

Any creature that starts its turn within 5 feet of the sphere must succeed on a Dexterity saving throw or take 2d6 fire damage (half damage on a successful save).

As an action, you can move the sphere up to 30 feet. You may direct the sphere over barriers up to 5 feet tall and jump it across pits up to 10 feet wide. The sphere ignites flammable objects, and it emits bright light in a 20-foot radius and dim light for an additional 40 feet.

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d6 for each level above 2nd.

Material Components: A bit of tallow, a pinch of brimstone, and a dusting of powdered iron.

Fireball

3rd-level evocation

Casting Time: 1 action
Range: 100 feet
Duration: Instantaneous

Choose a point within range. A streak flashes from your pointing finger to that point and then blossoms with a low roar into an explosion of flame. Each creature in a 20-foot-radius cloud centered on that point must make a Dexterity saving throw. A creature takes 6d6 fire damage on a failed save, and half as much damage on a successful one.

The fire damages objects in the area and ignites flammable objects that are not being worn or carried.

At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for each level above 3rd.

Material Components: A tiny ball of bat guano and sulfur.

Fog Cloud

2nd-level enchantment

Casting Time: 1 action
Range: 100 feet
Duration: Concentration, up to 1 minute

Choose a living humanoid within range that you can see. The target must succeed on a Wisdom saving throw or be paralyzed for the duration.

At the end of each of its turns, the affected target can make another saving throw. On a success, the spell ends.

Material Components: A small, straight piece of iron.

Hold Person

2nd-level enchantment

Casting Time: 1 action
Range: 100 feet
Duration: Concentration, up to 1 minute

Choose a living humanoid within range that you can see. The target must succeed on a Wisdom saving throw or be paralyzed for the duration.

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At the end of each of its turns, the affected target can make another saving throw. On a success, the spell ends.

Material Components: A small, straight piece of iron.

Identify

1st-level divination (ritual)
Casting Time: 1 hour
Range: 5 feet
Duration: Instantaneous

You learn the properties of a magic item of your choice within range. If the item has any special lore associated with it, you learn that lore as well.

Material Components: An infusion that includes wine, an owl feather, and crushed pearl

Invisibility

2nd-level illusion

Casting Time: 1 action
Range: Touch
Duration: 1 hour

Touch a willing creature. The creature becomes invisible for the duration. The spell ends early if the creature attacks or casts a spell on anything other than itself. The spell also ends if you cast it again or if you use your action to end it.

Material Components: An eyelash encased in a bit of gum arabic.

Knock

2nd-level transmutation (ritual)

Casting Time: 1 action
Range: 50 feet
Duration: Instantaneous

Choose an object within range. The object can be a door, a box, a chest, a set of manacles, a padlock, or another object that contains a mundane or magical means that prevents access.

A target that is held shut by a mundane lock or that is stuck or barred becomes unlocked, unstuck, or unbarred if the DC required to open it is 20 or lower. If the object has multiple locks, only one of them is unlocked.

If you choose a target that is magically locked, this spell instead suppresses the magical effect for 1 minute, during which time the target can be opened and shut normally.

When you cast the spell, a loud knock, audible from as far away as 50 feet, emanates from the target object.

Light

Evocation cantrip

Casting Time: 1 action
Range: Touch
Duration: 1 hour

You touch an object. Until the spell ends, the object emits bright light in a 20-foot radius and dim light for an additional 20 feet. The spell ends early if you dismiss it (no action required) or cast it again.

The light can be colored as you like and can be covered by an opaque object.

Material Components: A firefly or a piece of phosphorescent moss.

Lightning Bolt

3rd-level evocation

Casting Time: 1 action
Range: 100 feet
Duration: Instantaneous

A line of lightning 100 feet long and 5 feet wide emanates from you in a direction you choose. Each creature in the line must make a Dexterity saving throw. A creature takes 6d6 lightning damage on a failed save, and half as much damage on a successful one.

The lightning damages objects in the area and ignites flammable objects that are not being worn or carried.

At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for each level above 3rd.

Material Components: A bit of fur and an amber, crystal, or glass rod.

Magic Missile

1st-level evocation

Casting Time: 1 action
Range: 100 feet
Duration: Instantaneous

You create three glowing blue darts of magical force. Each dart hits a creature of your choice within range that you can see. A dart deals 1d4 + 1 force damage to its target. The darts strike simultaneously, and you can direct them to hit one creature or several.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the spell creates one more dart for each level above 1st.

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Minor Illusion

Illusion cantrip

Casting Time: 1 action
Range: 25 feet
Duration: 1 minute

You create a ghost sound or a silent image within range that lasts for the duration or until you dismiss it (no action required) or cast this spell again. If a creature uses its action to examine the sound or image, the creature can determine that it is an illusion with a Wisdom (Perception) check against your spell save DC.

Ghost Sound: You create a sound that originates from a point of your choice within range. The sound's volume can range from a whisper to a scream. It can be your voice, someone else's voice, a lion's roar, a beating of drums, or any other sound you choose. The sound continues unabated throughout the duration, or you can make discrete sounds at different times before the spell ends.

Silent Image: You create the image of an object, a creature, or some other visible phenomenon at a spot within range. The illusion does not create sound or any other effect aside from its image. The image must fit within a 10-foot cube. Any physical interaction with the image reveals it to be an illusion, because objects pass through it.

You can use your action to cause the image to move to any spot within 25 feet of you. As the image changes location, you can alter its appearance so that its movements appear natural for the image. For example, if you create an image of a creature and move it, you can alter the image so that it appears to be walking as you move it.

Material Components: A bit of fleece.

Ray of Enfeeblement

2nd-level necromancy

Casting Time: 1 action
Range: 100 feet
Duration: 1 minute

A black beam of energy springs from your finger toward a creature within range. Make a ranged attack roll against the creature, with a bonus to the roll equal to your magic ability modifier + your spellcasting bonus, if any. On a hit, the target has disadvantage on attack rolls based on Strength or Dexterity, and it can deal no more than 1 damage with such an attack. This spell has no effect upon undead or constructs.

Until the spell ends, at the end of each of the target's turns, it can make a Constitution saving throw against the spell. On a success, the spell ends early.

Ray of Frost

Evocation cantrip

Casting Time: 1 action
Range: 50 feet
Duration: Instantaneous

A beam of blue-white light streaks toward a creature within range. Make a ranged attack roll against that creature, with a +6 bonus to the attack roll. On a hit, the target takes 2d8 cold damage, and its speed is reduced by 10 feet until your next turn.

Scorching Ray

2nd-level evocation

Casting Time: 1 action
Range: 100 feet
Duration: Instantaneous

You create three rays of fire and hurl them at targets within range. You can hurl them at one target or several.

Make a ranged attack roll for each ray. You have a bonus to the roll equal to your magic ability modifier + your spellcasting bonus, if any. On a hit, the target takes 2d6 fire damage.

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, you create one additional ray for each level above 2nd.

Shocking Grasp

Evocation cantrip

Casting Time: 1 action
Range: 5 feet
Duration: Instantaneous

Lightning springs from your hand to deliver a brutal shock to a creature within range that you can see. The target must succeed on a Dexterity saving throw. Otherwise, the target takes 2d8 lightning damage, and it can't take reactions until its next turn. A target wearing heavy armor made of metal has disadvantage on the saving throw.

Stoneskin

4th-level abjuration

Casting Time: 1 action
Range: Touch
Duration: 1 hour

You touch a willing creature. Until the spell ends, the target's flesh becomes as hard as stone, giving

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it resistance to bludgeoning, piercing, and slashing damage.

Material Components: Diamond dust worth 100 gp.

Thunderwave

1st-level evocation

Casting Time: 1 action
Range: 15 feet
Duration: Instantaneous

With a loud crack, a wave of thunderous force sweeps out from you. Each creature in a 15-foot cube originating from you must make a Constitution saving throw. On a failed save, a creature takes 2d8 thunder damage and is pushed 10 feet away from you. On a successful one, it takes half as much damage and is not pushed.

In addition, unsecured objects that are completely within the area of effect are automatically pushed 10 feet away from you by the spell's effect, and the spell emits a thunderous boom audible within 300 feet of you.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8.

Water Breathing

3rd-level transmutation

Casting Time: 1 action
Range: 25 feet
Duration: 8 hours

Choose up to ten willing creatures within range. In addition to retaining its normal mode of respiration, each creature can now breathe underwater until the spell ends.

Material Components: A short reed or piece of straw.

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Elf Ranger

8th-Level Medium Wood Elf Ranger
Armor Class 15 (studded leather)
Hit Points 71 (8d10 Hit Die)
Proficiency Bonus +3
Speed 35 ft.
Alignment neutral good
Languages Common, Elvish

Ability Scores

Strength	12	(+1)
Dexterity	19	(+4); add proficiency bonus to saves
Constitution	14	(+2)
Intelligence	12	(+1)
Wisdom	14	(+2); add proficiency bonus to saves
Charisma	8	(-1)

Attacks

Melee Attack (Two-Weapon Fighting): Scimitar (+7 to hit; 1d6 + 4 slashing) and scimitar (+7 to hit; 1d6 + 4 slashing)
Ranged Attack: Longbow (range 150 ft./600 ft.; +7 to hit; 1d8 + 4 piercing)
Spell Saving Throw DC: 10

Prepared Spells

Barkskin, cordon of arrows cure wound, longstrider, silence

Skills (add proficiency bonus to related ability checks)

Animal Handling, Athletics, Nature, Perception, Stealth, Survival

Equipment

Studded leather, scimitars (2), longbow (20 arrows), *potion of healing*, clothes, healer's kit, backpack, bedroll, belt pouch, hempen rope (50 ft.), navigator's tools, rations (4 days), tent, tinderbox, torches (4), waterskin, 5 gp, and 4 sp.

Racial Traits

Fey Ancestry: You have advantage on saving throws against being charmed, and magic cannot put you to sleep.

