

WARDENS of the Eastern Marches

Weylon

NAME



Wizard

CLASS

Dwarf

SPECIES

ALLIANCE

ALIGNMENT

BACK GROUND

1

LEVEL

Artisan

SUCCESSSES!!!

DEATH SAVES

FAILURES...

INSPIRATION

ATTACK/WEAPON

TO-HIT BONUS

RANGE

DAMAGE/TYPE

Dagger

+3

-

1d4+1 P

Quarterstaff

+1

-

1d6-1 B

Shocking Grasp

+5

-

1d8 Lightning

Unarmed Strike

+1

-

1 B

SPECIAL COMBAT ABILITIES:

INT

SPELL-CASTING ABILITY

SPELL

DC

SPELL SLOTS

1

2

3

4

5

CANTRIPS

1ST. LVL.

2ND LVL.

Acid splash

Shocking Grasp

Minor Illusion

Magic Missile

Silent Image

Detect Magic

Mage Armor

PROFICIENCIES & LANGUAGES

=== LANGUAGES ===

Common, Dwarvish, Gnomish

=== WEAPONS ===

Simple Weapons

=== TOOLS ===

Alchemist's Supplies, Brewer's Supplies, Mason's Tools, Woodcarver's Tools

EQUIPMENT (& LOOT)

Dagger (x2)

Quarterstaff

Alchemist's Supplies

Backpack

Pouch (x2)

Robe

Mason's Tools

Woodcarver's Tools

Wand

Traveler's Clothes

Oil (x10)

Parchment (x10)

Tinderbox

Book

Lamp

Ink Pen

Vial of Ink

CP: SP:

GP: 16

EP: PP:

ILLUSTRATIONS BY: JASON BRAUNCOWSKI @brauncowski

Darkvision 120'

Stonecunning (Tremorsense): 2 / Long Rest

You gain Tremorsense with a range of 60 ft. for 10 minutes. You must be on or touching a natural or worked stone surface to use this Tremorsense.

Fast Crafting: When you finish a Long Rest, you can craft one piece of gear from the Fast Crafting table, if you have the associated tools and are proficient with those tools. The item lasts until you finish another Long Rest, at which point the item falls apart.

RESISTANCES & IMMUNITIES

Resistant to poison damage; Advantage on saving throws against poison

PROFICIENCY BONUS

30 MOVE

FEET/RD.

INITIATIVE BONUS

1d6 HIT DICE

ARMOR CLASS

11

CURRENT

8 MAX

HIT POINTS

PROFICIENCY BONUS

12

PASSIVE PERCEPTION

12

PASSIVE INSIGHT

15

PASSIVE INVESTIGATION

CON

DEX

CHA

WIS

INT

STR

SAVING THROWS

ABILITY SCORES & BONUSES

SKILLS

ACROBATICS (DEX)

ANIMAL HANDLING (WIS)

ARCANA (INT)

ATHLETICS (STR)

DECEPTION (CHA)

HISTORY (INT)

INSIGHT (WIS)

INTIMIDATION (CHA)

INVESTIGATION (INT)

MEDICINE (WIS)

NATURE (INT)

PERCEPTION (WIS)

PERFORMANCE (CHA)

PERSUASION (CHA)

RELIGION (INT)

SLEIGHT OF HAND (DEX)

STEALTH (DEX)

SURVIVAL (WIS)

DEX

WIS

CHA

INT

STR

CON

DEX

CHA

INT

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DEX

CHA

INT

WARDENS of the Eastern Marches

Nightshade

NAME

Cleric

1

CLASS
Tiefling

ALLIANCE

Wayfarer

SPECIES

ALIGNMENT

BACKGROUND

INSPIRATION

DEATH SAVES

SUCCESS!!!

FAILURES...

