



Solan

Warlock

Male

Persian

I'm a cat of elegance, of grace. Of distinction, even. I certainly don't enjoy foraging around in dirty dungeons or sewers. Unfortunately, being so talented means my friends often call on me to help out. It's terribly dull but what else can one do?

Hit Points (10)



AC



Initiative



Speed
(squares)

Attacks

Name	To Hit	Range	Damage/Type
Light Crossbow	+4	16	1d8

Name	To Hit	Range	Damage/Type
Bite Attack	+2	1	1d6

Equipment

- Light Crossbow
- Padded Armour
- Rope
- 4 Torches
- Matches



Strength



Dexterity



Constitution



Intelligence



Wisdom



Charisma

Special Abilities

Otherworldly Patron: Tom o'th'Alley

You serve the Cat Trickster God. He grants you the ability to cast spells.

Defensive Fluff

Your fur is spectacularly fluffy, softening the blows of your enemies and protecting you against whatever forces you must confront. Add +1 to your Armour Class (already included in character sheet).

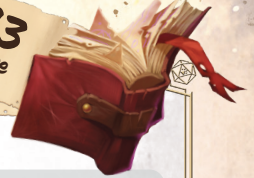
Darkvision (10 squares)

You can see in complete darkness.

Spells

+5
Attack
Modifier

13
Save
DC



Name	Range	Duration	Uses
Eldritch Blast	24	Instantaneous	∞ Infinite ∞

A beam of crackling energy streaks toward a creature within range. Make a ranged spell attack against the target. On a hit, the target takes 1d10 damage.

Name	Range	Duration	Uses
Minor Illusion	6	1 minute	∞ Infinite ∞

You create a sound or an image of an object within range that lasts for the duration. The illusion also ends if you dismiss it as an action or cast this spell again.

Name	Range	Duration	Uses
Charm Person	6	1 hour	1 per Adventure

You attempt to charm a humanoid you can see within range. The humanoid must make a DC13 WIS check. If it fails the WIS check 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. When the spell ends, the creature knows it was charmed by you.

Name	Range	Duration	Uses
Hex	18	Instantaneous	2 per Adventure

You place a curse on a creature that you can see within range. For the rest of the combat, you deal an extra 1d6 damage to the target whenever you hit it with an attack. Also, choose one ability when you cast the spell. The target has disadvantage on ability checks made with the chosen ability.



Molly

Rogue

Female

Lykoi

What? This gold? No...no I've no idea where I got it. It must have just fallen into my pockets. Along with those candlesticks. And that clock. And the silver cutlery. No! I'd never steal. And you can't trust what those guards say...they're idiots!

Hit Points (10)



AC



Initiative



Speed
(squares)

Attacks

Name	To Hit	Range	Damage/Type
Dagger	+5	1	1d4+3
Light Crossbow	+5	16	1d8
Bite Attack	+1	1	1d6

Equipment

- Dagger
- Light Crossbow
- Leather Armour
- Thieves Tools
- Rope
- 4 Torches
- Matches



Strength



Dexterity



Constitution



Intelligence



Wisdom



Charisma

Way of the Rogue



You're sneaky. That's what you're good at. You move without being noticed. Fit through the smallest gaps, vanish from a room filled with guards.

You can pick the toughest of locks, detect and disarm the trickiest of traps. And you do it all without the need for flashy armour and sparkly weapons, or show off magic! You're a rogue, a thief, a scoundrel.

You're the coolest of the cool. And don't let anyone forget it!

Special Abilities

Sneak Attack

Once per turn, you can deal an extra 1d6 to one creature you hit with an attack, if you have advantage on an attack roll (for example, when sneaking up on an enemy).

Action Cat

You're always ready for what comes next; you're poised, cunning, and able to anticipate. Add +1 to your Initiative Modifier (already included in your character sheet).

Good Luck Cat

You're just...lucky. You don't know why, but you are. Once per session, you may reroll one failed check.

Darkvision (10 squares)

You can see in complete darkness.



Whisper

Sorcerer

Female

Sphinx

I am a powerful sorcerer, capable of weaving webs of magic whenever I choose. But that doesn't mean I like people arguing around me. I much prefer the quiet, where I can think and, most importantly, practice my magnificent magic!

