

Pre-Generated Player Characters

Level One



Hanataz Player Characters

1. *Calopia Sen, Female Half-Elf Barbarian*
2. *Esse Az'azen, Medium Humanoid, Female Human Monk*
3. *Gwendalyn Heiler, Medium Humanoid, Female Half-Sarth Cleric*
4. *Jules Sige, Medium Humanoid, Male Human Fighter*
5. *Karlus Fole, Male Myruun/Abyssal-Touched Paladin*
6. *Kenna Naerna, Female Human/Fey-Touched Spellcaster*
7. *Orig Zahlin, Medium Humanoid, Male Human Paladin*
8. *Quember Rand, Male Human/Earth-Touched Cleric*
9. *Sal'xar Soolusim, Medium Humanoid, Male Human Wizard*
10. *Sayaer' Kress, Male Half-Drow Agent of Jinxx*
11. *Tinesi Magwynn, Medium Humanoid, Female Wood-Elf Rogue*
12. *Vaness' Alana's, Female Elf Druid*

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a)"Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b)"Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d)"Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty---free, non---exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co---adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, LLC.

System Reference Document 5.1 Copyright 2016, Wizards of the Coast, Inc.; Authors Mike Mearls, Jeremy Crawford, Chris Perkins, Rodney Thompson, Peter Lee, James Wyatt, Robert J. Schwalb, Bruce R. Cordell, Chris Sims, and Steve Townshend, based on original material by E. Gary Gygax and Dave Arneson.

Calopia Sen

Medium Humanoid, Female Half-Elf Barbarian



In combat, her opponents almost never see her features as she always dons a savage, red and black Oni mask with a leering face before battle. When forced into a fight, she has been known to enter a trance-like state. Her movements become unnervingly fast and razor focused. When in this state, she seems to lose sense of herself and any sympathy or empathy, instead becoming as cold-blooded and savage as the creature whose face she wears. It can take several minutes following a fight for her to come back to her cheerful and mischievous self.

Calopia is five-foot, three-inches tall and weighs no more than 115 pounds. Her thin, athletic body is well-muscled... and she is agile like a panther... and just as deadly. She is incredibly strong and in excellent physical condition. She works out as often as she can and is constantly pushing herself to be stronger and better than the day before. She dresses in dark clothing with accents of red. Training with her grandfather has granted her skill with nearly every weapon imaginable; although, she favors the Naginata – a single-bladed spear that is Estrenian in design. She learned the use of this weapon, along with the Wakizashi, from her grandfather.

Calopia was born in the mysterious, Estrenian sovereignty known

as the So'u Wiwuan Empire (the Formidable Hand) which may be found on the western coast of the continent. This ancient empire is quite possibly the most powerful state in Estrenia – and perhaps in all of Zyathé.

Calopia has a thoughtful and confident air about her, and her leadership style is one of intensity and example. While she is both fearless and loyal, she is also a bit of a trickster and a joker - which can both annoy and endear her to others. She came to the troupe as a very young girl with her grandfather after a long ocean voyage. This voyage took them across the Aqueran Ocean and past the Southern Horn of Eastern Verdestia, to finally arrive in the Sovereignty of Andvalla before making their way to the Republic of Zyranthea.

Secret: She and her grandfather had fled the Eastern lands for a reason that she does not fully know. Her understanding is that her family had somehow run afoul of the Silver Lotus – a criminal organization of much power – in the great city of Daá Zhong.

Calopia's grandfather, Nungen Sen, passed away some years back after the pair had joined the troupe. She remembers him, however, as a wise and kind man with an inner strength and wisdom that endeared him to the rest of the Blue Veil. Her grandfather taught her many things... but of all the things he told her, one stands out in her mind above them all: that she should never return to her homeland and that someday, people could come seeking her. If that happened, she was to run... no matter how kind and nonthreatening they appeared. And especially if they were Estrenians. He also told her that she should, under no circumstances, ever speak of the Silver Lotus or her connection to the So'u Wiwuan Empire.



Character Name

Calopia Sen

Class & Level

Barbarian Level 1

Race

Half-Elf

Alignment

Language /Background

Common, Elvish

Attacks & Spellcasting

Name	ATK Bonus	Damage/Type
Naginata (Glaive)	+5	1d10+3
Wakizashi (Shortsword)	+6	1d6+3
Shortbow	+6	1d6+2

Equipment

Weapons: Naginata (glaive, Reach 10), Wakizashi (shortsword), shortbow (80/320 range) with 20 arrows

Armor: Shield

Gear: Explorer's pack

Proficiency
Bonus
+2

Inspiration

Passive Wisdom
(Perception)
11

+3

17

Strength

✦ +5 Saving Throws
● +5 Athletics

+2

14

Dexterity

✧ +2 Saving Throws
● +4 Acrobatics
○ +2 Sleight of Hand
○ +2 Stealth

+2

14

Constitution

✦ +4 Saving Throws

+1

13

Intelligence

✧ +1 Saving Throws
○ +1 Arcana
○ +1 History
○ +1 Investigation
○ +1 Nature
○ +1 Religion

+1

13

Wisdom

✧ +1 Saving Throws
○ +1 Animal Handling
○ +1 Insight
○ +1 Medicine
● +3 Perception
● +3 Survival

+2

15

Charisma

✧ +2 Saving Throws
○ +2 Deception
○ +2 Intimidation
○ +2 Performance
○ +2 Persuasion

Armor Class

16

Initiative

+4

Speed

35 ft.

MAX Hit Points

20

Current Hit Points

Temporary Hit Points

Hit Dice

1d12

Total 1

Death Saves

Successes ○ ○ ○

Failures ○ ○ ○

Spellcasting
Ability

Spell Save DC

Spell Attack
Bonus

Proficiencies

Armor: Light armor, medium armor, shields

Weapons: Simple weapons, martial weapons

Saving Throws: Strength, Constitution

Notes

Calopia Sen

Level 1 Special Abilities



Rest before you can rage again. You may rage 2 times at 1st Level, 3 at 3rd, 4 at 6th, 5 at 12th, and 6 at 17th.

UNARMORED DEFENSE - While you are not wearing any armor, your Armor Class equals 10 + your Dexterity modifier + your Constitution modifier. You can use a Shield and still gain this benefit.

SKILL VERSATILITY - You gain proficiency in two Skills of your choice.

REGIONAL KNOWLEDGE - Having grown up traveling with the troupe, you have seen and experienced much of the landscape and cultures of Western Verdestia. This has granted you significant knowledge of the geography of this continent. You gain advantage on any history or religion checks made, that relate to Western Verdestia.

RAGE POINTS - 2

DARK VISION - You can see in darkness without discerning color up to 60 ft.

FEY ANCESTRY - You have advantage on saving throws against being charmed, and you can't be put to sleep through magical means.

FLEET OF FOOT - Your base walking speed is increased to 35 ft.

HEIGHTENED REFLEXES - You have proficiency in the STR (Athletics) and DEX (Acrobatics) skills.

RAGE - In battle, you fight with primal ferocity. On Your Turn, you can enter a rage as a Bonus Action. While raging, you gain the following benefits if you aren't wearing heavy armor.

- You have advantage on Strength Checks and Strength Saving Throws.
- When you make a melee weapon Attack using Strength, you gain a +2 bonus to the damage roll. This bonus increases as you level.
- You have Resistance to bludgeoning, piercing, and slashing damage. If you are able to cast Spells, you can't cast them or concentrate on them while raging. Your rage lasts for 1 minute. It ends early if you are knocked Unconscious or if Your Turn ends and you haven't attacked a Hostile creature since your last turn or taken damage since then. You can also end your rage on Your Turn as a Bonus Action. Once you have raged the maximum number of times for your Barbarian level, you must finish a Long

Esse Az'azen

Medium Humanoid, Female Human Monk



Esse Az'azen, monk of Haleona who is champion of those oppressed by tyrants. She maneuvers through the Freedomringer's underground sects, bringing Esse where her Lady Freedom sends her against corruption. Her face is known throughout the down-trodden, while many tyrants have placed a bounty on her head.