ATTACK/WEAPON

TO-HIT BONUS

RANGE

DAMAGE/TYPE

Dagger

+4

-

1d4+2 P

Poison Spray

+5

30/120

1d12 Poison

Unarmed Strike

+1

-

1 B

SPECIAL COMBAT ABILITIES:

WIS

SPELL-CASTING ABILITY

SPELL SLOTS

13

SPELL DC

SPELL

+5

ATTACK BONUS

CANTRIPS

1ST. LVL.

Bless

Toll the Dead

Sanctuary

Command

Sacred Flame

Cure Wounds

Shield of Faith

Spare the Dying

Create/Destroy Water

Detect Evil & Good

Poison Spray

Protection From Evil

Detect Poison & Disease

Thaumaturgy

Bane

Detect Magic

Guidance

Purify Food & Drink

Guiding Bolt

Healing Word

Infllict Wounds

Ray of Sickness

=== LANGUAGES ===

Common, Common Sign Language, Goblin

=== ARMOR ===

Light Armor, Medium Armor, Shields

=== WEAPONS ===

Simple Weapons

=== TOOLS ===

Thieves' Tools

PROFICIENCIES & LANGUAGES

EQUIPMENT (& LOOT)

Shield
Chain Shirt
Dagger (x2)
Backpack
Pouch (x2)
Bedroll
Dice
Thieves' Tools
Emblem
Amulet
Traveler's Clothes

Rations (x7)
Robe
Blanket
Tinderbox
Lamp
Holy Water

CP: SP:
EP: GP: 23
PP:

SKILLS

- +2 ACROBATICS (DEX)
- +3 ANIMAL HANDLING (WIS)
- +4 ARCANA (INT)
- 1 ATHLETICS (STR)
- +0 DECEPTION (CHA)
- +1 HISTORY (INT)
- (P) +5 INSIGHT (WIS)
- +0 INTIMIDATION (CHA)
- +1 INVESTIGATION (INT)
- +3 MEDICINE (WIS)
- +1 NATURE (INT)
- +3 PERCEPTION (WIS)
- +0 PERFORMANCE (CHA)
- (P) +2 PERSUASION (CHA)
- (P) +6 RELIGION (INT)
- +2 SLEIGHT OF HAND (DEX)
- (P) +4 STEALTH (DEX)
- +3 SURVIVAL (WIS)

CURRENT
HIT POINTS 9
MAX 17

ARMOR CLASS
17

HIT DICE
1d8

INITIATIVE BONUS
+2

PROFICIENCY BONUS
+2

MOVE
30 FEET/RD.

PASSIVE PERCEPTION
13

PASSIVE INSIGHT
15

PASSIVE INVESTIGATION
11

RESISTANCES & IMMUNITIES

Resistant to poison damage

FEATURES & TRAITS

Darkvision 60'

Lucky (PHB 201):

Luck Points. You have 2 Luck Points that you can spend on the benefits below. You regain expended Luck Points after a Long Rest.

Advantage. When you roll a d20 for a D20 Test, you can spend 1 Luck Point to give yourself Advantage on the roll.

Disadvantage. When a creature rolls a d20 for an attack roll against you, you can spend 1 Luck Point to impose Disadvantage on that roll.

WARDENS of the Eastern Marches

Corsica

NAME



Warlock

1

CLASS

ALLIANCE

Noble

SPECIES

ALIGNMENT

BACKGROUND

INSPIRATION

DEATH SAVES

FAILURES...

SUCCESSES!!!

ATTACK/WEAPON

TO-HIT BONUS

RANGE

DAMAGE/TYPE

Dagger

+4

-

1d4+2 P

Sickle

+1

-

1d4-1 S

Walking Stick (Club)

+1

-

1d4-1 B

Eldritch Blast

+1

120'

1d10 Force

SPECIAL COMBAT ABILITIES:

Pact of the Blade - Conjure: As a Bonus Action, you can conjure a pact weapon in your hand.

CHA

SPELL

DC

SPELL

+5

ATTACK BONUS

SPELL CASTING ABILITY

SPELL SLOTS

1

2

3

4

5

CANTRIPS

1ST. LVL.