Keen Senses. You have advantage on Wisdom (Perception) checks.

Low-Light Vision. You can see in dim light as well as you do in bright light.

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.

Trance. You do not need to sleep. Instead, you meditate deeply for 4 hours a day. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

Class Features.

Favored Enemy. You have a favored enemy that grants you benefits as you advance. You hunt savage humanoids and their ilk. Such brutes rely on numbers to overrun their victims, so you have learned to fight well while outnumbered.

Hordeslayer. When you damage a creature on your turn with a weapon attack, you deal 1d8 extra damage to each other creature you damage later in the same turn.

Hunter's Mobility. Opportunity attacks against you have disadvantage.

Extra Attack. You can attack one extra time whenever you take the attack action on your turn. If you haven't used your whole move for the turn, you can move between your attacks.

Fighting Style (Two-Weapon Fighting). When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack (already included).

Land's Stride. Moving through nonmagical difficult terrain costs you no extra movement. You can also pass through nonmagical plant overgrowth at your normal rate of movement, taking no damage from thorns and similar natural hazards such plants possess.

Natural Explorer. While exploring wilderness environments, you and any creature you choose that follows your lead, does so at twice the normal rate.

When you navigate, you and those who travel with you cannot become lost. When you scout, you can scout twice as far as normal. When you forage, you automatically find one day's worth of food for yourself and up to ten other people, plus an equal number of mounts, unless the region is unusually desolate.

Proficiencies. Add your proficiency bonus to attack rolls you make using martial weapons and simple weapons (included in "Attacks"). You also add your proficiency bonus to ability checks made to use mounts (land) and your skills (noted in "Skills"), as well as to your Dexterity and Wisdom saving throws (noted in "Ability Scores"). You also have proficiency with light armor, medium armor, and shields.

Tracking. You can spend 1 minute to track other creatures. You succeed automatically, except in the following circumstances:

- ✦ More than 24 hours have passed since the creatures passed.
- ✦ The creatures intentionally obscured their trail.
- ✦ Weather, such as snow or heavy rain, has obscured the trail.
- ✦ The terrain, such as a river or hard rock, makes discerning a trail difficult.
- ✦ Many creatures have traveled through the area, such as along a road or inside a city.

In such circumstances, a successful Wisdom check against a DC set by the DM is required to track.

If you track successfully, you discern whether creatures have passed through the area within 100 feet of you. You learn the number of creatures and their sizes, when they passed through, and the direction they were traveling. Based on the age and arrangement of the tracks, you can tell the difference between separate groups.

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If you successfully navigate while exploring, you can also follow tracks.

Spellcasting

You have learned to use the magical essence of nature, much as a druid does, to cast spells a certain number of times per day.

Spells per Day. Your ranger level determines the number of spells that you can cast of 1st level or higher. You must complete a long rest to regain any castings—also called spell slots—that you use.

SPELLS PER DAY

Spell Level	1	2
Spell Slots	4	3

Spell Known. Whenever you complete a long rest, you prepare the list of ranger spells that you can cast. Your list can contain a number of ranger spells equal to 1 + half your ranger level, and the spells can be of any spell level that is available to you (currently 2nd). This character already has a list of prepared spells (see below), but you can alter the list each day, choosing from among the spells on the ranger list that are available to you (see the "Spells" document).

Preparing your spells requires time spent in meditation: at least one minute per spell level for each ranger spell you prepare. You don't have to prepare all your spells at once. If you like, you can prepare some later in the day.

Casting a Prepared Spell. When you cast one of your prepared spells, you expend a casting of the spell's level or higher. The spell itself is not expended. For example, if you have the 1st-level spell *cure wounds* prepared and can still cast a 1st-level spell and a 2nd-level spell, you can cast *cure wounds* once or twice and at either level.

Magic Ability. Wisdom is your magic ability for your ranger spells. The saving throw DC to resist one of your spells equals 8 + your Wisdom modifier.

Background: Guide

You know the wilderness like the back of your hand.

Wanderer. You have an excellent memory for maps and geography, and you can always recall the general layout of terrain, settlements, and other features around you. In addition, you can find food and fresh water for yourself and up to five other people each day, provided that the land offers berries, small game, water, and so forth.

Proficiencies. You have proficiency with the climber's kit, navigator's tools, and vehicles (land), so you add your proficiency bonus to ability checks you make using them.

Spells

You have the following spells available.

Barkskin

2nd-level transmutation

Casting Time: 1 action
Range: Touch
Duration: Concentration, up to 1 hour

Touch a willing creature. The creature's skin takes on a rough, bark-like appearance and becomes as tough as word, giving the creature a +2 bonus to AC for the duration.

Cure Wounds

1st-level evocation

Casting Time: 1 action
Range: Touch
Duration: Instantaneous

You touch a creature, channeling positive energy into it. The creature regains 2d8 + 2 hit points. This spell has no effect upon undead or constructs.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the healing increases by 2d8 for each level above 1st.

Cordon of Arrows

2nd-level transmutation

Casting Time: 1 action
Range: 5 feet
Duration: 1 minute

You plant four arrows or crossbow bolts in the ground around you while laying a spell upon them to protect you. Until the spell ends, each time a creature moves to within 5 feet of you, one of the bolts or arrows flies up to strike at it and is then destroyed. The creature must make a Dexterity saving throw or take 1d6 piercing damage. When no bolts or arrows remain, the spell ends.

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, the number of bolts or arrows increases by one for each level above 2nd.

Material Components: Four or more arrows or bolts.

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Longstrider

1st-level transmutation
Casting Time: 1 action
Range: Touch
Duration: 1 hour
Touch a creature that is not affected by this spell. Until the spell ends, that creature's speed increases by 10 feet.

Silence

2nd-level illusion (ritual)

Casting Time: 1 action
Range: 100 feet
Duration: Concentration, up to 10 minutes

Choose a point within range. No sound can be created within or pass through a 20-foot-radius sphere centered on that point for the duration. Creatures within the area of silence are effectively deafened, and casting a spell that involves speech is impossible there.

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Gnome Druid

8th-Level Small Forest Gnome Druid
Armor Class 16 (hide armor and shield)
Hit Points 52 (8d8 Hit Die)
Proficiency Bonus +3
Speed 25 ft.
Alignment neutral
Languages Common, Druidic, Dwarvish, Gnomish

Ability Scores

Strength	8	(-1)
Dexterity	14	(+2)
Constitution	14	(+2)
Intelligence	11	(+0)
Wisdom	18	(+4); add proficiency bonus to saves
Charisma	12	(+1)

Attacks

Melee Attack: Scimitar (+5 to hit; 1d6 + 2 slashing)
Ranged Attack: Sling (ranged 30 ft./120 ft.; +5 to hit; 1d4 + 2 bludgeoning)
Spell Saving Throw DC: 15 (12 without a magic focus)

Skills (add proficiency bonus to related ability checks)

Deception, Insight, Nature, Sleight of Hand

Cantrips

Druidcraft, guidance, minor illusion

Prepared Spells

Call lightning, confusion, cure wounds, entangle, flaming sphere, fog cloud, meld into stone, moonbeam, protection from energy

Equipment

Hide armor, shield. scimitar, sling (20 bullets), yew wand, *potion of healing*, healer's kit, herbalism kit, backpack, bedroll, belt pouch, candles (5), two sets of clothes (common and noble), disguise kit, ten stoppered vials filled with colored water, deck of marked playing cards, signet ring of an imaginary duke, 9 gp, and 5 sp.

Racial Traits

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

Low-Light Vision. You can see in dim light as well as you do in bright light.

Natural Illusionist: You know the *minor illusion* cantrip. Intelligence is your magic ability for it. The saving throw DC for this cantrip equals 8 + your Intelligence modifier. If you are holding a magic focus—a rod, staff, or wand made of wood—when you cast the cantrip, you add your proficiency bonus to the spell's saving throw DC.

Speak with Small Beasts. Through sounds and gestures, you can communicate simple ideas with Small or smaller beasts.

Class Features

Circle of the Moon. Your are the circle of the moon. Your circle grants you features at certain druid levels.

Battle Wild Shape. You can use Wild Shape as part of any action that doesn't involve casting a spell or activating a magic item.

When you use your Wild Shape, you can choose to transform into an animal form that is dangerous in battle. The battle forms you can assume are a brown bear, a dire wolf, a panther, or a wolf.

Beast Speach. You can speak in beast form, and you can take actions that require speech, other than spellcasting.

Druidic. You can speak the secret language of druids and use it to leave hidden signs. A hidden sign is a written message up to twenty words long. You and others who know this language automatically spot such messages.

Proficiencies. Add your proficiency bonus to attack rolls you make using clubs, daggers, darts, javelins, maces, quarterstaffs, scimitars, sickles, slings, and spears (included in "Attacks"). You also add your proficiency bonus to ability checks made to use a herbalism kit and your skills (noted in "Skills"), as well as to your Wisdom saving throws (noted in "Ability Scores"). You also have proficiency with padded armor, leather armor, dragon leather, hide armor, and shields made of wood.

Wild Shape. You can use your action to magically assume the shape of a beast. You can use this feature twice, and then must complete a short rest or a long rest before using it again.

When you transform, choose one of the shapes available to you. You can transform into a bat, a cat, a deer, a dog, a fish, a hawk, a horse, an owl, a raven, a snake, a toad, or a weasel.

You can stay in a particular shape for a number of hours equal to half your druid level, after which time you revert to your normal form unless you expend another use of this feature. You can revert to your normal form earlier as part of any action that doesn't involve casting a spell or activating a magic item. And you automatically revert to your normal form if you fall unconscious, are reduced to 0 hit points, or die.