She was trained within the Freedom Cathedral in Darkenhaven as one of Haleona's monks in the Order of the Free Winds. Part of her continued training is listening to Lady Freedom, serving Haleona and protecting those who are unable to protect themselves - which is unfortunately often in Nevermore.

Esse's stubbornness sometimes brings her at odds with local enforcement, though some turn a blind eye because of her justice and her service to the downtrodden.

Secret: As a young girl, sometime before she was 10 years old, Esse was sitting in the park with her grandmother. She noticed that her grandmother had dozed off in the pleasant mid-day climate. Esse was interested in a large, colorful blue bird that had flown off into the trees. She popped up and slipped off into a clutch of trees that bordered the clearing.

When she reached the forest edge hoping to see the animal close up, she was surprised to see a young Aetherian woman sitting quietly among the trees. The woman greeted her with a smile and beckoned her to sit with her. Having no reason to sense danger, Esse sat cross-legged in front of the beautiful woman. She spoke in a voice most radiant that warmed the young girl's heart. She said, "Be kind my child, love those who have need, and know your purpose. For in them, will life shine anew." Esse was unsure at the meaning and was about to ask, when her grandmother called for her. Turning to respond that she was in this location, Esse then turned back to see the woman had vanished. This memory stays bright and clear in her mind to this day while so many others from her childhood have faded. She is ever seeking the revelation of its meaning and hopes to someday understand.

[illegible]



Character Name

Esse Az'azen

Class & Level

Monk Level 1

Race

Human

Alignment

Language /Background

Common

Attacks & Spellcasting

Name	ATK Bonus	Damage/Type
Martial Arts	+6	1d4+4
Spear (1-handed)	+7	1d8+4
Spear (2-handed)	+7	1d10+4
Crossbow, Light	+6	1d8+4

Equipment

Weapons: Spear

Armor: None

Equipment: Explorers Pack

Proficiency
Bonus
+2

Inspiration

Passive Wisdom
(Perception)
13

0

10

Strength

◆ +2 Saving Throws
○ Athletics

+4

18

Dexterity

◆ +6 Saving Throws
● +6 Acrobatics
○ +4 Sleight of Hand
○ +4 Stealth

+3

16

Constitution

◇ +3 Saving Throws

+1

12

Intelligence

◇ +1 Saving Throws
○ +1 Arcana
○ +1 History
● +3 Investigation
○ +1 Nature
● +3 Religion

+3

16

Wisdom

◇ +3 Saving Throws
○ +3 Animal Handling
● +5 Insight
● +5 Medicine
○ +3 Perception
○ +3 Survival

+3

16

Charisma

◇ +3 Saving Throws
○ +3 Deception
○ +3 Intimidation
○ +3 Performance
○ +3 Persuasion

Armor Class

17

Initiative

+4

Speed

30 ft.

MAX Hit Points

15

Current Hit Points

Temporary Hit Points

Hit Dice

1d8

Total 1

Death Saves

Successes ○ ○ ○

Failures ○ ○ ○

Spellcasting
Ability

Spell Save DC

Spell Attack
Bonus

+4

Proficiencies

Armor: None

Weapons: Simple weapons, shortwords

Saving Throws: Strength, Dexterity

Notes

Esse Az'azen

Level 1 Special Abilities



KI POINTS – 0

MARTIAL ARTS – 1d4

SPEAR MASTERY- Though the spear is a simple weapon to learn, it rewards you for the time you have taken to master it. You gain the following benefits:

- You gain a +1 bonus to attack rolls you make with a spear.
- When you use a spear, its damage die changes from a d6 to a d8, and from a d8 to a d10 when wielded with two hands. (This benefit has no effect if another feature has already improved the weapon's die.)
- You can set your spear to receive a charge. As a bonus action, choose a creature you can see that is at least 20 feet away from you. If that creature moves within your spear's reach on its next turn, you can make a melee attack against it with your spear as a reaction. If the attack hits, the target takes an extra 1d8 piercing damage, or an extra 1d10 piercing damage if you wield the spear with two hands. You can't use this ability if the creature used the Disengage action before moving.
- As a bonus action on your turn, you can increase your reach with a spear by 5 feet for the rest of your turn.

MARTIAL ARTS - At 1st level, your practice of martial arts gives you master of combat styles that use unarmed strikes and monk weapons, which are short swords and any simple melee weapons that don't have

the two-handed or heavy property. You gain the following benefits while you are unarmed or wielding only monk weapons and you aren't wearing armor or wielding a shield:

- You can use Dexterity instead of Strength for the attack and damage rolls of your unarmed strikes and monk weapons.
- You can roll a d4 in place of the normal damage of your unarmed strike or monk weapon. This die changes as you gain monk levels, as shown in the Martial Arts column of the Monk table.
- When you use the Attack action with an unarmed strike or a monk weapon on your turn, you can make one unarmed strike as a bonus action. For example, if you take the Attack action and attack with a quarterstaff, you can also make an unarmed strike as a bonus action, assuming you haven't already taken a bonus action this turn. Certain monasteries use specialized forms of the monk weapons. For example, you might use a club that is two lengths of wood connected by a short chain (called a nunchaku) or a sickle with a shorter, straighter blade (called a kama). Whatever name you use for a monk weapon, you can use the game statistics provided for the weapon on the Weapons page.

UNARMORED DEFENSE- Beginning at 1st level, while you are wearing no armor and not wielding a shield, your AC equals 10 + your Dexterity modifier + your Wisdom modifier.

KI - Starting at 2nd Level, your Training allows you to harness The Mystic energy of ki. Your access to this energy is represented by a number of ki points. Your monk level determines the number of points you have, as shown in the Ki Points column of the Monk table. You can spend these points to fuel various ki features. You start knowing three such features: Flurry of Blows, Patient Defense, and Step of the Wind. You learn more ki features as you gain levels in this class. When you spend a ki point, it is unavailable until you finish a short or Long Rest, at the end of which you draw all of your expended ki back into yourself. You must spend at least 30 minutes of the rest meditating to regain your ki points. Some of your ki features require your target to make a saving throw to resist the feature's Effects. The saving throw DC is calculated as follows: Ki save DC = 8 + your Proficiency Bonus + your Wisdom modifier.

- Flurry of Blows Immediately after you take the Attack action on Your Turn, you can spend 1 ki point to make two unarmed strikes as a Bonus Action.

- Patient Defense You can spend 1 ki point to take the Dodge action as a Bonus Action on Your Turn.

- Step of the Wind You can spend 1 ki point to take the Disengage or Dash action as a Bonus Action on Your Turn, and your jump distance is doubled for the turn

UNARMORED MOVEMENT - Starting at 2nd Level, your speed increases by 10 feet while you are not wearing armor or wielding a Shield. This bonus increases when you reach certain monk levels, as shown in the Monk table. At 9th level, you gain the ability to move along vertical surfaces and across liquids on Your Turn without Falling during the move.

Medium Humanoid, Female Half-Sarth Cleric

[illegible]

She became friends with a little girl named Tesser. Tesser studied druidic magic. It was thrilling for Gwendalyn to watch her friend try out spells. There was some jealousy, but it was encouraging instead of vindictive. When Tesser's family decided to move to Havensdon, the girls wept together. Tesser gave Gwendalyn a small golden bird as a gift to remember her by. It was this parting which steeled Gwendalyn to learn magic instead of becoming a vintner.