2ND LVL.

Eldritch Blast

Armor of Agathys

Friends

Hellish Rebuke

PROFICIENCIES & LANGUAGES

=== LANGUAGES ===

Common, Common Sign Language, Elvish

=== ARMOR ===

Light Armor

=== WEAPONS ===

Simple Weapons

=== TOOLS ===

Disguise Kit, Dragonchess Set

EQUIPMENT (& LOOT)

Studded Leather

Dagger (x2)

Walking Stick (Club)

Sickle

Perfume

Backpack

Book

Dragonchess Set

Orb

Fine Clothes

Oil (x10)

Parchment (x10)

Tinderbox

Book

Lamp

Ink Pen

Vial of Ink

CP: SP: 9

EP: GP: 62

PP:

ABILITY SCORES & BONUSES

STR

DEX

CON

INT

WIS

CHA

STR

DEX

CON

INT

WIS

CHA

STR

DEX

CON

INT

WIS

CHA

STR

DEX

CON

INT

WIS

CHA

STR

DEX

CON

INT

WIS

CHA

SKILLS

+2 ACROBATICS (DEX)

+0 ANIMAL HANDLING (WIS)

(P) +4 ARCANA (INT)

-1 ATHLETICS (STR)

(P) +5 DECEPTION (CHA)

(P) +4 HISTORY (INT)

(P) +2 INSIGHT (WIS)

+3 INTIMIDATION (CHA)

+2 INVESTIGATION (INT)

+0 MEDICINE (WIS)

+2 NATURE (INT)

(P) +2 PERCEPTION (WIS)

+3 PERFORMANCE (CHA)

(P) +5 PERSUASION (CHA)

+2 RELIGION (INT)

+2 SLEIGHT OF HAND (DEX)

(P) +4 STEALTH (DEX)

+0 SURVIVAL (WIS)

CURRENT

9

MAX

TEMP.

HIT POINTS

+2

PROFICIENCY BONUS

30

MOVE

FEET/RD.

INITIATIVE BONUS

+2

HIT DICE

1d8

ARMOR CLASS

14

RESISTANCES & IMMUNITIES

PASSIVE PERCEPTION

12

PASSIVE INSIGHT

12

PASSIVE INVESTIGATION

12

FEATURES & TRAITS

Pact of the Blade: As a Bonus Action, you can conjure a pact weapon in your hand, or create a bond with a magic weapon you touch. You can't bond with a magic weapon if someone else attuned to it or another Warlock is bonded with it. Until the bond ends, you're proficient with it and can use it as a Spellcasting Focus.

Resourceful: You gain Heroic Inspiration whenever you finish a Long Rest.

Lucky: Luck Points. You have 2 Luck Points that you can spend on the benefits below. You regain expended Luck Points after a Long Rest.

Advantage. When you roll a d20 for a D20 Test, you can spend 1 Luck Point to give yourself Advantage on the roll.

ILLUSTRATIONS BY: JASON BRAUNCOWSKI @brauncowski

WARDENS of the Eastern Marches

Ocana

NAME

Sorcerer

1

CLASS
Dragonborn

ALLIANCE

LEVEL

SPECIES

ALIGNMENT

BACKGROUND

INSPIRATION

DEATH SAVES

FAILURES...

SUCCESSES!!!

ATTACK/WEAPON

TO-HIT BONUS

RANGE

DAMAGE/TYPE

Dagger

+3

-

1d4-1 P

Spear

+3

30

1d6+1 P

Sorcerous Blast

+5

120

1d8 Acid

Unarmed Strike

+3

-

2 B

SPECIAL COMBAT ABILITIES:

Breath Weapon (Acid)

CHA

SPELL CASTING ABILITY

SPELL DC

13

SPELL

+5

ATTACK BONUS

SPELL SLOTS

1

2

X

3

X

4

X

5

CANTRIPS

1ST. LVL.