While you are transformed, the following rules apply:

- Your game statistics a--re replaced by the statistics of the creature, but you retain your alignment and your Intelligence, Wisdom, and Charisma scores. You also retain all of your skill and saving throw proficiencies, in addition to gaining those of the creature. If both you and the creature have the same proficiency, use only the higher bonus.
- When you transform, you assume the creature's hit points. When you revert to your normal form, you return to the number of hit points you had before you transformed. If you revert as a result of dropping to 0 hit points, however, any excess damage carries over to your normal form. For example, if you take 10 damage in animal form

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and have only 1 hit point left, you revert to your normal form and take 9 damage.

- You cannot speak, cast spells, or take any other action that requires hands or speech. Transforming does not break your concentration on a spell you have already cast, however.
- Your gear is subsumed in the new shape, so you cannot access such equipment to activate, use, wield, or otherwise benefit from it. (For instance, any magic item, armor, weapon or shield you have is of no benefit to you.)

Spellcasting

Drawing on the divine essence of nature itself, you have a combination of cantrips, which you can cast at will, and other spells that you can cast only a certain number of times per day.

Spells per Day. Your druid level determines the number of druid spells that you can cast of 1st level or higher. You must complete a long rest to regain any castings—also called spell slots—that you use.

SPELLS PER DAY

Spell Level	1	2	3	4
Spell Slots	4	3	3	2

Spell Preparation. Whenever you complete a long rest, you prepare the list of druid spells that you can cast. Your list can contain a number of druid spells equal to 1 + your druid level, and the spells can be of any spell level that is available to you (currently 4th). This character already has a list of prepared spells, but you can alter the list each day, choosing from among the spells on the druid list that are available to you (see the "Spells" document).

Preparing your spells requires time spent in prayer and meditation: at least one minute per spell level for each druid spell you prepare. You don't have to prepare all your spells at once. If you like, you can prepare some later in the day.

Casting a Prepared Spell. When you cast one of your prepared spells, you expend a casting of the spell's level or higher. The spell itself is not expended. For example, if you have the 1st-level spell *cure wounds* prepared and can still cast a 1st-level spell and a 2nd-level spell, you can cast *cure wounds* once or twice and at either level.

Magic Ability. Wisdom is your magic ability for your druid spells. The saving throw DC to resist one of your spells equals 8 + your Wisdom modifier. If you are holding a magic focus—a rod, staff, or wand made of wood—when you cast a spell, you add your proficiency bonus to the spell's saving throw DC.

Rituals. You can cast any druid spell as a ritual if you have the spell prepared and the spell has a ritual version. To cast a spell as a ritual, you must add 10 minutes to the spell's casting time, during which you undertake a prescribed ceremony that includes your magic focus, a rod, staff, or wand made of wood.

Background: Charlatan

You think of yourself as a confidence artist; you can pull off short and long cons, and in a pinch, peddle snake oil.

False Identity. You have created a second identity that includes documentation, established acquaintances, and disguises that allow you to assume that persona. Additionally, you can forge documents including official papers and personal letters in a specific person's handwriting, as long as you have seen an example of the document you are trying to copy.

Proficiencies. You have proficiency with the disguise kit an playing cards, so you add your proficiency bonus to ability checks you make using them.

Spells

You have the following spells and cantrips available.

Call Lightning

3rd-level conjuration

Casting Time: 1 action
Range: 50 feet
Duration: Concentration, up to 10 minutes

A roiling stormcloud appears over your head, flashing with lightning. When you cast the spell, choose a point you can see within range. A bolt of lightning flashes down from the cloud to that point. Each creature within 5 feet of that point must make a Dexterity saving throw. A creature takes 4d10 lightning damage on a failed save, and half as much damage on a successful one.

Until the spell ends, you can use your action to call down another lightning strike from the cloud.

If you are outdoors in stormy conditions when you cast this spell, the spell gives you control over the existing storm instead of creating a new one. When you call down a bolt of lightning from the storm, it deals 6d10 damage.

At Higher Levels: When you cast this spell using a spell slot of 4th or higher level, the damage increases by 1d10 for each level above 3rd.

Confusion

4th-level enchantment

Casting Time: 1 action
Range: 100 feet
Duration: Concentration, up to 1 minute

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This spell assaults and twists creatures' minds, spawning delusions and provoking uncontrolled action. Each creature in a 10-foot-radius cloud centered on a point you choose within range must succeed on a Wisdom saving throw or be affected by the spell for the duration.

A creature affected by this spell must roll a d10 at the start of each of its turns to determine its behavior during that turn.

1	The creature uses all its movement to move in a random direction. To determine the direction, roll a d8 and assign a direction to each die face. The creature does not take an action this turn.
2-6	The creature does not move this turn, and the only action it can take is to make a Wisdom check against your spell save DC to end the effect.
7-8	The creature makes a melee attack against a randomly determined creature within its reach. If there is no creature within its reach, the creature does nothing this turn.
9-10	The creature can act and move normally. It can use its action to make a Wisdom check against your spell save DC to end the effect.

Material Components: Three nut shells.

Cure Wounds

1st-level evocation

Casting Time: 1 action
Range: Touch
Duration: Instantaneous

You touch a creature, channeling positive energy into it. The creature regains 2d8 + 2 hit points. This spell has no effect upon undead or constructs.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the healing increases by 2d8 for each level above 1st.

Druidcraft

Transmutation cantrip

Casting Time: 1 action
Range: 25 feet
Duration: Instantaneous or 1 minute

Whispering to the earth and heeding the voice of the wind, you create one of the following effects within range.

- ✦ You create a tiny, harmless sensory effect that lasts for up to 1 minute and predicts what the weather will be at your location for the next 24 hours. You might create a golden orb for clear skies, a cloud for rain, falling snowflakes for snow, and so on.
- ✦ You produce up to five wisps of light that last for up to 1 minute. Each wisp sheds dim light in a 5-foot radius. As part of the action you used to cast this cantrip, or as a separate action, you can direct the wisps to dance, move to any point within 25 feet of you that you can see, or trace a pattern in the air. The wisps can move as a group or independently.
- ✦ You instantly make a flower blossom, a seed pod open, or a leaf bud bloom.
- ✦ You instantly make a leaf, a pebble, a twig, or another natural object tumble or blow up to 25 feet in a cardinal direction you name, even if you do not know the direction.
- ✦ You create an instantaneous, harmless sensory effect, such as falling leaves, a puff of wind, the sound of a small animal crashing through brush, or the faint odor of skunk.
- ✦ You instantly light or snuff out a candle, a torch, or a small campfire.

If you cast this spell multiple times, you can have up to three of its non-instantaneous effects active at a time.

Entangle

1st-level conjuration

Casting Time: 1 action
Range: 100 feet
Duration: 1 minute

Choose a point on the ground within range that you can see. For the duration, grasping roots and vines sprout within a 20-foot radius centered on that point and turn the ground in the area into difficult terrain.

A creature in the area when you cast the spell must succeed on a Strength saving throw or be restrained by the roots. The creature can use its action to make a Strength check against the spell's DC. On a success, the creature frees itself.

When the spell ends, the conjured plants wilt away.

Flaming Sphere

2nd-level conjuration

Casting Time: 1 action
Range: 50 feet
Duration: Concentration, up to 1 minute

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Choose an unoccupied space within range. A 5-foot-diameter sphere of fire appears there and lasts for the duration.

Any creature that starts its turn within 5 feet of the sphere must succeed on a Dexterity saving throw or take 2d6 fire damage (half damage on a successful save).

As an action, you can move the sphere up to 30 feet. You may direct the sphere over barriers up to 5 feet tall and jump it across pits up to 10 feet wide. The sphere ignites flammable objects, and it emits bright light in a 20-foot radius and dim light for an additional 40 feet.

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d6 for each level above 2nd.

Material Components: A bit of tallow, a pinch of brimstone, and a dusting of powdered iron.

Fog Cloud

1st-level conjuration

Casting Time: 1 action
Range: 100 feet
Duration: Concentration, up to 1 hour

You create a 20-foot-radius cloud of fog centered on a point within range. The cloud's area is heavily obscured. It lasts for the duration or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the radius of the mist increases by 20 feet for each level above 1st.

Guidance

Divination cantrip

Casting Time: 1 action
Range: Touch
Duration: 1 minute

You touch one willing creature not affected by this spell, calling upon the gods for aid. Once before the spell ends, the target can roll a d4 and add the number rolled to one ability check of its choice. It may choose to roll the die before or after rolling the ability check. The spell then ends.

The spell ends early if you cast it again before the duration has passed.

Meld into Stone

3rd-level transmutation

Casting Time: 1 action
Range: Touch
Duration: 8 hours

Choose a point you can touch on a stone object or surface large enough to fully contain your volume. You can step into the stone at that point using your movement, melding yourself and all the equipment you carry with the stone for the duration. Nothing of your presence remains visible or otherwise detectable by nonmagical senses.

While merged with the stone, you cannot see what occurs outside it, and any Wisdom (Perception) checks you make to hear sounds outside it are made with disadvantage. You remain aware of the passage of time and can cast spells on yourself while merged in the stone. You can use your movement to leave the stone where you entered it, which ends the spell.

Minor physical damage to the stone does not harm you, but its partial destruction or a change in its shape (to the extent that you no longer fit within it) expels you and deals you 6d6 bludgeoning damage. The stone's complete destruction (or transmutation into a different substance) expels you and deals you 50 bludgeoning damage. If expelled, you fall prone in an open space closest to where you first entered.

Minor Illusion

Illusion cantrip

Casting Time: 1 action
Range: 25 feet
Duration: 1 minute

You create a ghost sound or a silent image within range that lasts for the duration or until you dismiss it (no action required) or cast this spell again. If a creature uses its action to examine the sound or image, the creature can determine that it is an illusion with a Wisdom (Perception) check against your spell save DC.

Ghost Sound: You create a sound that originates from a point of your choice within range. The sound's volume can range from a whisper to a scream. It can be your voice, someone else's voice, a lion's roar, a beating of drums, or any other sound you choose. The sound continues unabated throughout the duration, or you can make discrete sounds at different times before the spell ends.