GooneyCube®.com

© 2021, Gooney Cube LLC. All rights reserved.



Character Name
Gwendalyn Heiler

Class & Level
Cleric Level 1

Race
Half-Sarth

Alignment

Language / Background
Common, Sarthic, Goblin

Attacks & Spellcasting

Name	ATK Bonus	Damage/Type
Mace	+3	1d6+1
Quarterstaff (1-Handed)	+3	1d6+1
Quarterstaff (2-Handed)	+3	1d8+1
Unarmed Strike	+3	1d6+1
Guiding Bolt	+6	4d6
Cure Wounds	-	1d8+7

Equipment

Armor: Chain Shirt, Shield

Weapons: Mace, Quarterstaff

Gear: Herbalism Kit, Brewer's Supplies, backpack, blanket, candle, tinderbox, alms box, block of incense, rations, waterskin, amulet, censer, vestments, holy symbol, miniature cloak, holy water

Proficiency Bonus
+2

Inspiration

Passive Wisdom (Perception)
14

+1

✧ +1 Saving Throws
○ +1 Athletics

12

Strength

+2

✧ +2 Saving Throws
○ +2 Acrobatics
○ +2 Sleight of Hand
○ +2 Stealth

14

Dexterity

+3

✧ +3 Saving Throws

16

Constitution

+1

✧ +1 Saving Throws
● +3 Arcana
○ +1 History
○ +1 Investigation
○ +1 Nature
● +3 Religion

13

Intelligence

+4

✦ +6 Saving Throws
○ +4 Animal Handling
● +6 Insight
● +6 Medicine
○ +4 Perception
○ +4 Survival

18

Wisdom

+1

✦ +3 Saving Throws
○ +1 Deception
○ +1 Intimidation
○ +1 Performance
○ +1 Persuasion

13

Charisma

Armor Class

17

Initiative

+2

Speed

35 ft.

MAX Hit Points

16

Current Hit Points

Temporary Hit Points

Hit Dice

1d8

Total 1

Death Saves

Successes ○ ○ ○
Failures ○ ○ ○

Spellcasting Ability

WIS

Spell Save DC

14

Spell Attack Bonus

+6

Proficiencies

Armor: Light armor, medium armor, shields

Weapons: Simple weapons

Saving Throws: Wisdom, Charisma

Tools: Herbalism Kit, Brewer's Supplies

Notes

Gwendalyn Heiler

Level 1 Special Abilities



SHELTER OF THE FAITHFUL - As an acolyte, you Command the respect of those who share your faith, and you can perform the religious ceremonies of your deity. You and your Adventuring companions can expect to receive free Healing and care at a Temple, shrine, or other established presence of your faith, though you must provide any material Components needed for Spells. Those who share your Religion will support you (but only you) at a modest lifestyle. You might also have ties to a specific Temple dedicated to your chosen deity or pantheon, and you have a residence there. This could be the Temple where you used to serve, if you remain on good terms with it, or a Temple where you have found a new home. While near your Temple, you can call upon the Priests for assistance, provided the assistance you ask for is not hazardous and you remain in good standing with your Temple.

CHANNEL DIVINITY POINTS – 0

MARTIAL SAVAGERY - When you score a critical hit, the target creature begins to bleed profusely, taking d4 point of damage at the start of each of its turns unless it passes a DC 15 CON saving throw. Does not affect undead or constructs.

WHATEVER ALES YOU - Once per long rest, the cleric, during a time of peace pulls out their stash and passes it between the party. Any who sip from the ale find themselves replenished and renewed. Each party member who drinks the ale receives 2 HP of healing.

RITUAL CASTING - You can cast a Cleric spell as a ritual if that spell has the ritual tag and you have the spell prepared.

SPELL CASTING - You can use a holy Symbol (see “Equipment”) as a Spellcasting focus for your Cleric Spells.

LIFE DOMAIN - The Life Domain focuses on the vibrant positive energy—one of the fundamental forces of the universe—that sustains all life. The gods of life promote vitality and health through Healing the sick and wounded, caring for those in need, and driving away the forces of death and undeath. Your healing spells are more effective. Whenever you use a spell of 1st level or higher to restore hit points to a creature, the creature regains additional hit points equal to 2 + the spell's level. Life Domain Spells: 1st Bless, Cure Wounds.

Gwendalyn Heiler

Level 1 Spells



CANTRIPS

SPARE THE DYING (NECROMANCY)

Casting Time: 1 action

Range: Touch

Target: A living creature that has 0 hit points

Components: VS

Duration: Instantaneous

Description: You touch a living creature that has 0 hit points. The creature becomes stable. This spell has no effect on undead or constructs.

GUIDANCE (DIVINATION)

Casting Time: 1 action

Range: Touch

Target: One willing creature

Components: VM (A firefly or phosphorescent moss)

Duration: 1 minute

Description: You touch one willing creature. 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 die before or after making the ability check. The spell then ends.

RESISTANCE (DIVINATION)

Casting Time: 1 action

Range: Touch

Target: One willing creature

Components: VSM

Duration: 1 minute

Description: You touch one willing creature. Once before the spell ends, the target can roll a **d4** and add the number rolled to one saving throw of its choice. It can roll the die before or after making the saving throw. The spell then ends.

LEVEL 1 (6 SLOTS) ☐ ☐ ☐ ☐ ☐ ☐

BLESS (ENCHANTMENT)

Casting Time: 1 action

Range: 30 feet

Target: Up to three creatures of your choice within range

Components: VSM

Duration: Concentration (up to 1 minute)

Description: You bless up to three creatures of your choice within range. Whenever a target makes an attack roll or a saving throw before the spell ends, the target can roll a **d4** and add the number rolled to the attack roll or saving throw.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st.

CURE WOUNDS (EVOCATION)

Casting Time: 1 action

Range: Touch

Target: A creature you touch

Components: VS

Duration: Instantaneous

Description: A creature you touch regains a number of hit points equal to **1d8** + your spellcasting ability modifier. This spell has no effect on undead or constructs.

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

DETECT MAGIC (DIVINATION)

Casting Time: 1 action

Range: 30 feet

Target: Self

Components: VS

Duration: 10 Minutes

Description: For the duration, you sense the presence of magic within 30 feet of you. If you sense magic in this way, 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.

GUIDING BOLT (EVOCATION)

Casting Time: 1 action

Range: 120

Target: A creature of your choice within range

Components: VS

Duration: 1 round

Description: A flash of light streaks toward a creature of your choice within range. Make a ranged spell attack against the target. On a hit, the target takes **4d6** radiant damage, and the next attack roll made against this target before the end of your next turn has advantage, thanks to the mystical dim light glittering on the target until then.

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

Medium Humanoid, Male Human Fighter

Jules grew up in Nevermore, His father was a blacksmith in town and his mother was known for her amazing baked goods. Being slightly rebellious, Jules joined the Town Guard instead of following in his father's footsteps. He has never been a great guardsman, but he certainly is honorable and a hard worker.

Jules and his wife, Hilde, have 2 children. Jules became a sergeant and he patrols his own sleepy neighborhood and knows everyone by name. Aside from the usual bar fight, or nabbing a pick-pocket, not a whole lot happens in the neighborhood he guards. Jules' often wishes that he could see the world, and have an actual adventure. His best friend is a retired adventurer and has such amazing and fantastical stories to tell. He just wishes something, anything exciting will happen.