2ND LVL.

Mind Sliver

Sleep

Sorcerous Blast

Grease

Prestiditation

Friends

PROFICIENCIES & LANGUAGES

=== LANGUAGES ===

Common, Draconic, Halfling

=== WEAPONS ===

Simple Weapons

=== TOOLS ===

Navigator's Tools

EQUIPMENT (& LOOT)

Dagger (x2)

Spear

Backpack

Pouch (x2)

Navigator's Tools

Crystal

Fine Clothes

Traveler's Clothes

Oil (x2)

Rations (x10)

Rope

Tinderbox

Torches (x10)

Waterskin

Caltrops (x20)

Crowbar

CP:

SP:

EP:

GP:

PP:

35

ABILITY SCORES & BONUSES

STR	+1
DEX	+1
CON	+2
INT	+0
WIS	-1
CHA	+3

SKILLS

+1 ACROBATICS (DEX)
(P) +1 ANIMAL HANDLING (WIS)
+0 ARCANA (INT)
+1 ATHLETICS (STR)
(P) +5 DECEPTION (CHA)
+0 HISTORY (INT)
(P) +1 INSIGHT (WIS)
+3 INTIMIDATION (CHA)
+0 INVESTIGATION (INT)
-1 MEDICINE (WIS)
+0 NATURE (INT)
-1 PERCEPTION (WIS)
+3 PERFORMANCE (CHA)
(P) +5 PERSUASION (CHA)
+0 RELIGION (INT)
+1 SLEIGHT OF HAND (DEX)
+1 STEALTH (DEX)
-1 SURVIVAL (WIS)



CURRENT	11
HIT POINTS	8 MAX
TEMP.	
ARMOR CLASS	
HIT DICE	1d6
PROFICIENCY BONUS	+2
MOVE	30 FEET/RD.
INITIATIVE BONUS	+1

RESISTANCES & IMMUNITIES

You have resistance to Acid Damage.

FEATURES & TRAITS

60' Darkvision

Innate Sorcery: Twice per Long Rest, you can take a Bonus Action to unleash the simmering magic within you for 1 minute.

Breath Weapon (Acid): When you take the Attack action on your turn, you can replace one attack with a breath weapon that is a 15-ft. Cone or a 30-ft. Line that's 5 ft. wide (choose the shape each time). Each creature must make a DC 12 Dex. saving throw taking 1d10 Acid damage on a failed save or half as much damage on a success.

Draconic Flight: Once per Long Rest as a Bonus Action, you gain temporary flight for 10 minutes or until you retract the wings (no action required) or have the Incapacitated condition. During that time, you have a Fly Speed equal to your Speed.

Lucky: You have 2 Luck Points that you can spend on the benefits below. You regain expended Luck Points after a Long Rest.

Advantage. When you roll a d20 for a D20 Test, you can spend 1 Luck Point to give yourself Advantage on the roll.

Disadvantage. When a creature rolls a d20 for an attack roll against you, you can spend 1 Luck Point to impose Disadvantage on that roll.

ILLUSTRATIONS BY: JASON BRAUNCOWSKI @brauncowski

WARDENS of the Eastern Marches

Rook

NAME

Druid

1

CLASS

ALLIANCE

Guard

SPECIES

ALIGNMENT

BACK GROUND

INSPIRATION

DEATH SAVES

FAILURES...

SUCCESSES!!!

ATTACK/WEAPON

TO-HIT BONUS

RANGE

DAMAGE/TYPE

Light Crossbow

+3

80/320

1d8+1 P

Sickle

+4

-

1d4+2 S

Warhammer

+4

-

1d8+2 B

Starry Whip

+5

-

1d8 Radiant

SPECIAL COMBAT ABILITIES:

Large Form (1 per Long Rest);

Initiative Swap; Stone's Endurance (2 per Long Rest)

WIS

SPELL-CASTING ABILITY

13

SPELL DC

SPELL

+5

ATTACK BONUS

SPELL SLOTS

1

2

X

3

X

4

X

5

CANTRIPS

Thorn Whip

Starry Whip

1st. LVL.