Silent Image: You create the image of an object, a creature, or some other visible phenomenon at a spot within range. The illusion does not create sound or any other effect aside from its image. The image must fit within a 10-foot cube. Any physical interaction

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with the image reveals it to be an illusion, because objects pass through it.

You can use your action to cause the image to move to any spot within 25 feet of you. As the image changes location, you can alter its appearance so that its movements appear natural for the image. For example, if you create an image of a creature and move it, you can alter the image so that it appears to be walking as you move it.

Material Components: A bit of fleece.

Moonbeam

2nd-level evocation

Casting Time: 1 action
Range: 50 feet
Duration: Concentration, up to 1 minute

A silvery beam of pale light shines down in a 5-foot-radius, 40-foot-high cylinder centered on a point within range. Until the spell ends, dim light fills the cylinder.

Each creature that enters the light on its turn or starts its turn there is engulfed in ghostly flames that cause searing pain. The creature must make a Constitution saving throw. Shapechangers make this saving throw with disadvantage. A creature takes 3d8 radiant damage on a failed save, and half as much damage on a successful one. Shapechangers that fail the saving throw also instantly revert back to their natural forms and cannot assume different forms until they leave the spell's light.

On each of your turns after you cast this spell, you can use an action to move the beam 50 feet in any direction.

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d8 for each level above 2nd.

Protection from Energy

3rd-level abjuration

Casting Time: 1 action
Range: Touch
Duration: Concentration, up to 1 hour

You touch a willing creature and choose one damage type: acid, cold, fire, lightning, or thunder. The target has resistance to that damage type for the duration.

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Human Cleric

8th-Level Medium Human Cleric
Armor Class 18 (chain mail and shield)
Hit Points 62 (8d8 Hit Die)
Proficiency Bonus +3
Speed 30 ft. (25 ft. in chain mail)
Alignment lawful good
Languages Common, Dwarvish, Elvish

Ability Scores

Strength	16	(+3)
Dexterity	10	(0); disadvantage on Stealth*
Constitution	14	(+2)
Intelligence	11	(+0)
Wisdom	18	(+4); add proficiency bonus to saves
Charisma	14	(+2); add proficiency bonus to saves

*Only while wearing chain mail.

Attacks

Melee Attack: Mace (+6 to hit; 1d6 + 3 bludgeoning)
Melee or Ranged Attack: Javelin (range 30 ft./120 ft.; +6 to hit; 1d6 + 3 piercing)
Spell Saving Throw DC: 15 (12 without holy symbol)

Skills (add proficiency bonus to related ability checks)

Religion, History, Insight, Medicine

Cantrips

Light, sacred flame, spare the dying

Prepared Spells

Augury, beacon of hope, bless, command, cure wounds, dispel magic, healing word, inflict wounds, lesser restoration, prayer, prayer of healing, remove curse, sanctuary, shield of faith, speak with dead, spiritual weapon

Equipment

Chainmail, heavy shield, mace, javelins (3), *potion of healing*, healer's kit, herbalism kit, backpack, bedroll, belt pouch, cleric vestments, holy symbol, mess kit, rations (4 days), tome (holy teachings), waterskin, 6 gp, 9 sp, and 8 cp.

Class Features

Channel Divinity (2/day). You have the ability to channel divine energy directly from your deity, using that energy to fuel magical effects. You start with two such effects: Turn Undead and Restore Health.

When you use your Channel Divinity, you choose which effect to create. You must then complete a short rest or a long rest to use your Channel Divinity again.

Turn Undead. As an action, you present your holy symbol and speak a prayer censuring the undead. Each undead creature within 25 feet of you must make a Wisdom saving throw (DC 16), unless the creature has total cover against you. If the creature fails its saving throw, it is turned for 1 minute or until it takes damage. If such a creature has a hit point maximum equal to or lower than your cleric level multiplied by 5, the creature is destroyed instead of turned.

A turned creature must spend its turns trying to move as far away from you as it can, and it cannot willingly move closer than within 25 feet of you. It cannot take reactions, and it can use its actions only to hustle or to try to escape from an effect that prevents it from moving.

Restore Health. As an action, you present your holy symbol and evoke healing energy that can restore a number of hit points equal to 5 times your cleric level. Choose any creatures within 25 feet of you, and divide those hit points among them. To be affected, a creature must be at half its full hit points or lower, and it can't be an undead creature or a construct.

Disciple of Life. Whenever you restore hit points to a creature with a spell, the creature regains additional hit points equal to 2 + the spell's level. The spell must be at least 1st level.

Proficiencies. Add your proficiency bonus to attack rolls you make using simple weapons (included in "Attacks"). You also add your proficiency bonus to ability checks made to use mounts (land), the healer's kit, and your skills (noted in "Skills"). Add the bonus to your Wisdom and Charisma saving throws (noted in "Ability Scores"). You also have proficiency with all armor and shields.

Spellcasting

As a conduit of divine magic, you have a cantrips, which you can cast at will, and prepared spells that you can cast a certain number of times per day.

Spells per Day. Your cleric level determines the number of cleric spells that you can cast of 1st level or higher. You must complete a long rest to regain any castings—also called spell slots—that you use.

SPELLS PER DAY

Spell Level	1	2	3	4
Spell Slots	4	3	3	2

Spell Preparation. Whenever you complete a long rest, you prepare the list of cleric spells that you can cast. Your list can contain a number of cleric spells equal to 1 + your cleric level, and the spells can be of any spell level that is available to you (currently 4th). This character already has a list of prepared spells, including domain spells (see below), but you can alter the list each day, choosing from among the spells on the cleric list that are available to you (see the "Spells" document).

Preparing your spells requires time spent in prayer and meditation: at least one minute per spell level for each cleric spell you prepare. You don't have to prepare all your spells at once. If you like, you can prepare some later in the day.

Casting a Prepared Spell. When you cast one of your prepared spells, you expend a casting of the spell's level or higher. The spell itself is not expended. For example, if you have the 1st-level spell *cure wounds* prepared and can still cast a 1st-level spell and a 2nd-level spell, you can cast *cure wounds* once or twice and at either level.

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Magic Ability. Wisdom is your magic ability for your cleric spells. The saving throw DC to resist one of your spells equals 8 + your Wisdom modifier. If you present your holy symbol when you cast a spell, you add your proficiency bonus to the spell's saving throw DC and to any attack roll you make for the spell. To present your holy symbol, you need to hold it, wear it visibly, or bear it on your shield.

Rituals. You can cast any cleric spell as a ritual if you have the spell prepared and the spell has a ritual version. To cast a spell as a ritual, you must add 10 minutes to the spell's casting time, during which you undertake a prescribed ceremony that includes your holy symbol.

Domain Spells. You worship a deity that influences the domain of life (Chauntea in the Forgotten Realms). Because of this fact, you always have the following domain spells prepared, and they do not count against the number of spells you can prepare each day: *beacon of hope, bless, cure wounds, lesser restoration, prayer, spiritual weapon*

Background: Priest

You have pledged your life to serve your deity.

Temple Services. You belong to a specific temple dedicated to your deity. You have a residence there, and you can perform religious ceremonies drawn from the sacred teachings of your faith. While near your temple, or another location in which your faith has a presence, you can call upon fellow priests and others aligned with your faith for assistance, provided the assistance you ask for is not hazardous and you remain in good standing with your temple.

Proficiencies. You have proficiency with the herbalism kit and mounts (land), so you add your proficiency bonus to ability checks you make using them.

Spells

You have the following spells and cantrips available.

Augury

2nd-level divination (ritual)

Casting Time: 1 minute
Range: Self
Duration: Instantaneous

Describe a course of action that you plan to take within the next 30 minutes. By casting gem-inlaid sticks, rolling dragon bones, laying out ornate cards, or employing some other divining tool, you receive an answer from an otherworldly entity about the results of that course of action. The DM chooses from the following possible answers:

Weal, for good results

Woe, for bad results

Weal and woe, for both good and bad results

Nothing, for results that are not especially good or bad

The spell does not take into account any possible circumstances that might change the outcome, such as the casting of additional spells or the loss or gain of a companion.

If you cast the spell two or more times before completing your next long rest, there is a 25 percent chance on each casting after the first that you get a false reading. The DM makes this roll in secret.

Material Components: Specially marked sticks, bones, or similar tokens worth at least 25 gp, which are not consumed when you cast the spell.

Beacon of Hope

3rd-level abjuration

Casting Time: 1 action
Range: 25 feet
Duration: 1 minute

Choose any number of creatures within range. Your prayer fills these creatures with hope, vitality, and the will to push through the most trying circumstances. For the duration, each target has advantage on Wisdom saving throws and death saving throws, and a target regains the maximum number of hit points possible from any healing.

Bless

1st-level enchantment

Casting Time: 1 action
Range: 25 feet
Duration: Concentration, up to 10 minutes

Choose any number of creatures within range that are not already affected by this spell. Whenever a target makes an attack roll or a saving throw before the spell ends, your blessing allows it to add a d4 to the result.

Command

1st-level enchantment

Casting Time: 1 action
Range: 50 feet
Duration: 1 round

You speak a one-word command to a creature within range. It must succeed on a Wisdom saving throw or follow the command on its next turn, unless the creature doesn't understand it. This spell has no effect upon undead or constructs.

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Some typical commands and their effects follow. You might issue a command other than one described here. If you do so, the DM determines how the target behaves. If the target is prevented from following the command issued to it, the spell ends.

Approach: The target moves toward you by the shortest and most direct route, ending its turn if it moves within 5 feet of you.

Drop: The target drops whatever it is holding and then ends its turn.

Flee: The target spends its turn moving away from you by the fastest available means.

Grovel: The target falls prone and then ends its turn.

Halt: The target does not move and takes no actions. A flying creature stays aloft, provided it is able to do so.