About 3 months ago, Jules got his taste of excitement. Jules chased a thief into a dark alley and was ambushed by a traveling group of thugs. Turns out the thief was an accomplished Rogue and he and his cronies went from town to town, stealing and performing shady jobs for those willing to pay. He steeled himself for battle, and said a quick prayer. Jules' believes Kizmya must have been shining down on him that day. His halberd struck true on every

As Darktide approaches, Jules spends more and more time thinking about that event. His destiny... what is he destined to do?

Player Secret: During that encounter with the rogue something strange happened. Right after Jules saw the smile he heard a spectral voice in the back of his head say, "as the shadows of Darktide near, so will your destiny be shown..." After that the next thing Jules remembers is the guard showing up and the two thugs being bound, but the rogue had disappeared. Ever since he has had a sense of dread, and every day seems to be like a clock ticking down to Darktide's eve.

[illegible]



Character Name

Jules Sige

Class & Level

Fighter Level 1

Race

Human

Alignment

Language / Background

Common

Attacks & Spellcasting

Name	ATK Bonus	Damage/Type
Seric Iron Halberd	+6	1d10+3
Shortsword	+5	1d6+3
Longsword (1-Handed)	+5	1d8+3
Longsword (2-Handed)	+5	1d10+3

Equipment

Weapons: Seric Iron Halberd, Shortsword, Longsword

Armor: Ring Mail, Shield

Gear: Explorer's pack

Proficiency Bonus

+2

Inspiration

Passive Wisdom (Perception)

14

+3

16

Strength



+5 Saving Throws



+5 Athletics

+1

13

Dexterity



+1 Saving Throws



+1 Acrobatics



+1 Sleight of Hand



+1 Stealth

+2

15

Constitution



+4 Saving Throws

0

10

Intelligence



0 Saving Throws



0 Arcana



+2 History



+2 Investigation



0 Nature



0 Religion

0

11

Wisdom



0 Saving Throws



0 Animal Handling



0 Insight



0 Medicine



+2 Perception



0 Survival

+1

12

Charisma



+1 Saving Throws



+1 Deception



+3 Intimidation



+1 Performance



+1 Persuasion

Armor Class

16

Initiative

+1

Speed

30 ft.

MAX Hit Points

17

Current Hit Points

Temporary Hit Points

Hit Dice

1d10

Total 1

Death Saves

Successes ☐ ☐ ☐

Failures ☐ ☐ ☐

Spellcasting Ability

Spell Save DC

Spell Attack Bonus

+6

Proficiencies

Weapons: Simple Weapons, Martial Weapons

Armor: All Armor, Shields

Saving Throws: Strength, Constitution

Notes

Jules Sige

Level 1 Special Abilities



LUCKY POINTS – 3

SECOND WIND - You have a limited well of stamina that you can draw on to protect yourself from harm. On your turn, you can use a bonus action to regain hit points equal to $1d10 +$ your fighter level. Once you use this feature, you must finish a short or long rest before you can use it again.

FIGHTING STYLE: GREAT WEAPON FIGHTING - When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the two-handed or versatile property for you to gain this benefit.

POLEARM MASTER - You can keep your enemies at bay with reach weapons. You gain the following benefits: When you take the attack action and attack with only a glaive, halberd, or quarterstaff, you can use a bonus action to make a melee attack with the opposite end of the weapon. This attack uses the same ability modifier as the primary weapon. The weapon's damage die for this attack is a d4, and the attack deals bludgeoning damage. While you are wielding a glaive, halberd, pike, or quarterstaff, other creatures provoke an opportunity attack from you when they enter the reach you have with that weapon.

LUCKY - You have inexplicable luck that seems to kick in at just the right moment. You have 3 luck points. Whenever you make an attack roll, an ability check, or a saving throw, you can spend

one luck point to roll an additional d20. You can choose to spend one of your luck points after you roll the die, but before the outcome is determined. You choose which of the d20s is used for the attack roll, ability check, or saving throw. You can also spend one luck point when an attack roll is made against you. Roll a d20, and then choose whether the attack uses the attacker's roll or yours. If more than one creature spends a luck point to influence the outcome of a roll, the points cancel each other out; no additional dice are rolled. You regain your expended luck points when you finish a long rest.

ONE OF THE GUARDS - When in a city or town you can always find food and a place to sleep with the local guards garrison. The local Guards will be hesitant to start a fight with you and are likely to come to your aid in a fight, the guards will also believe you except in the face of overwhelming evidence or under the command of a superior. For this effect to apply you must be in a city that you would fit in as a Guard, this is decided by the DM.

Medium Humanoid, Male Myruun/Abyssal-Touched Paladin

A digital illustration of a teal-skinned, horned character with a red mustache and glowing orange eyes. The character is wearing a dark red, ornate garment with a blue flower pendant and a gold chain. The background is a dark, smoky gradient.

Though not officially titled by the Order of the Lucky Lancers, Kizmya has granted Karlus with the powers of a Paladin of her

Secret: While he has proven that he is loath to speak of it, many of the more inquisitive members of the troupe have repeatedly asked him about the scar's origin. They have yet to receive any more than an irritated grunt in response to their questions. They're only clue is that while he seems to enjoy waxing eloquent about the seas and how to navigate them, he seems utterly terrified by them at the same time. The one mark all troupe members know not to inquire about is a tattoo and brand on the inside of his left wrist. The brand mark is that of a broken ship's wheel beneath a down turned crescent moon. The tattoo reads in flowing script: "Once we were brothers. Now fate has made us foes."

[illegible]

GooneyCube®.com

© 2021, Goopy Cube LLC. All rights reserved.



Character Name

Karlus Fole

Class & Level

Paladin Level 1

Race

Abyssal-Touched Myruun

Alignment

Language / Background

Common, Myruunic, Goblin

Attacks & Spellcasting

Name	ATK Bonus	Damage/Type
Trident	+5	1d6+3
Dagger	+5	1d4+3
Eldritch Blast	+4	1d10

Equipment

Weapons: Trident (Versatile 1d8, Thrown 20/60 range), Dagger

Armor: Chain Shirt, Shield

Gear: Priest's Pack, Drum

Proficiency Bonus
+2

Inspiration

Passive Wisdom (Perception)
11

+3

17

Strength

✧ +3 Saving Throws
● +5 Athletics

+3

16

Dexterity

✧ +3 Saving Throws
○ +3 Acrobatics
○ +3 Sleight of Hand
○ +3 Stealth

+3

17

Constitution

✧ +3 Saving Throws

+1

12

Intelligence

✧ +1 Saving Throws
○ +1 Arcana
○ +1 History
○ +1 Investigation
○ +1 Nature
○ +1 Religion

+1

12

Wisdom

✦ +3 Saving Throws
○ +1 Animal Handling
● +3 Insight
○ +1 Medicine
● +3 Perception
○ +1 Survival

+2

14

Charisma

✦ +4 Saving Throws
○ +2 Deception
○ +2 Intimidation
○ +2 Performance
● +4 Persuasion

Armor Class

17

Initiative

+3

Speed

25 ft.

MAX Hit Points

18

Current Hit Points

Temporary Hit Points

Hit Dice

1d10

Total 1

Death Saves

Successes ○ ○ ○

Failures ○ ○ ○

Spellcasting Ability

CHA

Spell Save DC

12

Spell Attack Bonus

+4

Proficiencies

Weapons: Simple weapons, martial weapons

Armor: All Armor, Shields

Saving Throws: Wisdom, Charisma

Musical Instruments: Drum

Notes

Karlus Fole

Level 1 Special Abilities



DIVINE SENSE POINTS - 3

LAY ON HANDS POINTS - 5

SWIM - You have a swimming speed of 25 feet.

HOLD BREATH - You can hold your breath up to 20 minutes.