Animal Friendship

Create/Destroy Water

Purify Food & Drink

Thunderwave

Absorb Elements

Beast Bond

Earth Tremor

Ice Knife

Faerie Fire

Fog Cloud

Protection From Evil

Goodberry

Charm Person

Jump

Longstrider

Speak With Animals

Cure Wounds

Detect Poison & Disease

Detect Magic

Entangle

Healing Word

PROFICIENCIES & LANGUAGES

=== LANGUAGES ===
Common, Druidic, Giant, Gnomish

=== ARMOR ===
Light Armor, Medium Armor, Shields

=== WEAPONS ===
Martial Weapons, Simple Weapons

=== TOOLS ===
Herbalism Kit, Playing Card Set

EQUIPMENT (& LOOT)

Shield
Hide Armor
Sickle
Light Crossbow
Warhammer
Backpack
Quiver
Playing Cards
Herbalism Kit
Manacles
Hooded Lantern

Crossbow Bolts (x20)
Yew Wand
Traveler's Clothes
Oil (x2)
Rations (x10)
Bedroll
Tinderbox
Torch (x10)
Waterskin

CP: SP:
EP: GP: 2
PP:

SKILLS

- +1 ACROBATICS (DEX)
- +3 ANIMAL HANDLING (WIS)
- +0 ARCANA (INT)
- (P) +4 ATHLETICS (STR)
- 1 DECEPTION (CHA)
- +0 HISTORY (INT)
- +3 INSIGHT (WIS)
- 1 INTIMIDATION (CHA)
- +0 INVESTIGATION (INT)
- +3 MEDICINE (WIS)
- (P) +2 NATURE (INT)
- (P) +5 PERCEPTION (WIS)
- 1 PERFORMANCE (CHA)
- 1 PERSUASION (CHA)
- +0 RELIGION (INT)
- +1 SLEIGHT OF HAND (DEX)
- +1 STEALTH (DEX)
- (P) +5 SURVIVAL (WIS)

CURRENT
HIT POINTS 10 MAX

15
ARMOR CLASS

1d8
HIT DICE

+2
PROFICIENCY BONUS

35
FEET/RD.

+3
INITIATIVE BONUS

15
PASSIVE PERCEPTION

13
PASSIVE INSIGHT

10
PASSIVE INVESTIGATION

FEATURES & TRAITS

RESISTANCES & IMMUNITIES

You can use the Druidic language to leave hidden message. You and others who know Druidic automatically spot such a message. Others spot the message's presence with a successful DC 15 Intelligence (Investigation) check but can't decipher it without magic.

Large Form (PHB 192): Once per Long Rest as a Bonus Action, you can change your size to Large for 10 minutes or until you end it. For that duration, you have Advantage on Strength checks, and your Speed increases by 10 ft.

Powerful Build (PHB 192): You have Advantage on any ability check you make to end the Grappled condition. You also count as one size larger when determining your carrying capacity.

Initiative Swap. Immediately after you roll Initiative, you can swap your Initiative with the Initiative of one willing ally in the same combat. You can't make this swap if you or the ally has the Incapacitated condition.

Stone's Endurance: When you take damage, you can take a Reaction to roll 1d12+2 and reduce the damage by that total. You can use this ability twice per Long Rest.

WARDENS of the Eastern Marches

Puck

NAME



Paladin

1

CLASS
Elf

ALLIANCE

LEVEL
Farmer

SPECIES

ALIGNMENT

BACKGROUND

INSPIRATION

DEATH SAVES

FAILURES...

SUCCESSES!!!