Cure Wounds

1st-level evocation

Casting Time: 1 action
Range: Touch
Duration: Instantaneous

You touch a creature, channeling positive energy into it. The creature regains 2d8 + 2 hit points. This spell has no effect upon undead or constructs.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the healing increases by 2d8 for each level above 1st.

Dispel Magic

3rd-level abjuration

Casting Time: 1 action
Range: 100 feet
Duration: Instantaneous

Choose one creature, object, or magical effect within range. Any spell of 2nd level or lower on the target ends. For each spell of 3rd level or higher on the target, make an ability check using your magic ability. The DC equals 10 + the spell's level. On a successful check, the spell ends.

Healing Word

1st-level evocation

Casting Time: Swift
Range: 50 feet
Duration: Instantaneous

As you call out a brief prayer, a creature of your choice within range regains 1d8 + 2 hit points. This spell has no effect upon undead or constructs.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the hit points regained increase by 1d8 for each level above 1st.

Inflict Wounds

1st-level necromancy

Casting Time: 1 action
Range: 25 feet
Duration: Instantaneous

Choose a creature within range that you can see. It must make a Constitution saving throw. It takes 3d8 necrotic damage on a failed save, and half as much damage on a successful one. This spell has no effect upon undead or constructs.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8 for each level above 1st.

Lesser Restoration

2nd-level abjuration

Casting Time: 1 action
Range: Touch
Duration: Instantaneous

You touch a creature and send positive energy coursing through it. Choose one of the following effects.

Remove Blindness or Deafness: If the creature is blinded or deafened, choose one of those conditions and end it.

Remove Disease: If the creature is suffering from any diseases, the most virulent one is cured.

Remove Paralysis: If the creature is subjected to any paralyzing effects, choose one of them and end it.

Light

Evocation cantrip

Casting Time: 1 action
Range: Touch
Duration: 1 hour

You touch an object. Until the spell ends, the object emits bright light in a 20-foot radius and dim light for an additional 20 feet. The spell ends early if you dismiss it (no action required) or cast it again.

The light can be colored as you like and can be covered by an opaque object.

Material Components: A firefly or a piece of phosphorescent moss.

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Prayer
3rd-level conjuration

Casting Time: Swift
Range: 25 feet
Duration: Concentration, up to 1 minute

Choose any number of creatures within range. Until the spell ends, each target gains the blessing of the gods, manifested in a +1 bonus to AC, attack rolls, weapon damage rolls, ability checks, and saving throws.

Prayer of Healing
2nd-level evocation

Casting Time: 10 minutes
Range: 25 feet
Duration: Instantaneous

Up to six creatures of your choice within range each regain 1d8 + 6 hit points. This spell has no effect upon undead or constructs.

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, the healing increases by 1d8 for each level above 2nd.

Remove Curse
3rd-level abjuration

Casting Time: 1 action
Range: Touch
Duration: Instantaneous

You touch one creature or object. All curses affecting it end, unless the object is a magic weapon, a shield, or a suit of armor. Such an item retains its curse, but the person wearing or holding the cursed item can remove or drop it and is no longer attuned to it.

Sacred Flame
Evocation cantrip

Casting Time: 1 action
Range: 25 feet
Duration: Instantaneous

Tongues of divine radiance, like flame, engulf a creature within range that you can see. Gaining no benefit from cover, the target must succeed on a Dexterity saving throw or take 2d8 radiant damage.

Sanctuary
1st-level abjuration

Casting Time: Swift
Range: 25 feet
Duration: 1 minute

You ward a creature within range against enemy attacks. Until the spell ends, anyone who targets that creature with an attack or a harmful spell must first make a Wisdom saving throw. On a failed save, it must choose a new target or lose the attack or spell. *Sanctuary* doesn't protect the chosen creature from area effects, such as the explosion of a *fireball*.

If the chosen creature makes an attack or casts a spell that affects an enemy creature, this spell ends early.

Shield of Faith
1st-level abjuration

Casting Time: Swift
Range: 50 feet
Duration: Concentration, up to 10 minutes

Choose a creature within range. A shimmering field appears and surrounds that creature, granting it a +1 bonus to AC. The bonus lasts for the duration.

Material Components: A small parchment with a bit of holy text written on it.

Spare the Dying
Necromancy cantrip

Casting Time: Swift
Range: Touch
Duration: Instantaneous

Touch a living creature that has 0 hit points. The creature regains 1 hit point. This spell has no effect upon undead or constructs.

Speak with Dead
3rd-level necromancy

Casting Time: 1 action
Range: 10 feet
Duration: 10 minutes

Choose a corpse within range. The corpse must still have a mouth, not be an undead creature, and not have been the target of this spell within the last 7 days.

Until the spell ends, you can ask the corpse up to five questions. The corpse knows only what it knew

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in life, including the languages it knew. Answers are usually brief, cryptic, or repetitive. This spell does not return the creature's soul to its body, only its animating spirit. Thus, the corpse cannot learn new information, does not comprehend anything that has happened since it died, nor can it speculate about future events.

Spiritual Weapon

2nd-level evocation

Casting Time: 1 action
Range: 50 feet
Duration: 1 minute

You create a floating, spectral weapon within range that lasts for the duration or until you cast this spell again. When you cast the spell, the weapon makes a melee attack against a creature within 5 feet of it. The weapon has a bonus to hit equal to your magic ability modifier + your spellcasting bonus. On a hit, the target takes 1d8 force damage.

As part of your action on any turn until the spell ends, you can move the weapon up to 20 feet and repeat the attack against a creature within 5 feet of it.

The weapon is typically a hammer, though it can take whatever form you choose. Some clerics of deities who are associated with a particular weapon (as St. Cuthbert is known for his mace, or Thor for his hammer) make the effect of this spell resemble that weapon.

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1 for each level above 2nd.

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Human Monk

8th-Level Medium Human Monk
Armor Class 17
Hit Points 54 (8d8 Hit Die)
Proficiency Bonus +3
Speed 35 ft.
Alignment lawful neutral
Languages Common, Giant, Goblin, Orcish

Ability Scores

Strength	13	(+1)
Dexterity	18	(+4); add proficiency bonus to saves
Constitution	14	(+2)
Intelligence	11	(+0)
Wisdom	16	(+3); add proficiency bonus to saves
Charisma	9	(-1)

Attacks

Melee Attack (Flurry of Blows): Unarmed strike (+7 to hit; 1d6 + 4 bludgeoning) and unarmed strike (+7 to hit; 1d6 + 4 bludgeoning)
Ranged Attack: Light crossbow (range 80 ft./320 ft.; +7 to hit; 1d8 + 4 piercing)

Skills (add proficiency bonus to related ability checks)

Athletics, Perception, Search, Stealth

Equipment

Light crossbow, crossbow bolts (20), *potion of healing*, healer's kit, backpack, bedroll, belt pouch, clothes, collection of "Wanted" broadsheets, lock of hair from previous bounty, silk rope (50 ft.), two sets of manacles, 35 gp, and 5 sp.

Class Features

Deflect Missiles. When you are hit by a ranged weapon attack, you can use your reaction to deflect or catch the missile with a free hand. Roll a d10, add your Dexterity modifier, and reduce the damage you take from that attack by the total. If you reduce the damage to 0, you can catch the missile if it is small enough for you to hold in one hand.

You can spend 1 ki point to reduce the damage by a further d10

Improved Flurry of Blows. When you attack with your unarmed strike on your turn, you can spend 1 ki point to make two additional unarmed attack as a part of the same action. You can decide to spend this point after seeing the result of the previous attack.

Ki (4 points). Your training allows you to channel energy, called ki, to create supernatural effects, including dazzlingly fast attacks and blinding speed. Your access to this magical energy is represented by a number of ki points. When you spend a ki point, it becomes unavailable until you complete a short rest or a long rest.

Monastic Tradition. Your monastic tradition is war of the open hand. This grants you certain benefits as you level.

Proficiencies. Add your proficiency bonus to attack rolls you make using clubs, daggers, handaxes, light crossbows, longspears, quarterstaffs, short swords, slings, spears, and unarmed strikes (included in "Attacks"). You also add your proficiency bonus to ability checks made to use your skills (noted in "Skills"), as well as to your Dexterity and Wisdom saving throws (noted in "Ability Scores"). You have no proficiency with armor or shields.

Slow Fall. When you take damage from a fall, you can use your reaction to reduce the damage you take from the fall by an amount equal to your monk level.

If you spend 1 ki point, you instead reduce the damage by 5 times your monk level.

Step of the Wind. Your speed increases by 5 feet (already included).

You can spend 1 ki point to increase your speed by an additional 15 feet, and also move along vertical surfaces and across liquids until the end of the turn.

Stunning Strike. When you score a critical hit on a creature, you can try to stun the creature. The target must succeed on a Constitution saving throw (DC 8 + your Wisdom modifier + your proficiency bonus) or be stunned until the end of your next turn.

Supreme Flurry. On your turn, you can spend 1 ki points to give yourself advantage on all attacks you make during this turn.

Unarmed Strike. As a result of your training with martial arts, your unarmed strike is considered to be a finesse weapon that deals 1d6 bludgeoning damage on a hit. Your unarmed strikes are considered to be magical for overcoming resistance and immunities.

Uncanny Dodge. Your agility is instinctive. When you make a Dexterity saving throw to take only half damage from an effect, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Wholeness of Body. As an action, you can regain hit points equal to twice your monk level. If you do so, you must complete a long rest before you can use this feature again.

Background: Bounty Hunter

You track down and capture fugitives for the bounty placed on their heads.

Bounty Board. When you are in an area of civilization, you can find information about fugitives and the bounties placed on their heads, and you can secure the legal authority to hunt down and capture or kill those fugitives. Sometimes the authorities will come to you, as an established bounty hunter, with specific requests. Your reputation and knowledge make it easy for you to establish useful contacts in the town watch or guard.

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When you attempt to locate a fugitive, if you fail to locate that quarry yourself, you often know where to go and from whom to obtain information on that quarry's whereabouts. Usually this comes in the form of contacts you have cultivated on past hunts. Your DM might rule that this information is unavailable—some creatures have ways of hiding themselves that are very difficult to uncover.