Hit Points (8)



AC



Initiative



Speed
(squares)

Attacks

Name	To Hit	Range	Damage/Type
Quarterstaff	+4	1	1d6

Name	To Hit	Range	Damage/Type
Bite Attack	+2	1	1d6

Equipment

- 🐾 Quarterstaff
- 🐾 Rope
- 🐾 4 Torches
- 🐾 Matches



Strength



Dexterity



Constitution



Intelligence



Wisdom



Charisma

Special Abilities

Sorcerous Origin - The Old Striped One's Chosen

The Old Striped One blessed your birth and you are in touch with powerful magic as a result.

Good Luck Cat

You're just...lucky. You don't know why, but you are. Once per session, you may reroll one failed test.

Darkvision (10 squares)

You can see in complete darkness.

Spells

+5
Attack
Modifier

13
Save
DC



Name	Range	Duration	Uses
Acid Splash	12	Instantaneous	∞ Infinite ∞

You hurl a bubble of acid. Choose one or two creatures within range that are within 1 square of each other. Each target must succeed on a Dexterity check or take 1d6 damage.

Name	Range	Duration	Uses
Mage Hand	6	1 minute	∞ Infinite ∞

A spectral, floating hand appears at a point you choose within range. The hand lasts for the duration or until you dismiss it as an action. The hand vanishes if it is ever more than 6 squares away from you or if you cast this spell again. You can use the hand to manipulate an object, open an unlocked door or container, stow or retrieve an item from an open container, or pour the contents out of a bottle.

Name	Range	Duration	Uses
Minor Illusion	6	1 minute	∞ Infinite ∞

You create a sound or an image of an object within range that lasts for the duration. The illusion also ends if you dismiss it as an action or cast this spell again.

Name	Range	Duration	Uses
Magic Missile	24	Instantaneous	∞ Infinite ∞

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

Name	Range	Duration	Uses
Mage Armor	Touch	8 hours	∞ Infinite ∞

You touch a willing creature who isn't wearing armor, and a protective magical force surrounds it until the spell ends. The target's base AC becomes 13+ its DEX modifier. The spell lasts until the end of combat, or if the target puts on armor or dismisses the spell.



Elvis

Bard

Male

Cavalier

Ha! I am a creator of laughter and a teller of tales! Everything I do, I do with a theatrical flourish! But there is more to me than just style (though there is a lot of style), I'm a loyal friend and a fierce enemy!

Hit Points (10)



13

AC

+2

Initiative

6

Speed
(squares)

Attacks

Name	To Hit	Range	Damage/Type
Rapier	+4	1	1d8+2

Name	To Hit	Range	Damage/Type
Bite Attack	+4	1	1d6

Equipment

- Rapier
- Leather Armour
- Lute
- Rope
- 4 Torches
- Flint

+0
11

Strength

+2
15

Dexterity

+2
14

Constitution

+1
13

Intelligence

-1
9

Wisdom

+3
16

Charisma

Special Abilities

Bardic Inspiration

You inspire those around you with words, deeds and song. Three times per adventure, you can Inspire one of your fellow player characters. This grants them an extra dice - a d6 - which they can use on their next roll. After rolling their d20, the player character may roll the d6 and add it to their d20 total.

Bard of Amity

Your Charisma score increases by 1 (already included in character sheet).

The Eyes Have It

You are just the cutest! You have advantage on all Charisma-based checks.

Spells

+5
Attack
Modifier

13
Save
DC



Name	Range	Duration	Uses
Minor Illusion	6	1 act.	∞ Infinite ∞

You create a sound or an image of an object within range that lasts for the duration. The illusion also ends if you dismiss it as an action or cast this spell again.

Name	Range	Duration	Uses
Vicious Mockery	12	Instantaneous	∞ Infinite ∞

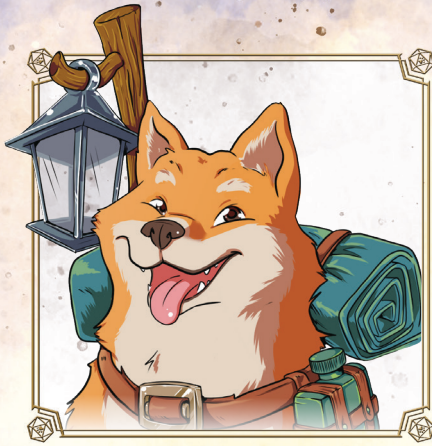
You unleash a string of insults laced with subtle enchantments at a creature you can see within range. If the target can hear you (though it need not understand you), it must succeed on a DC13 WIS check or take 1d4 damage and have disadvantage on the next attack roll it makes before the end of its next turn.