ATTACK/WEAPON

TO-HIT BONUS

RANGE

DAMAGE/TYPE

Light Hammer

+4

-

1d4+2 B

Spear

+4

30

1d6+2 P

Trident

+4

-

1d8+2 P

Unarmed Strike

+4

-

3

SPECIAL COMBAT ABILITIES:

Weapon Mastery: Spear (Sap)

Weapon Mastery: Trident (Topples)

CHA

SPELL

DC

SPELL

+4

ATTACK BONUS

SPELL SLOTS

1

2

X

3

X

4

X

5

CANTRIPS

1ST. LVL.

2ND LVL.

Druidcraft

Shield of Faith

Cure Wounds

PROFICIENCIES & LANGUAGES

=== LANGUAGES ===

Common, Elvish, Orc

=== ARMOR ===

Heavy Armor, Light Armor, Medium Armor, Shields

=== WEAPONS ===

Martial Weapons, Simple Weapons

=== TOOLS ===

Carpenter's Tools

EQUIPMENT (& LOOT)

Shield
Chain Mail
Light Hammer
Spear (x2)
Trident
Backpack
Iron Pot
Carpenter's Tools
Shovel
Emblem
Healer's Kit

Traveler's Clothes
Rations (x7)
Robe
Blanket
Tinderbox
Lamp
Holy Water

CP: SP: GP: 64 EP: PP:



SKILLS

- +0 ACROBATICS (DEX)
- (P) +3 ANIMAL HANDLING (WIS)
- 1 ARCANA (INT)
- (P) +4 ATHLETICS (STR)
- +2 DECEPTION (CHA)
- 1 HISTORY (INT)
- +1 INSIGHT (WIS)
- +2 INTIMIDATION (CHA)
- 1 INVESTIGATION (INT)
- +1 MEDICINE (WIS)
- (P) +1 NATURE (INT)
- (P) +3 PERCEPTION (WIS)
- +2 PERFORMANCE (CHA)
- (P) +4 PERSUASION (CHA)
- 1 RELIGION (INT)
- +0 SLEIGHT OF HAND (DEX)
- +0 STEALTH (DEX)
- +1 SURVIVAL (WIS)

CURRENT

14

MAX

18

ARMOR CLASS

1d10

HIT DICE

+2

PROFICIENCY BONUS

35

MOVE

FEET/RD.

INITIATIVE BONUS

+0

PASSIVE PERCEPTION

13

PASSIVE INSIGHT

11

PASSIVE INVESTIGATION

9

FEATURES & TRAITS

Darkvision 60'

Lay On Hands: You have a pool of healing power that replenishes when you finish a Long Rest. With that pool, you can restore a total of 5 HP. As a Bonus Action, you can touch a creature (which could be yourself) and restore a number HP to that creature, up to the maximum amount remaining in the pool. You can also expend 5 HP from the pool of healing to remove the Poisoned condition from the creature; those points don't also restore HP to the creature.

Trance: You don't need to sleep, and magic can't put you to sleep. You can finish a Long Rest in 4 hours if you spend those hours in a trance-like meditation, during which you retain consciousness.

Weapon Mastery (PHB 110) Spear (Sap): If you hit a creature with a Spear, that creature has Disadvantage on its next attack roll before the start of your next turn.

Weapon Mastery (PHB 110) Trident (Topples): If you hit a creature with a Trident, you can force it to make a Con. saving throw (DC 8 + 2 + the ability modifier used to make the attack). On a failed save, the creature has the Prone condition.

ILLUSTRATIONS BY: JASON BRAUNCOWSKI @brauncowski

WARDENS of the Eastern Marches

Denarius

NAME

Fighter

1

CLASS

ALLIANCE

Criminal

SPECIES

ALIGNMENT

BACKGROUND

INSPIRATION

DEATH SAVES

FAILURES...

SUCCESSES!!!