Proficiency. You have proficiency with mounts (land), so you add your proficiency bonus to ability checks you make using them.

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Half-Orc Barbarian

8th-Level Medium Half-Orc Barbarian
Armor Class 15 (studded leather)
Hit Points 80 (8d12 Hit Die)
Proficiency Bonus +3
Speed 40 ft.
Alignment chaotic neutral
Languages Common, Dwarvish, Orcish

Ability Scores

Strength	20	(+5); add proficiency bonus to saves
Dexterity	14	(+2); add proficiency bonus to saves
Constitution	14	(+2)
Intelligence	8	(-1)
Wisdom	12	(+1)
Charisma	10	(+0)

Attacks

Melee Attack: Maul (+8 to hit; 1d12 + 5 bludgeoning)
Melee or Ranged Attack: Javelin (range 30 ft./120 ft.; +8 to hit; 1d6 + 5 piercing)

Skills (add proficiency bonus to related ability checks)

Athletics, Insight, Persuasion, Search

Equipment

Studded leather, maul, javelins (3), *potion of healing*, clothes, healer's kit, backpack, bedroll, belt pouch, grappling hook, guild mark, mess kit, rations (4 days), silk rope (50 ft.), artisan's tools (leatherworking and smithing), steel mirror, waterskin, 13 gp, and 7 sp.

Racial Traits

Darkvision. You can see in darkness within 60 feet of you as if it were dim light. When you do so, your vision is in black and white.

Menacing. You have advantage on Charisma (Intimidation) checks.

Class Features

Barbarian Path. Your barbarian path is path of the berserker. This grants you certain benefits as you level.

Brutal Critical. Whenever you score a critical hit with a melee attack, roll one additional weapon damage die when determining the critical hit's extra damage.

Extra Attack. You can attack one extra time whenever you take the attack action on your turn. If you haven't used your whole move for the turn, you can move between your attacks.

Fast Movement. Your speed increases by 10 feet while you are wearing light armor, medium armor, or no armor (already included).

Fearless Rage. While raging, you cannot be frightened.

Feral Instinct. You have advantage when you roll initiative.

Feral Reflexes. Your instincts are so honed that if you are surprised while you are conscious, you can take a turn during the surprise round if you enter your rage at the start of that turn.

Mindless Rage. You cannot be charmed while raging.

Proficiencies. Add your proficiency bonus to attack rolls you make using martial weapons and simple weapons (included in "Attacks"). You also add your proficiency bonus to ability checks made to use mounts (land) and your skills (noted in "Skills"), as well as to your Strength and Constitution saving throws (noted in "Ability Scores"). You also have proficiency with light armor, medium armor, and shields.

Rage (4/day). On your turn, you can enter a rage as part of your action or move. While raging, you gain the following benefits:

- You have advantage on Strength checks and saving throws.
- You gain a +2 bonus to melee damage rolls.
- You gain twice your barbarian level in temporary hit points until the rage ends. These hit points can exceed your hit point maximum, and they cannot be regained. If you take any damage, these hit points are lost first.

Raging also has drawbacks. During it, you can't take reactions, except to make opportunity attacks.

Your rage lasts for 1 minute. It ends early if you end your turn and didn't attack an enemy creature during it.

Once you have reached the limit of your rages per day, you must complete a long rest before you can rage again.

Reckless Attack. You can grant yourself advantage on melee attack rolls during your turn. If you do so and you aren't raging, attack rolls against you have advantage until your next turn.

Thick Hide. While you are wearing no armor, your Armor Class equals 10 + your Dexterity modifier + your Constitution modifier.

Background: Blacksmith

You started your professional life as a blacksmith's apprentice.

Smith's Guild Member. You are a member of a smith's guild. Fellow members provide you with lodging and food. In some settlements, a guild hall offers a central place to meet other members of your profession. Guilds often wield tremendous political power, which you can sometimes use to your advantage.

Proficiencies. You have proficiency with artisan's tools (smithing) and artisan's tools (leatherworking), so you add your proficiency bonus to ability checks you make using them.

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Halfling Rogue

8th-Level Small Lightfoot Halfling Rogue
Armor Class 15 (studded leather)
Hit Points 51 (8d6 Hit Die)
Proficiency Bonus +3
Speed 25 ft.
Alignment neutral good
Languages Common, Halfling, Goblin

Ability Scores

Strength	10	(0)
Dexterity	19	(+4); add proficiency bonus to saves
Constitution	14	(+2)
Intelligence	12	(+1)
Wisdom	10	(+0)
Charisma	14	(+2)

Attacks

Melee Attack (Two-Weapon Fighting): Short sword (+7 to hit; 1d6 + 4 piercing) and short sword (+7 to hit; 1d6 piercing)
Melee or Ranged Attack: Dagger (range 20 ft./60 ft.; +7 to hit; 1d4 + 4 piercing)
Ranged Attack: Shortbow (range 80 ft./320 ft.; +7 to hit; 1d6 + 4 piercing)

Skills (add proficiency bonus to related ability checks)

Acrobatics*, Animal Handling, Athletics*, Deception*, Sleight of Hand, Stealth*, Survival (*see Expertise below)

Equipment

Studded leather, short swords (2), daggers (4), shortbow (20 arrows), *potion of healing*, clothes, healer's kit, backpack, bedroll, belt pouch, fishing tackle, flask of whiskey, lantern, mess kit, oil (3 pints), playing cards, rations (4 days), silk rope (50 ft.), thieves' tools, tinderbox, waterskin, whetstone, 4 gp, and 4 sp.

Racial Traits

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

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

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

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

Class Features

Burglury. Climbing doesn't halve your speed. In addition, your long jump distance increases by 10 feet, and your high jump distance increases by 5 feet.

Cunning Action. Your quick thinking and agility allow you to move and act quickly, so you can take a second action on each of your turns. This action can be used only to disengage, hide, or hustle.

Decipher Script. You have learned to decipher languages. When you spend at least 1 minute studying a page of text in a language you don't know, you can puzzle out the general meaning of that text. If you spend at least 1 hour studying the same text, you decipher the page's full meaning.

Evasion. When an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

Expertise. You have expertise with the following four skills: Acrobatics, Athletics, Deception, Stealth. You gain a +5 bonus to any ability check you make that involves these skills.

Fast Hands. You can use the extra action granted by your Cunning Action to make Dexterity (Sleight of Hand) checks, use your thieves' tools to disarm a trap or open a lock, or use an object in the environment.

Proficiencies. Add your proficiency bonus to attack rolls you make using simple weapons, hand crossbows, light crossbows, long swords, rapiers, and short swords (included in "Attacks"). You also add your proficiency bonus to ability checks made to use thieves' tools and your skills (noted in "Skills"), as well as to your Dexterity saving throws (noted in "Ability Scores"). You also have proficiency with light and medium armor.

Rogue Style. Your rogue style is thievery. This grants you certain benefits as you level.

Sneak Attack. Once per turn, when you attack a creature and hit, you deal an additional 1d6 damage to that target if you have advantage against it or if another enemy of the target is within 5 feet of it and that enemy is able to take actions.

Thieves' Cant. You have learned Thieves' Cant, a secret code language. The cant allows you to hide messages in seemingly normal conversation. Only a fellow speaker can understand such hidden messages. It takes four times longer to convey such a hidden message than it does to speak the same idea plainly.

In addition, you understand a set of secret signs and symbols used to covey short, simple messages, such as whether an area is dangerous or the territory of a thieves' guild, whether good loot is nearby, or whether the people in an area are trustworthy.

Uncanny Dodge. Whenever you make a Dexterity saving throw to take only half damage from an effect, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Background: Sailor

You were a river sailor and fisher, and you sometimes worked as a smuggler.

Salt of the Earth. Since you come from the ranks of the common folk, you fit in among them with ease. You can find a place to hide, rest, or recuperate among commoners, unless you have shown yourself to be a danger to them. They will shield you from the law or anyone else searching for you, though they will not risk their lives for you.

Proficiencies. You have proficiency with artisan's tools (woodworking), playing cards, and vehicles (water), so you add your proficiency bonus to ability checks you make using them.

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Half-Elf Paladin

8th-Level Medium Half-Elf Paladin
Armor Class 20 (chain mail and shield)
Hit Points 69 (8d10 Hit Die)
Proficiency Bonus +3
Speed 30 ft. (25 ft. in chain mail)
Alignment lawful good
Languages Common, Elvish, Infernal

Ability Scores

Strength	19	(+4)
Dexterity	10	(0); disadvantage on Stealth*
Constitution	14	(+2); add proficiency bonus to saves
Intelligence	10	(+0)
Wisdom	12	(+1)
Charisma	14	(+2); add proficiency bonus to saves

*Only while wearing chain mail.

Attacks

Melee Attack: Long sword (+7 to hit; 1d8 + 4 slashing)
Melee or Ranged Attack: Javelin (range 30 ft./120 ft.; +7 to hit; 1d6 + 4 piercing)
Spell Saving Throw DC 13 (10 without holy symbol)

Skills (add proficiency bonus to related ability checks)

Athletics, History, Performance, Persuasion

Prepared Spells

Bless, cure wounds, lesser restoration, magic weapon, protection from evil, sanctuary, shield of faith, zone of truth

Equipment

Chainmail, shield, long sword, javelins (4), *potion of healing*, healer's kit, backpack, bedroll, belt pouch, fine clothes, flute, hempen rope (50 ft.), holy symbol, ink, paper (5 sheets), rations (4 days), tome (holy teachings), traveler's clothes, waterskin, 6 gp, 9 sp, and 8 cp.

Racial Traits

Fey Ancestry: You have advantage on saving throws against being charmed, and magic cannot put you to sleep.

Keen Senses. You have advantage on Wisdom (Perception) checks.