AQUATIC NAVIGATOR - You have advantage on WIS (Survival) and WIS (Perception) checks made on, in, or within 10 ft. of aquatic terrain.

INNER FLAME - You know the Eldritch Blast cantrip. CHA is your spellcasting ability.

LAY ON HANDS - Your blessed touch can heal wounds. 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 a 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 disease 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 and constructs.

DIVINE SENSE - The presence of strong evil registers on your senses like a noxious odor, and powerful good rings like heavenly music in your ears. As an action, you can open your awareness to detect such forces. Until the end of your next turn, you know the location of any celestial, fiend, or undead within 60 feet of you that is not behind total cover. You know the type (celestial, fiend, or undead) of any being whose presence you sense, but not its identity (the vampire Count Strahd von Zarovich, for instance). Within the same radius, you also detect the presence of any place or object that has been consecrated or desecrated, as with the hallow spell. You can use this feature a number of times equal to $1 +$ your Charisma modifier. When you finish a long rest, you regain all expended uses.

ALL EYES ON YOU - Your accent, mannerisms, figures of speech, and perhaps even your appearance all mark you as foreign. Curious glances are directed your way wherever you go, which can be a nuisance, but you also gain the friendly interest of scholars and others intrigued by far-off lands, to say nothing of everyday folk who are eager to hear stories of your homeland. You can parley this attention into access to people and places you might not otherwise have, for you and your traveling companions. Noble lords, scholars, and merchant princes, to name a few, might be interested in hearing about your distant homeland and people.

Karlus Fole

Level 1 Spells



CANTRIPS

ELDRITCH BLAST (EVOCATION)

Casting Time: 1 action

Range: 120 feet

Target: A creature within range

Components: VS

Duration: Instantaneous

Description: 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 force damage. The spell creates more than one beam when you reach higher levels: two beams at 5th level, three beams at 11th level, and four beams at 17th level. You can direct the beams at the same target or at different ones. Make a separate attack roll for each beam.



Character Name

Kenna Naerna

Class & Level

SpellDancer, Dervish - Level 1

Race

Fey - Touched Human

Alignment

Language /Background

Common, Fay'aree

Attacks & Spellcasting

Name	ATK Bonus	Damage/Type
Shortsword	+6	1d6+3
Dagger (Off Hand)	+6	1d4
Dagger	+6	1d4+3
Dagger (Thrown)	+6	1d4+3
Shortbow	+5	1d6+3
Firebolt	+6	1d10

Equipment

Weapons: Dagger (x2), Shortsword, Shortbow

Armor: None

Gear: Entertainer's Pack, Spelldancer's Book, Disguise Kit

Proficiency Bonus
+2

Inspiration

Passive Wisdom (Perception)
12

+1



+1 Saving Throws



+1 Athletics

12

Strength

+3



+5 Saving Throws



+5 Acrobatics



+3 Sleight of Hand



+3 Stealth

16

Dexterity

+2



+2 Saving Throws

16

Constitution

+3



+2 Saving Throws



+2 Arcana



+2 History



+2 Investigation



+2 Nature



+2 Religion

14

Intelligence

+2



+2 Saving Throws



+2 Animal Handling



+2 Insight



+2 Medicine



+4 Perception



+2 Survival

15

Wisdom

+4



+6 Saving Throws



+4 Deception



+4 Intimidation



+6 Performance



+6 Persuasion

19

Charisma

Armor Class
17

Initiative
+2

Speed
30 ft.

MAX Hit Points

10

Current Hit Points

Temporary Hit Points

Hit Dice

1d8

Total 1

Death Saves

Successes ☐ ☐ ☐

Failures ☐ ☐ ☐

Spellcasting Ability

Cha

Spell Save DC

14

Spell Attack Bonus

+6

Proficiencies

Weapons: Simple Weapons

Armor: None

Saving Throws: Charisma, Dexterity

Tools: Disguise Kit

Notes

Kenna Naerna

Level 1 Special Abilities



DARKVISION - You can see in darkness without discerning color up to 60 ft.

KEEN SENSES - You have proficiency in the WIS (Perception) skill.

GIFT OF THE FEY - Once per long rest, you can cast the Misty Step spell without expending a spell slot. INT is your spellcasting ability for this spell.

SPELLDANCER'S BOOK - Your journey to becoming a Spelldancer began by studying from a Spelldancer's Book. Customarily, this is a bound tome or leather-wrapped sheaf of scrolls that has been passed down for many generations and enchanted by a Seeress to guard the secrets it hides. You continue to use your Spelldancer's book to hone your abilities, record new dances, and maintain your mastery of those performances you already know. Your Spelldancer's Book begins with one dance of your choice inscribed within it.

SPELLCASTING - The unique way in which the Zyanthuus is shaped by Spelldancers allows your cadenced movements to function as an arcane focus for your Spelldancer spells. In addition, this class feature allows you to cast your spells without verbal components.

PIROUETTE OF BLADES - While using this dance style, any time you make an attack against a creature, that enemy can no longer take opportunity attacks against you during the round in which your attack was made. Additionally, your strikes are more accurate, granting you a +1 bonus to hit with melee weapon attacks.

DERVISH - Beginning when you select this archetype, you gain proficiency with martial weapons. In addition, while you are not wearing armor or a shield, your AC equals 10 + your Dexterity modifier + your Charisma modifier.

REGIONAL KNOWLEDGE - Having grown up traveling with the troupe, you have seen and experienced much of the landscape and cultures of Western Verdestia. This has granted you significant knowledge of the geography of this continent. You gain advantage on any history or religion checks made, that relate to Western Verdestia.

Kenna Naerna

Level 1 Special Abilities



CANTRIPS

FIRE BOLT (EVOCATION)

Casting Time: 1 action

Range: 120 feet

Target: A creature or object within range

Components: VS

Duration: Instantaneous

Description: You hurl a mote of fire at a creature or object within range. Make a ranged spell attack against the target. On a hit, the target takes 1d10 fire damage. A flammable object hit by this spell ignites if it isn't being worn or carried. This spell's damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).

MAGE HAND (CONJURATION)

Casting Time: 1 action

Range: 30 feet

Target: A point you choose within range

Components: VS

Duration: 1 minute

Description: A spectral, floating hand appears at a point you choose within range. The hand lasts for the duration or until you dismiss it as an action. The hand vanishes if it is ever more than 30 feet away from you or if you cast this spell again. You can use your action to control the hand. You can use the hand to manipulate an object, open an unlocked door or container, stow or retrieve an item from an open container, or pour the contents out of a vial. You can move the hand up to 30 feet each time you use it. The hand can't attack, activate magic items, or carry more than 10 pounds.

LEVEL 1 (3 SLOTS) ☐ ☐ ☐

SHIELD (ABJURATION)

Casting Time: 1 reaction, which you take when you are hit by an attack or targeted by the magic missile spell

Range: Self

Target: Self

Components: VS

Duration: 1 round

Description: An invisible barrier of magical force appears and protects you. Until the start of your next turn, you have a +5 bonus to AC, including against the triggering attack, and you take no damage from magic missile.

BURNING HANDS (EVOCATION)

Casting Time: 1 action

Range: Self (15-foot cone)

Target: Self (15-foot cone)

Components: VS

Duration: Instantaneous

Description: 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, or half as much damage on a successful one. The fire ignites any flammable objects in the area that aren't 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 slot level above 1st.

Medium Humanoid, Male Human Paladin

A detailed illustration of a fierce, bearded warrior with long dark hair, wearing a fur-trimmed cloak and leather armor. A sword is visible behind his shoulder, and the background is a dramatic, cloudy sky.