Name	Range	Duration	Uses
Healing Word	Touch	Instantaneous	2 per Adventure

A creature you touch regains a number of hit points equal to 1d8 + your spellcasting ability modifier. You may cast this spell twice per adventure.

Name	Range	Duration	Uses
Detect Magic	Self	Up to 10 Minutes	1 per Adventure

For the duration, you sense the presence of magic within 6 squares of you. If you sense magic in this way, you can use your action to see a faint glow around any creature or object in the area that bears magic.



Kai

Cleric  

Male

Shiba Inu

I practice the ways of the Good Mother, striving to be the best dog I can be, to bring well-being and happiness to all of my animal brethren. But woe betide my enemies! I'm much less friendly to them!

Hit Points (12)



AC



Initiative








Speed
(squares)

Attacks

Name	To Hit	Range	Damage/Type
Mace	+3	1	1d6+3

Name	To Hit	Range	Damage/Type
Bite Attack	+4	1	1d6

Equipment

-  Mace
-  Studded Leather
-  Rope
-  4 Torches
-  Flint



Strength



Dexterity



Constitution



Intelligence



Wisdom



Charisma

Special Abilities

Shake it off

Once per adventure, you gain Advantage on any saving throw of your choice.

Blessing of the Good Mother

Once per adventure, you may choose any number of friendly animals within 6 squares. Each creature affected may restore 1d4 hit points immediately.

In the Lap of the Good Mother

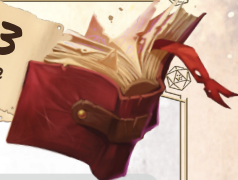
You are filled with the strength of your god.

You may add your proficiency bonus to your starting hit points (already included).

Spells

+5
Attack
Modifier

13
Save
DC



Name	Range	Duration	Uses
Guidance	Touch	Up to 1 min.	∞ Infinite ∞

Once before the spell ends, the target can roll a d4 and add the number rolled to one ability check of its choice. It can roll the dice before or after making the ability check. The spell then ends.

Name	Range	Duration	Uses
Light Touch	Touch	1 hour	∞ Infinite ∞

You can touch one object, smaller than you. For 1 hour, the object gives off a bright light. When the spell ends, you can recast it, or dismiss it.

Name	Range	Duration	Uses
Guiding Bolt	24	Instantaneous	2 per Adventure

A flash of light streaks towards an enemy. Make a ranged spell attack against your target. On a hit, the target takes 4d6 damage, and the next attack made against that creature is made at advantage.

Name	Range	Duration	Uses
Cure Wounds	12	1 act.	2 per Adventure

A creature of your choice that you can see within range regains hit points equal to 1d4 + your spellcasting ability modifier. This spell has no effect on undead or constructs.

Name	Range	Duration	Uses
Charm Person	6	1 hour	1 per Adventure

You attempt to charm a humanoid you can see within range. The humanoid must make a DC13 WIS saving throw. If it fails the WIS check, 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.

When the spell ends, the creature knows it was charmed by you.



Brianna

Paladin

Female

Boxer

I'm a warrior for justice, bound by my oath to bring light into the darkness. But I'm also a big fan of a juicy steak. Even the bravest need a break sometimes!

Hit Points (14)



16

AC

+1

Initiative

6

Speed
(squares)

Attacks

Name	To Hit	Range	Damage/Type
Longsword	+5	1	1d8+3

Name	To Hit	Range	Damage/Type
Bite Attack	+5	1	1d6

Equipment

- Long Sword
- Half Plate Armour
- Rope
- 4 Torches
- Matches

+3
16

Strength

+1
12

Dexterity

+2
14

Constitution

+0
11

Intelligence

+1
13

Wisdom

+2
15

Charisma

Way of the Paladin

Okay. So...you don't want to be a fighter, but you still want to know how to handle a sword. And you don't want to spend all your time rummaging through your satchel for the ingredients for a spell, but you want to be able to cast some cool magic. Well, you want the Paladin.