Low-Light Vision. You can see in dim light as well as you do in bright light.

Class Features

Channel Divinity. You have the ability to channel divine energy directly from your deity, using that energy to fuel magical effects.

When you use your Channel Divinity, you choose which effect to create. You must then complete a short rest or a long rest to use your Channel Divinity again.

Sacred Weapon. As an action, you can imbue one weapon that you are holding with positive energy, using your Channel Divinity. For 1 minute, you add your Charisma modifier to attack rolls made with that weapon (a minimum bonus of +1), and the weapon emits bright light in a 20-foot radius and dim light 20 feet beyond that. If the weapon is not already magical, it becomes magical for the duration.

You can end this effect on your turn as part of any other action. If you are no longer holding or carrying this weapon, or if you fall unconscious, this effect ends.

Turn Undead. As an action, you present your holy symbol and speak a prayer censuring undead, using your Channel Divinity. Each undead creature within 25 feet of you must make a Wisdom saving throw, unless the creature has total cover against you. If the creature fails its saving throw, it is turned for 1 minute or until it takes damage. If such a creature has a hit point maximum equal to or lower than your paladin level multiplied by 3, the creature is destroyed instead of turned.

A turned creature must spend its turns trying to move as far away from you as it can, and it cannot willingly move closer than within 25 feet of you. It cannot take reactions, and it can use its actions only to hustle or to try to escape from an effect that prevents it from moving.

Turn Fiends. Your turn undead also affects fiends.

Divine Health. The divine magic flowing through you makes you immune to disease.

Divine Sense. As an action, you open your awareness to the divine. Until the end of your next turn, you know the location of any celestial, fiend, or undead creature within 50 feet of you, regardless of any intervening obstacles. Within the same radius, you also detect the presence of any place or object that has been consecrated or desecrated.

Divine Smite. When you hit a creature with a weapon attack, you can expend one paladin spell slot to smite, dealing extra damage. The extra damage is 2d8 radiant for a 1st-level spell, plus 1d8 radiant for each spell level higher than 1st. If the creature is undead or a fiend, the damage increases by 1d8.

Fighting Style (Defense). While you are wearing armor, you gain a +1 bonus to AC (already included).

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 hit points equal to your paladin level times 5.

As an action, you can touch a creature and draw power from the pool to restore any number of hit points to that creature, up to the maximum amount remaining in your pool. Alternatively, you can expend 5 hit points from your pool of healing to cure the target of one dise ase or neutralize one poison affecting it. You can cure multiple diseases and neutralize multiple poisons with a single use of Lay on Hands, expending hit points separately for each one.

This feature has no effect on undead or constructs.

Paladin Oath. Your paladin oath is oath of devotion. This grants you certain benefits as you level.

Proficiencies. Add your proficiency bonus to attack rolls you make using martial weapons and simple weapons (included in "Attacks"). You also add your proficiency bonus to ability checks made to use mounts (land) and your skills (noted in "Skills"), as

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well as to your Constitution and Charisma saving throws (noted in "Ability Scores"). You also have proficiency with all armor and shields.

Spellcasting

You have learned to draw on divine magic through prayer, as a cleric does, to cast spells a certain number of times per day.

Spells per Day. Your paladin level determines the number of spells that you can cast of 1st level or higher. You must complete a long rest to regain any castings—also called spell slots—that you use.

SPELLS PER DAY

Spell Level	1	2
Spell Slots	4	3

Spell Known. Whenever you complete a long rest, you prepare the list of paladin spells that you can cast. Your list can contain a number of paladin spells equal to 1 + half your paladin level, and the spells can be of any spell level that is available to you (currently 2nd). This character already has a list of prepared spells (see below), but you can alter the list each day, choosing from among the spells on the paladin list that are available to you (see the "Spells" document).

Preparing your spells requires time spent in prayer and meditation: at least one minute per spell level for each paladin spell you prepare. You don't have to prepare all your spells at once. If you like, you can prepare some later in the day.

Casting a Prepared Spell. When you cast one of your prepared spells, you expend a casting of the spell's level or higher. The spell itself is not expended. For example, if you have the 1st-level spell *cure wounds* prepared and can still cast a 1st-level spell and a 2nd-level spell, you can cast *cure wounds* once or twice and at either level.

Magic Ability. Charisma is your magic ability for your paladin spells. The saving throw DC to resist one of your spells equals 8 + your Charisma modifier. If you present your holy symbol when you cast a spell, you add your proficiency bonus to the spell's saving throw DC and to any attack roll you make for the spell. To present your holy symbol, you need to hold it, wear it visibly, or bear it on your shield.

Background: Minstrel

You wander the land performing music, telling tales, and entertaining audiences with your talents.

Noted Performer. You can always find a place to perform, usually in an inn or tavern. At such a place, you receive free lodging and food as long as you perform each night. In addition, your performance makes you something of a local figure. When strangers recognize you in a town where you have performed, they typically take a liking to you.

Proficiencies. You have proficiency with the disguise kit and flutes, so you add your proficiency bonus to ability checks you make using them.

Spells

You have the following spells available.

Bless

1st-level enchantment

Casting Time: 1 action
Range: 25 feet
Duration: Concentration, up to 10 minutes

Choose any number of creatures within range that are not already affected by this spell. Whenever a target makes an attack roll or a saving throw before the spell ends, your blessing allows it to add a d4 to the result.

Branding Smite

2nd-level evocation

Casting Time: Swift
Range: Self
Duration: 1 minute

You can cast this spell when you hit with a melee weapon attack on your turn.

Your weapon gleams with astral radiance as you strike, the light leaping toward your foe, and the attack deals 2d6 extra radiant damage to the target. If the target is invisible, it becomes visible. The target also emits dim light in a 5-foot radius and cannot become invisible until the spell ends.

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, the extra damage increases by 1d6 for each level above 2nd.

Cure Wounds

1st-level evocation

Casting Time: 1 action
Range: Touch
Duration: Instantaneous

You touch a creature, channeling positive energy into it. The creature regains 2d8 + 2 hit points. This spell has no effect upon undead or constructs.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the healing increases by 2d8 for each level above 1st.

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Lesser Restoration

2nd-level abjuration

Casting Time: 1 action
Range: Touch
Duration: Instantaneous

You touch a creature and send positive energy coursing through it. Choose one of the following effects.

Remove Blindness or Deafness: If the creature is blinded or deafened, choose one of those conditions and end it.

Remove Disease: If the creature is suffering from any diseases, the most virulent one is cured.

Remove Paralysis: If the creature is subjected to any paralyzing effects, choose one of them and end it.

Magic Weapon

2nd-level transmutation

Casting Time: 1 action
Range: 5 feet
Duration: 4 hours

Choose a nonmagical weapon within range. Until the spell ends, that weapon becomes a magic weapon with a +1 bonus to attack rolls and damage rolls.

At Higher Levels: If you cast this spell using a spell slot of 4th level or higher, the bonus increases to +2. If you use a spell slot of 6th level or higher, the bonus increases to +3.

Protection from Evil

1st-level abjuration

Casting Time: 1 action
Range: touch
Duration: 10 minutes

You touch a willing creature. Until the spell ends, the target is protected against certain types of evil creatures: elementals, fey, fiends, and undead.

The protection grants several benefits: Evil creatures of those types have disadvantage on attack rolls against the target. The target also can't be charmed, frightened, or possessed by them. If the target is already charmed, frightened, or possessed by such a creature, the target has advantage on any new saving throw against the relevant effect.

Material Components: Holy water or powdered silver and iron sprinkled over and around the target

Sanctuary

1st-level abjuration

Casting Time: Swift
Range: 25 feet
Duration: 1 minute

You ward a creature within range against enemy attacks. Until the spell ends, anyone who targets that creature with an attack or a harmful spell must first make a Wisdom saving throw. On a failed save, it must choose a new target or lose the attack or spell. *Sanctuary* doesn't protect the chosen creature from area effects, such as the explosion of a *fireball*.

If the chosen creature makes an attack or casts a spell that affects an enemy creature, this spell ends early.

Shield of Faith

1st-level abjuration

Casting Time: Swift
Range: 50 feet
Duration: Concentration, up to 10 minutes

Choose a creature within range. A shimmering field appears and surrounds that creature, granting it a +1 bonus to AC. The bonus lasts for the duration.

Material Components: A small parchment with a bit of holy text written on it.

Zone of Truth

2nd-level enchantment

Casting Time: 1 action
Range: 50 feet
Duration: 10 minutes

Choose a point within range. You create a magical zone that guards against deception. Until the spell ends, any creature that enters a 15-foot radius centered on that point or that starts its turn there must make a Charisma saving throw. On a failed save, a creature cannot speak a deliberate lie while in the radius. You know whether each creature succeeds or fails on its saving throw.

An affected creature is aware of the spell and may thus avoid answering questions to which it would normally respond with a lie. Such a creature can be evasive in its answers as long as it remains within the boundaries of the truth.

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Human Bard

8th-Level Medium Human Bard
Armor Class 13 (leather armor)
Hit Points 45 (8d6 Hit Die)
Proficiency Bonus +3
Speed 30 ft.
Alignment chaotic good
Languages Common, Elvish, Sylvan, Thieves' Cant

Ability Scores

Strength	9	(-1)
Dexterity	16	(+3)
Constitution	14	(+2)
Intelligence	11	(+0); add proficiency bonus to saves
Wisdom	13	(+1)
Charisma	18	(+4); add proficiency bonus to saves

Attacks

Melee Attack (Two-Weapon Fighting): Short sword (+6 to hit; 1d6 + 3 piercing) and short sword (+6 to hit; 1d6 piercing)
Melee or Ranged Attack: Dagger (range 20 ft./60 ft.; +6 to hit; 1d4 + 3 piercing)
Ranged Attack: Hand crossbow (range 30 ft./120 ft.; +6 to hit; 1d6 + 3 piercing)
Spell Saving Throw DC: 14 (12 without musical instrument)

Skills (add proficiency bonus to related ability checks)

Acrobatics*, Deception*, History*, Performance, Sleight of Hand, Stealth* (*see Expertise below)

Cantrips

Light, prestidigitation

Equipment

Leather armor, short swords (2), daggers (2), hand crossbow (20 bolts), drum sticks, flute, lute, *potion of healing*, clothes, disguise kit, healer's kit, backpack, bedroll, belt pouch, flask of whiskey, lampblack, lantern, mess kit, oil (3 pints), rations (4 days), small steel mirror, comb, thieves' tools, tinderbox, waterskin, whetstone, 3 gp, and 6 sp.