ATTACK/WEAPON

TO-HIT BONUS

RANGE

DAMAGE/TYPE

Heavy Crossbow

+5

100/400

1d10+3 P

Dagger

+5

-

1d4+3

Rapier

+5

-

1d6+3

Scimitar

+5

-

1d6+3

SPECIAL COMBAT ABILITIES:

Second Wind (2 per Long Rest);

Weapon Mastery (Scimitar) Nick;

Weapon Mastery (Rapier) Vex;

Weapon Mastery (Heavy Crossbow) Push



SPELL

DC

ATTACK BONUS

SPELL-CASTING ABILITY

SPELL SLOTS

1

2

X

3

X

4

X

5

CANTRIPS

1ST. LVL.

2ND LVL.

PROFICIENCIES & LANGUAGES

=== LANGUAGES ===

Common, Common Sign Language

=== ARMOR ===

Heavy Armor, Light Armor, Medium Armor, Shields

=== WEAPONS ===

Martial Weapons, Simple Weapons

=== TOOLS ===

Thieves' Tools

EQUIPMENT (& LOOT)

Studded Leather

Shield

Dagger (x2)

Rapier

Scimitar (x2)

Heavy Crossbow

Backpack

Pouch (x2)

Thieves' Tools

Crossbow Bolts (x20)

Crowbar

Traveler's Clothes

Oil (x2)

Rations (x10)

Rope

Bedroll

Tinderbox

Torch

Waterskin

CP: 5

SP: 5

EP: 8

GP: 8

PP: 8

SKILLS

(P) +5 ACROBATICS (DEX)

+0 ANIMAL HANDLING (WIS)

-1 ARCANA (INT)

+1 ATHLETICS (STR)

(P) +3 DECEPTION (CHA)

-1 HISTORY (INT)

+0 INSIGHT (WIS)

(P) +3 INTIMIDATION (CHA)

-1 INVESTIGATION (INT)

+0 MEDICINE (WIS)

-1 NATURE (INT)

+0 PERCEPTION (WIS)

+1 PERFORMANCE (CHA)

+1 PERSUASION (CHA)

-1 RELIGION (INT)

(P) +5 SLEIGHT OF HAND (DEX)

(P) +5 STEALTH (DEX)

+0 SURVIVAL (WIS)

CURRENT

12

MAX

HIT POINTS

+2

TEMP.

PROFICIENCY BONUS

30

MOVE

FEET/RD.

INITIATIVE BONUS

+5

1d10

HIT DICE

ARMOR CLASS

15

PASSIVE PERCEPTION

10

PASSIVE INSIGHT

10

PASSIVE INVESTIGATION

9

FEATURES & TRAITS

Resourceful: You gain Heroic Inspiration whenever you finish a Long Rest.

Savage Attacker: Once per turn when you hit a target with a weapon, you can roll the weapon's damage dice twice and use either roll against the target.

Initiative Swap: Immediately after you roll Initiative, you can swap your Initiative with the Initiative of one willing ally in the same combat. You can't make this swap if you or the ally has the Incapacitated condition.

Weapon Mastery (PHB 91):

Heavy Crossbow (Push): If you hit a creature with Heavy Crossbow, you can push the creature up to 10 ft. straight away from you if it's Large or smaller.

Rapier (Vex): If you hit a creature with a Rapier and deal damage to it, you have Advantage on your next attack roll against that creature before the end of your next turn.

Scimitar (Nick): When you make the extra attack of the Light property, you can make it as part of the Attack action instead of as a Bonus Action. This extra attack can only be made once per turn.

ILLUSTRATIONS BY: JASON BRAUNCOWSKI @brauncowski

WARDENS of the Eastern Marches

Mouse

NAME

Rogue

1

CLASS
Halfling

ALLIANCE

LEVEL
Scribe

SPECIES

ALIGNMENT

BACKGROUND

INSPIRATION

DEATH SAVES

SUCCESSSES!!!

FAILURES...