Eventually he was sent to Nevermore. A town with its own great deal of problems. They figured the best person to send was some-

Secret: Orig Van has done many evil deeds in his past. He will never talk about them and does his best to keep them secret. He is always leery around guards. Word travels quickly, and while he has done a good job at keeping away from his past, these things always have a way of catching up to you.

[illegible]

© 2021, Goopy Cube LLC. All rights reserved.



Character Name

Orig Zahlin

Class & Level

Paladin

Race

Human

Alignment

Language / Background

Common, Draconic

Attacks & Spellcasting

Name	ATK Bonus	Damage/Type
Greatsword	+5	2d6+3
Dagger	+6	1d4+3

Equipment

Weapons: Greatsword, Dagger

Armor: Ring Mail, Shield

Gear: Explorer's pack

Proficiency Bonus

+2

Inspiration

Passive Wisdom (Perception)

9

+3

17

Strength



+3 Saving Throws



+5 Athletics

0

11

Dexterity



0 Saving Throws



0 Acrobatics



0 Sleight of Hand



0 Stealth

+3

16

Constitution



+3 Saving Throws

+1

13

Intelligence



+1 Saving Throws



+3 Arcana



+1 History



+3 Investigation



+3 Nature



+1 Religion

-1

9

Wisdom



+1 Saving Throws



-1 Animal Handling



-1 Insight



-1 Medicine



-1 Perception



-1 Survival

+1

12

Charisma



+3 Saving Throws



+1 Deception



+3 Intimidation



+1 Performance



+1 Persuasion

Armor Class

16

Initiative

0

Speed

30 ft.

MAX Hit Points

18

Current Hit Points

Temporary Hit Points

Hit Dice

1d10

Total 1

Death Saves

Successes 0 0 0

Failures 0 0 0

Spellcasting Ability

Spell Save DC

Spell Attack Bonus

Proficiencies

Armor: Light Armor, Medium Armor, Shields

Weapons: Simple Weapons, Martial Weapons

Saving Throws: Wisdom, Charisma

Notes

Orig Zahlin

Level 1 Special Abilities



is not behind total cover. You know the type (celestial, fiend, or undead) of any being whose presence you sense, but not its identity (the vampire Count Strahd von Zarovich, for instance). Within the same radius, you also detect the presence of any place or object that has been consecrated or desecrated, as with the hallow spell. You can use this feature a number of times equal to 1 + your Charisma modifier. When you finish a long rest, you regain all expended uses.

DIVINE SENSE POINTS - 2

LAY ON HANDS Points - 5

HEART OF DARKNESS - Those who look into your eyes can see that you have faced unimaginable horror and that you are no stranger to darkness. Though they might fear you, commoners will extend you every courtesy and do their utmost to help you. Unless you have shown yourself to be a danger to them, they will even take up arms to fight alongside you, should you find yourself facing an enemy alone.

LAY ON HANDS - Your blessed touch can heal wounds. 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 a 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 disease 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 and constructs.

DIVINE SENSE - The presence of strong evil registers on your senses like a noxious odor, and powerful good rings like heavenly music in your ears. As an action, you can open your awareness to detect such forces. Until the end of your next turn, you know the location of any celestial, fiend, or undead within 60 feet of you that

Quember Rand

Medium Humanoid, Male Human/Earth-Touched Cleric



Some would say Quember has had a rough start to life, but he knows luck has always been on his side. He was singled out and taken from his home by a secretive elemental cult that recognized his Blood-Touch. Yet when they dragged him out to the wastelands east of Andvalla, their rites – which involved heavy drinking – saw them forget to lock his cage and he was able to escape.

Surrounded by endless barren badlands on all sides, he picked a direction at random, and would have perished if it didn't happen to lead him to a lush oasis. And he may have been stuck there for the rest of his life had not a large and robust Andvalla Kinghorse – replete with gear and provisions – come to the oasis. Searching the saddlebags, Quember located a map that directed him to the West. He would have surely died in the long trek, but luckily found a number of watering holes on the ride. Then, upon arriving at the border of Andvalla, he was attacked and nearly killed by bandits who stole his horse and left him for dead. Even though his wounds were grievous, he survived two days beside the road in a ditch before the Blue Veil troupe happened by and rescued him.

After his wounds were healed, Anton told the young man about the goddess Kizmya... and given his extraordinary adventure,

Quember knew she must surely have been watching over him. He dedicated himself thereafter to studying her ways under Anton's tutelage. Quember is typically quiet, yet he possesses a dry sense of humor that too often goes unappreciated. He has a keen sense for irony, and almost seems to attract bizarre and unlikely occurrences. He is always calm and cool-headed, even in the direst circumstances. His trust in his divine patron and her lucky favor is absolute; no matter how bad things look, he knows they will eventually turn for the good in the most unlikely ways.

Despite the fact that he often fades into the background of most conversations, it seems everyone in the troupe, and especially the other Frenta, love to have Quember around. A Cleric of Kizmya, even one in training, must surely be lucky. Several incredible runs in games of chance with Quember watching have only confirmed this legend. Besides this, he is affable and easygoing, and his rumbling laughter is infectious.

Secret: Over the last several years, there have been whispers that the same elemental cult that had originally stolen him away from his home have been active in the areas around Nevermore, Prondadol, and Wavecrest. Few in the troupe know of the hardships he endured in his life, so he has been hesitant to confide his worry that he may yet run afoul with the cult who failed to complete their rituals last time.



Character Name

Quember Rand

Class & Level

Cleric Level 1

Race

Earth-Touched Human

Alignment

Language /Background

Common, Dwarvish, Goblin

Attacks & Spellcasting

Name	ATK Bonus	Damage/Type
Mace	+5	1d6+3
Cure Wounds	-	1d8+7
Healing Word	-	1d4+7
Guiding Bolt	+6	4d6
Sacred Flame	DEX 14	1d8
Acid Splash	DEX 14	1d6

Equipment

Weapons: Mace

Armor: Chain Shirt, Shield

Gear: Priest pack

Proficiency Bonus

+2

Inspiration

Passive Wisdom (Perception)

14

+3

16

Strength



+3 Saving Throws



+5 Athletics

+1

12

Dexterity



+1 Saving Throws



+1 Acrobatics



+1 Sleight of Hand



+1 Stealth

+3

17

Constitution



+3 Saving Throws

+1

12

Intelligence



+1 Saving Throws



+1 Arcana



+1 History



+1 Investigation



+1 Nature



+1 Religion

+4

18

Wisdom



+6 Saving Throws



+4 Animal Handling



+6 Insight



+6 Medicine



+4 Perception



+6 Survival

+2

15

Charisma



+4 Saving Throws



+2 Deception



+2 Intimidation



+2 Performance



+2 Persuasion

Armor Class

16

Initiative

+1

Speed

30 ft.

MAX Hit Points

15

Current Hit Points

Temporary Hit Points

Hit Dice

1d8

Total 1

Death Saves

Successes ☐ ☐ ☐

Failures ☐ ☐ ☐

Spellcasting Ability

WIS

Spell Save DC

14

Spell Attack Bonus

+6

Proficiencies

Armor: Light Armor, Medium Armor, Shields

Weapons: Simple Weapons, Martial Weapons

Saving Throws: Wisdom, Charisma

Notes

Quember Rand

Level 1 Special Abilities



CHANNEL DIVINITY POINTS – 0

BLESSED BY KIZMYA POINTS – 1

BLESSED BY KIZMYA - Once per long rest, when you roll a 1 on the d20 for an attack roll, ability check, or saving throw, you can re-roll the die and choose which to use.

STONE-TOUCHED - You are resistant to acid damage.
You can cast Acid Splash (without needing material components) once per long rest. WIS is your spellcasting ability.