Class Features

Bard College. Your bard college is college of wit. This grants you certain benefits as you level.

Bardic Knowledge. You learn a little bit about everything. When you make an Intelligence check that involves the skills Arcana, History, Nature, or Religion, treat a d20 roll of 9 or lower as a 10.

Countercharm. While you perform Countercharm, you and friendly creatures within 25 feet of you are protected from being maliciously influenced/ An affected creature has advantage on saving throws against being charmed or frightened.

Expertise. You have expertise with the following four skills: Acrobatics, Deception, History, Stealth. You gain a +5 bonus to any ability check you make that involves these skills.

Extra Attack. You can attack one extra time whenever you take the attack action on your turn. If you haven't used your whole move for the turn, you can move between your attacks.

Jack of All Trades. When you make an ability check using a skill you don't have proficiency in, you can add half your proficiency bonus (rounded down) to the check.

Proficiencies. Add your proficiency bonus to attack rolls you make using simple weapons, hand crossbows, light crossbows, long swords, rapiers, short swords (included in "Attacks"). You also add your proficiency bonus to ability checks made to use flutes, lutes, and drums, as well as your skills (noted in "Skills"). Add the bonus to your Intelligence and Charisma saving throws (noted in "Ability Scores"). You also have proficiency with light armor.

Bardic Performance

You magically manipulate others through oration, music, and other special performances.

To use one of these magical performances, you must speak or play an instrument as an action. Maintaining the performance requires concentration, as some spells do (see the rules for magic). You can switch to a different performance by taking another action. The whole effect, whether it is composed of one performance or several, can last no longer than 10 minutes, and it ends early if you are silenced. You can't use this feature again until you rest for at least 10 minutes.

A creature can be affected by only one of these performances at a time. If two or more bards try to affect the same creature with such performances, the creature is affected by neither.

Call to Battle: While you perform Call to Battle, friendly creatures, including you, are inspired to fight with greater zeal while within 25 feet of you. An affected creature can roll an extra d4 when rolling damage for melee and ranged attacks.

Eviscerating Wit: You learn Eviscerating Wit, a new use for your Bardic Performance. You can perform it to plant the seeds of doubt in your foes' minds, using barbed insults and scathing satire to undermine their confidence.

While you perform it, each hostile creature within 50 feet of you that can understand you must make a Charisma saving throw against your bard spell save DC at the start of its turn. On a failed save, the creature has disadvantage on all ability checks while it remains in the performance's radius.

On a successful save, the creature becomes immune to this performance for 10 minutes.

Fascinating Performance: You learn Fascinating Performance, a new use for your Bardic Performance. While you perform it, each creature within 50 feet of you that isn't hostile to you must make a Wisdom saving throw against your bard spell save DC at the start of its turn. On a failed save, the target is charmed by you until the performance ends or the target leaves its radius. A charmed target cannot

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move or take actions and makes Wisdom (Perception) checks with disadvantage.

If you or another creature draws or brandishes a weapon or casts a spell, each charmed creature can make a new Wisdom saving throw to end the effect. If any of the targets take damage or is otherwise harmed, this effect ends for all of them.

If you make an attack or cast a spell that affects anyone but yourself, this effect ends. You cannot use this Bardic Performance if you or any creature that would be affected by it is currently engaged in combat.

Inspire Competence: Your performance of Inspire Competence fills friendly creatures with confidence while they are within 25 feet of you. When you start this performance, choose one of the six abilities. An affected creature can add your proficiency bonus to any check it makes with the chosen ability.

As an action, you can change the affected ability.

Spellcasting

As a gatherer of esoteric knowledge, you learn a few tricks and surprises from your research and travels. Bards dabble in a variety of different kinds of magic, picking up a few things here and there. You learn spells that you can cast a certain number of times per day, and know cantrips, which you can cast at will.

Spells per Day. Your bard level determines the number of spells that you can cast of 1st level or higher. You must complete a long rest to regain any castings—also called spell slots—that you use.

SPELLS PER DAY

Spell Level	1	2
Spell Slots	4	3

Spell Known. You know four 1st-level spells, three 2nd-level spell, and two cantrips, which are presented in this character. You learn more spells as you gain levels, as detailed on the Bard table in the full description of the class. The spells you learn must be of a level that you can cast or a cantrip.

Casting a Prepared Spell. When you cast one of the bard spells that you know, you expend a casting of the spell's level or higher. For example, if you have the 1st-level spell *cure wounds* prepared and can still cast a 1st-level spell and a 2nd-level spell, you can cast *cure wounds* at either level.

Magic Ability. Charisma is your magic ability for your bard spells. The saving throw DC to resist one of your spells equals 8 + your Charisma modifier. If you are holding a musical instrument when you cast a spell, you add your proficiency bonus to the spell's saving throw DC.

Background: Guild Thief

You made a living by stealing as a member of a thieves' guild.

Thieves' Cant. Among thieves, there is a secret language, which uses a combination of jargon words and secret signs that members of the criminal underworld know and use. Creatures hearing you converse in Thieves' Cant might think you say one thing when you are actually saying something else entirely.

You have learned the secret language of thieves. You can correctly interpret thief signs and double-speak, and you can communicate in this manner to others familiar with this language.

Proficiencies. You have proficiency with the disguise kit, thieves' tools, and poisoner's kit, so you add your proficiency bonus to ability checks you make using them.

Spells

You have the following spells and cantrips available.

Charm Person

1st-level enchantment

Casting Time: 1 action
Range: 25 feet
Duration: 1 hour

Choose a living humanoid within range. It must make a Wisdom saving throw, and does so with advantage if you or your companions are fighting it. If it fails the saving throw, it is charmed by you until the spell ends or until you or your companions do anything harmful to it. The charmed creature regards you as a friendly acquaintance.

Cure Wounds

1st-level evocation

Casting Time: 1 action
Range: Touch
Duration: Instantaneous

You touch a creature, channeling positive energy into it. The creature regains 2d8 + 2 hit points. This spell has no effect upon undead or constructs.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the healing increases by 2d8 for each level above 1st.

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Heat Metal

2nd-level transmutation

Casting Time: 1 action
Range: 50 feet
Duration: 1 roiund

Choose a manufactured metal object such as a metal weapon or a suit of heavy or medium metal armor within range that you can see. you cause the object to glow red-hot until the start of your next turn. While the target is hot, any creature that is holding or wearing the object, as well as any creature that touches it, takes 3d8 fire damage. A creature can take this damage only once during a round.

If a creature is holding or wearing the object and takes damage from it, the creature must succeed on a Constitution saving throw or drop the object. If it is not able to drop the object, the creature has disadvantage on attack rolls and ability checks until the spell ends.

At Highter Levels: When you cast this spell using a spell slot of 4th level or highter, the damage increases by 1d8 for each level above 2nd.

Healing Word

1st-level evocation
Casting Time: Swift
Range: 50 feet
Duration: Instantaneous

As you call out a brief prayer, a creature of your choice within range regains 1d8 + 2 hit points. This spell has no effect upon undead or constructs.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the hit points regained increase by 1d8 for each level above 1st.

Invisibility

2nd-level illusion

Casting Time: 1 action
Range: Touch
Duration: 1 hour

Touch a willing creature. The creature becomes invisible for the duration. The spell ends early if the creature attacks or casts a spell on anything other than itself. The spell also ends if you cast it again or if you use your action to end it.

Material Components: An eyelash encased in a bit of gum arabic.

Light

Evocation cantrip

Casting Time: 1 action
Range: Touch
Duration: 1 hour

You touch an object. Until the spell ends, the object emits bright light in a 20-foot radius and dim light for an additional 20 feet. The spell ends early if you dismiss it (no action required) or cast it again.

The light can be colored as you like and can be covered by an opaque object.

Material Components: A firefly or a piece of phosphorescent moss.

Prestidigitation

Transmutation cantrip

Casting Time: 1 action
Range: 10 feet
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. If you cast this spell multiple times, up to three of its non-instantaneous effects can be active at a time.

- You create an instantaneous sensory effect that is harmless, 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 item no larger than a cubic foot.
- You chill, warm, or flavor up to 1 pound of nonliving material for up to 1 hour.
- You make a color, small mark, or symbol appear on an object or a surface for up to 1 hour.
- You produce out of nothingness a small, nonmagical trinket or an illusory image that lasts until the end of your next turn.
- You make a small handheld item invisible until the end of your next turn.

Silence

2nd-level illusion (ritual)

Casting Time: 1 action
Range: 100 feet
Duration: Concentration, up to 10 minutes

Choose a point within range. No sound can be created within or pass through a 20-foot-radius sphere centered on that point for the duration. Creatures within the area of silence are effectively deafened,

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and casting a spell that involves speech is impossible there.

Zone of Truth

2nd-level enchantment

Casting Time: 1 action
Range: 50 feet
Duration: 10 minutes

Choose a point within range. You create a magical zone that guards against deception. Until the spell ends, any creature that enters a 15-foot radius centered on that point or that starts its turn there must make a Charisma saving throw. On a failed save, a creature cannot speak a deliberate lie while in the radius. You know whether each creature succeeds or fails on its saving throw.

An affected creature is aware of the spell and may thus avoid answering questions to which it would normally respond with a lie. Such a creature can be evasive in its answers as long as it remains within the boundaries of the truth.

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