ATTACK/WEAPON

TO-HIT BONUS

RANGE

DAMAGE/TYPE

Light Crossbow

+5

80/320

1d8+3 P

Dagger

+5

-

1d4+3 P

Shortsword

+5

-

1d6+3

Unarmed Strike

+2

-

1 B

SPECIAL COMBAT ABILITIES:

Sneak Attack;

Weapon Mastery (Shortsword) Vex; (Light Crossbow) Slow



SPELL

DC

ATTACK BONUS

SPELL
SLOTS

1

2

X

3

X

4

X

5

CANTRIPS

1ST. LVL.

2ND LVL.

PROFICIENCIES & LANGUAGES

=== LANGUAGES ===

Common, Draconic, Dwarvish,
Halfling, Thieves' Cant

=== ARMOR ===

Light Armor

=== WEAPONS ===

Crossbow, Hand, Rapier, Scimitar, Shortsword,
Simple Weapons, Whip

=== TOOLS ===

Calligrapher's Supplies, Cartographer's Tools,
Thieves' Tools

EQUIPMENT & LOOT

Leather Armor

Dagger (x2)

Light Crossbow

Shortsword

Oil (x10)

Parchment

Backpack

Calligrapher's Tools

Quiver

Thieves' Tools

Lamp

Crossbow Bolts (x20)

Fine Clothes

Ball Bearings (x1,000)

Rations (x5)

Rope

Bell

Tinderbox

Waterskin

Hooded Lantern

Candle

Crowbar

CP:

SP:

EP:

GP: 31

PP:

ABILITY SCORES & BONUSES

STR	+0
DEX	10
CON	+3
INT	17
WIS	+1
CHA	13
STR	+1
DEX	13
CON	+2
INT	14
WIS	-1
CHA	8

SKILLS

(P) +5	ACROBATICS (DEX)
+2	ANIMAL HANDLING (WIS)
+1	ARCANA (INT)
+0	ATHLETICS (STR)
-1	DECEPTION (CHA)
(P) +3	HISTORY (INT)
+2	INSIGHT (WIS)
-1	INTIMIDATION (CHA)
(P) +5	INVESTIGATION (INT)
+2	MEDICINE (WIS)
+1	NATURE (INT)
(P) +4	PERCEPTION (WIS)
-1	PERFORMANCE (CHA)
(P) +1	PERSUASION (CHA)
+1	RELIGION (INT)
(P) +5	SLEIGHT OF HAND (DEX)
(P) +7	STEALTH (DEX)
(P) +4	SURVIVAL (WIS)



HIT POINTS

9

MAX

TEMP.

PROFICIENCY BONUS

30

FEET/RD.

INITIATIVE BONUS

+3

HIT DICE

1d8

ARMOR CLASS

14

PASSIVE PERCEPTION

14

PASSIVE INSIGHT

12

PASSIVE INVESTIGATION

15

FEATURES & TRAITS

Sneak Attack (PHB 129): Once per turn you can deal an extra 1d6 damage to one creature you hit with an attack if you have Advantage on the roll and the attack uses a Finesse or Ranged weapon. The extra damage's type is the same as the weapon's type.

You don't need Advantage on the attack if at least one of your allies is within 5 ft. of the target, the ally doesn't have the Incapacitated condition, and you don't have Disadvantage on the attack roll.

Brave: You have Advantage on saving throws you make to avoid or end the Frightened condition.

Halfling Nimbleness (PHB 193): You can move through the space of any creature that is a size larger than you, but you can't stop in the same space.

Luck (PHB 193): When you roll a 1 on the d20 of a D20 Test, you can reroll the die, and you must use the new roll.

Naturally Stealthy (PHB 193): You can take the Hide action even when you are obscured only by a creature that is at least one size larger than you.

Weapon Mastery (PHB 129): Light Crossbow (Slow): If you hit a creature with a Light Crossbow and deal damage to the creature, you can reduce its Speed by 10 ft. until the start of your next turn. If the creature is hit more than once with this property, the Speed reduction doesn't exceed 10 ft.

Shortsword (Vex): If you hit a creature with a Shortsword and deal damage to it, you have Advantage on your next attack roll against that creature before the end of your next turn.

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