LIFE DOMAIN - The Life Domain focuses on the vibrant positive energy—one of the fundamental forces of the universe—that sustains all life. The gods of life promote vitality and health through Healing the sick and wounded, caring for those in need, and driving away the forces of death and undeath. Your healing spells are more effective. Whenever you use a spell of 1st level or higher to restore hit points to a creature, the creature regains additional hit points equal to 2 + the spell's level. Life Domain Spells: 1st Bless, Cure Wounds.

REGIONAL KNOWLEDGE - Having grown up traveling with the troupe, you have seen and experienced much of the landscape and cultures of Western Verdestia. This has granted you significant knowledge of the geography of this continent. You gain advantage on any history or religion checks made, that relate to Western Verdestia.

Quember Rand

Level 1 Spells



CANTRIPS

SPARE THE DYING (NECROMANCY)

Casting Time: 1 action

Range: Touch

Target: A living creature that has 0 hit points

Components: VS

Duration: Instantaneous

Description: You touch a living creature that has 0 hit points. The creature becomes stable. This spell has no effect on undead or constructs.

LIGHT (EVOCATION)

Casting Time: 1 action

Range: Touch

Target: One object that is no larger than 10 feet in any dimension

Components: VM (A firefly or phosphorescent moss)

Duration: 1 Hour

Description: You touch one object that is no larger than 10 feet in any dimension. Until the spell ends, the object sheds bright light in a 20-foot radius and dim light for an additional 20 feet. The light can be colored as you like. Completely covering the object with something opaque blocks the light. The spell ends if you cast it again or dismiss it as an action. If you target an object held or worn by a hostile creature, that creature must succeed on a Dexterity saving throw to avoid the spell.

SACRED FLAME (EVOCATION)

Casting Time: 1 action

Range: 60 feet

Target: A creature you can see within range

Components: VS

Duration: Instantaneous

Description: Flame-like radiance descends on a creature that you can see within range. The target must succeed on a Dexterity saving throw or

take 1d8 radiant damage. The target gains no benefit from cover for this saving throw.

ACID SPLASH (CONJURATION)

Casting Time: 1 action

Range: 60 feet

Target: One creature within range or two creatures within range that are within 5 feet of each other

Components: VS

Duration: Instantaneous

Description: You hurl a bubble of acid. Choose one creature within range, or choose two creatures within range that are within 5 feet of each other. A target must succeed on a Dexterity saving throw or take 1d6 acid damage.

LEVEL 1 (6 SLOTS) ☐ ☐ ☐ ☐ ☐ ☐

BLESS (ENCHANTMENT)

Casting Time: 1 action

Range: 30 feet

Target: Up to three creatures of your choice within range

Components: VSM

Duration: Concentration (up to 1 minute)

Description: You bless up to three creatures of your choice within range. Whenever a target makes an attack roll or a saving throw before the spell ends, the target can roll a d4 and add the number rolled to the attack roll or saving throw.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st.

CURE WOUNDS (EVOCATION)

Casting Time: 1 action

Range: Touch

Target: A creature you touch

Components: VS

Duration: Instantaneous

Description: A creature you touch regains a number of hit points equal to 1d8 + your spellcasting ability modifier. This spell has no effect on undead or constructs.

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

HEALING WORD (EVOCATION)

Casting Time: 1 bonus action

Range: 60 feet

Target: A creature of your choice that you can see within range

Components: V

Duration: Instantaneous

Description: 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. At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the Healing increases by 1d4 for each slot level above 1st.

Quember Rand

Level 1 Spells

GUIDING BOLT (EVOCATION)

Casting Time: 1 action

Range: 120

Target: A creature of your choice within range

Components: VS

Duration: 1 round

Description: A flash of light streaks toward a creature of your choice within range. Make a ranged spell attack against the target. On a hit, the target takes 4d6 radiant damage, and the next attack roll made against this target before the end of your next turn has advantage, thanks to the mystical dim light glittering on the target until then.

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

COMMAND (ENCHANTMENT)

Casting Time: 1 action

Range: 60 feet

Target: A creature you can see within range

Components: V

Duration: 1 round

Description: You speak a one-word command to a creature you can see within range. The target must succeed on a Wisdom saving throw or follow the command on its next turn. The spell has no effect if the target is undead, if it doesn't understand your language, or if your command is directly harmful to it. Some typical commands and their effects follow. You might issue a command other than one described here. If you do so, the GM determines how the target behaves. If the target can't follow your command, 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 doesn't move and takes no actions. A flying creature stays aloft, provided that it is able to do so. If it must move to stay aloft, it flies the minimum distance needed to remain in the air.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, you can affect one additional creature for each slot level above 1st. The creatures must be within 30 feet of each other when you target them.

Medium Humanoid, Male Human Wizard

A vibrant, painterly portrait of a man with long dark hair tied in a bun, wearing a yellow and white patterned shawl. He has a serious expression and is looking directly at the viewer. The background is a mix of purple and blue hues.

Secret: From a very young age he knew that he had the gift of understating the intellectual ministrations required to harness the

[illegible]

GooneyCube®.com

© 2021, Goopy Cube LLC. All rights reserved.



Language /Background
Common, Draconic, Elvish

[illegible]

Equipment: Arcane Focus, Bottle of Black Ink, Quill, Small Knife, Letter from a Dead Colleague posing a question, Spellbook, Common Clothes, Scholar's Pack, Book of Lore, little bag of sand, small knife, backpack, ink, ink pen, parchment.

Charisma

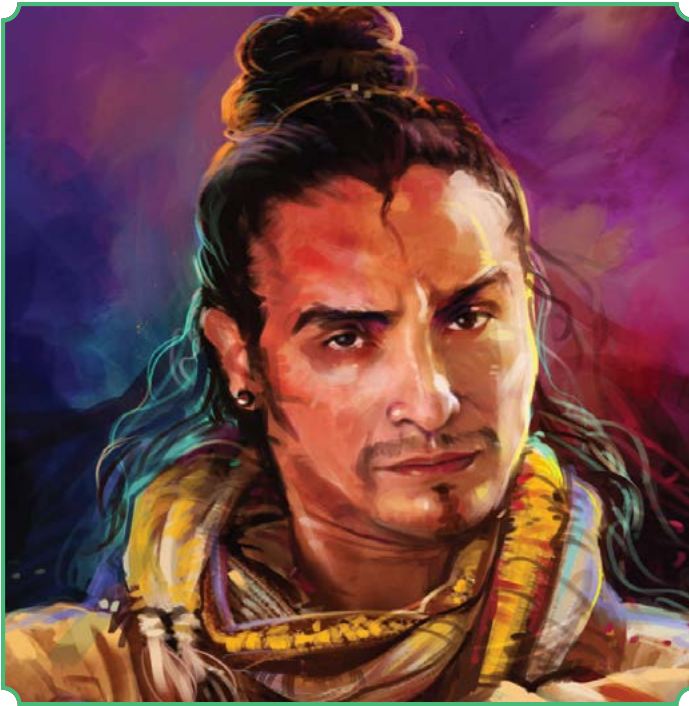
+6

Saving Throws: Intelligence, Wisdom

[illegible]

Sal'xar Soolusim

Level 1 Special Abilities



ARCANE RECOVERY POINTS – 1

RITUAL CASTING - You can cast a wizard spell as a ritual if that spell has the ritual tag and you have the spell in your spellbook. You don't need to have the spell prepared.

ARCANE RECOVERY - You have learned to regain some of your magical energy by studying your spellbook. Once per day when you finish a short rest, you can choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than half your wizard level (rounded up), and none of the slots can be 6th level or higher. For example, if you're a 4th-level wizard, you can recover up to two levels worth of spell slots. You can recover either a 2nd-level spell slot or two 1st-level spell slots.