The Paladin is the chosen of their god and that means you have to be honourable, good, decent. All the time. But, in return, you get to be pretty great at everything. Good deal, right?



Special Abilities

Guard Dog

Once per turn, if an ally is hit within 1 square of you, you may make an attack on the enemy hitting your friend.

In the Lap of the Good Mother

You are filled with the strength of your god.

You may add your proficiency bonus to your starting hit points (already included).

Loyal to the Last

If an ally is reduced to 0 hit points while within 1 square of you, you can use your Lay on Hands spell on them as a free bonus action (even if it's not your turn!).

Divine Sense

As an action, you can detect the location of any undead creature within 12 squares of you. You can use this feature 3 times per adventure.

Lay on Hands

Your blessed touch can heal wounds. You have a pool of healing power and can restore a total of 10 hit points to your friends and companions, by touching them. Each time you use this ability, mark off the number of hit points you've restored below.

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Chantilly

Fighter

Female

Labrador

I don't like my name. What kind of name is Chantilly for someone as skilled with a blade as me? Can you imagine people quivering in their boots at hearing that name? Neither can I. Guess I'll have to just be even better with a sword to make sure they do!

Hit Points (12)



15
AC

+2
Initiative

6
Speed
(squares)

Attacks

Name	To Hit	Range	Damage/Type
Greatsword	+5	1	2d6+5

Name	To Hit	Range	Damage/Type
Bite Attack	+5	1	1d6

Equipment

- 🐾 Greatsword
- 🐾 Chain Shirt
- 🐾 Rope
- 🐾 4 Torches
- 🐾 Matches

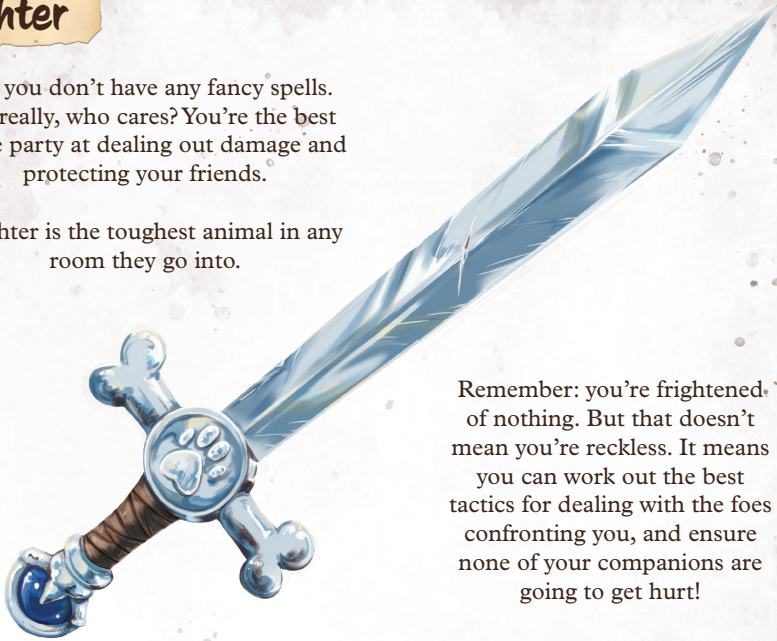
16 ⁺³ 14 ⁺² 15 ⁺²
Strength Dexterity Constitution

11 ⁺⁰ 13 ⁺¹ 9 ⁻¹
Intelligence Wisdom Charisma

Way of the Fighter

Yes, you don't have any fancy spells. But really, who cares? You're the best in the party at dealing out damage and protecting your friends.

A fighter is the toughest animal in any room they go into.



Remember: you're frightened of nothing. But that doesn't mean you're reckless. It means you can work out the best tactics for dealing with the foes confronting you, and ensure none of your companions are going to get hurt!

Special Abilities

Dueling

When using only one weapon, you gain +2 to damage rolls (already included).

Second Wind

Once per adventure, you may regain 1d10+1 hit points

Dogged Persistence

Once per adventure, you may opt to take half damage from one attack.