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 multiverse can require an adventure or even a whole campaign.

SPELLBOOK - The spells that you add to your spellbook as you gain levels reflect the arcane research you conduct on your own, as well as intellectual breakthroughs you have had about the nature of the multiverse. You might find other spells during your adventures. You could discover a spell recorded on a scroll in an evil wizard's chest, for example, or in a dusty tome in an ancient library.

Copying a Spell into the Book. When you find a wizard spell of 1st level or higher, you can add it to your spellbook if it is of a spell level you can prepare and if you can spare the time to decipher and copy it.

Copying that spell into your spellbook involves reproducing the basic form of the spell, then deciphering the unique system of notation used by the wizard who wrote it. You must practice the spell until you understand the sounds or gestures required, then transcribe it into your spellbook using your own notation.

For each level of the spell, the process takes 2 hours and costs 50 gp. The cost represents material components you expend as you experiment with the spell to master it, as well as the fine inks you need to record it. Once you have spent this time and money, you can prepare the spell just like your other spells.

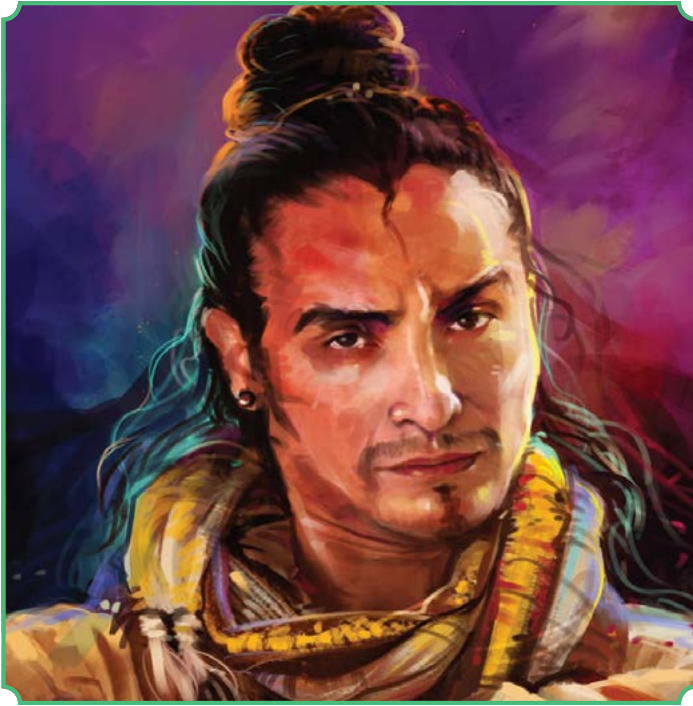
Replacing the Book. You can copy a spell from your own spellbook into another book—for example, if you want to make a backup copy of your spellbook. This is just like copying a new spell into your spellbook, but faster and easier, since you understand your own notation and already know how to cast the spell. You need spend only 1 hour and 10 gp for each level of the copied spell.

If you lose your spellbook, you can use the same procedure to transcribe the spells that you have prepared into a new spellbook. Filling out the remainder of your spellbook requires you to find new spells to do so, as normal. For this reason, many wizards keep backup spellbooks in a safe place.

The Book's Appearance. Your spellbook is a unique compilation of spells, with its own decorative flourishes and margin notes. It might be a plain, functional leather volume that you received as a gift from your master, a finely bound gilt-edged tome you found in an ancient library, or even a loose collection of notes scrounged together after you lost your previous spellbook in a mishap.

Sal'xar Soolusim

Level 1 Spells



CANTRIPS

LIGHT (EVOCATION)

Casting Time: 1 action

Range: Touch

Components: VM (a firefly or phosphorescent moss)

Duration: 1 Hour

Description: You touch one object that is no larger than 10 feet in any dimension. Until the spell ends, the object sheds bright light in a 20-foot radius and dim light for an additional 20 feet. The light can be colored as you like. Completely covering the object with something opaque blocks the light. The spell ends if you cast it again or dismiss it as an action. If you target an object held or worn by a hostile creature, that creature must succeed on a Dexterity saving throw to avoid the spell.

MAGE HAND (CONJURATION)

Casting Time: 1 action

Range: 30 feet

Components: VS

Duration: 1 minute

Description: A spectral floating hand appears at a point you choose within range. The hand lasts for the duration or until you dismiss it as an action. The hand vanishes if it is ever more than 30 feet away from you or if you cast this spell again. You can use your action to control the hand. You can use the hand to manipulate an object, open an unlocked door or container, stow or retrieve an item from an open container, or pour the contents out of a vial. You can move the hand up to 30 feet each time you use it. The hand can't attack, activate magic items, or carry more than 10 pounds.

FIRE BOLT (EVOCATION)

Casting Time: 1 action

Range: 120 feet

Components: VS

Duration: Instantaneous

Description: You hurl a mote of fire at a creature or object within range. Make a ranged spell attack against the target. On a hit, the target takes 1d10 fire damage. A flammable object hit by this spell ignites if it isn't being worn or carried. This spell's damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).

LEVEL 1 (6 SLOTS) ☐☐☐☐☐☐

COLOR SPRAY (ILLUSION)

Casting Time: 1 action

Range: Self

Target: A living creature that has 0 hit points

Components: VSM (a pinch of powder or sand that is colored red, yellow, and blue)

Duration: 1 Round

Description: A dazzling array of Flashing, colored light springs from your hand. Roll 6d10; the total is how many hit points of creatures this spell can affect. Creatures in a 15-foot cone originating from you are affected in ascending order of their current hit points (ignoring unconscious creatures and creatures that can't see). Starting with the creature that has the lowest current hit points, each creature affected by this spell is blinded until the end of your next turn. Subtract each creature's hit points from the total before moving on to the creature with the next lowest hit points. A creature's hit points must be equal to or less than the remaining total for that creature to be affected.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, roll an additional 2d10 for each slot level above 1st.

MAGIC MISSILE (EVOCATION)

Casting Time: 1 action

Range: 120 feet

Components: VS

Duration: Instantaneous

Damage/Effect: Force

Description: You create three glowing darts of magical force. Each dart 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.

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 slot level above 1st.

MAGE ARMOR (ABJURATION)

Casting Time: 1 action

Range: Touch

Components: SVM (a piece of cured leather)

Duration: 8 Hours

Description: 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 Dexterity modifier. The spell ends if the target dons armor or if you dismiss the spell as an action.

Sal'xar Soolusim

Level 1 Spells

SHIELD (ABJURATION)

Casting Time: : 1 reaction (which you take when you are hit by an attack or targeted by the magic missile spell)

Range: Self

Components: VS

Duration: 1 Round

Description: An invisible barrier of magical force appears and protects you. Until the start of your next turn, you have a +5 bonus to AC, including against the triggering attack, and you take no damage from magic missile.

SLEEP (ENCHANTMENT)

Casting Time: 1 action

Range: 90 feet

Components: VSM (tiny tarts and a feather that is waved in the air)

Duration: 1 minute

Description: This spell sends creatures into a magical slumber. Roll 5d8; the total is how many hit points of creatures this spell can affect. Creatures within 20 feet of a point you choose within range are affected in ascending order of their current hit points (ignoring unconscious creatures).

Starting with the creature that has the lowest current hit points, each creature affected by this spell falls unconscious until the spell ends, the sleeper takes damage, or someone uses an action to shake or slap the sleeper awake. Subtract each creature's hit points from the total before moving on to the creature with the next lowest hit points. A creature's hit points must be equal to or less than the remaining total for that creature to be affected. Undead and creatures immune to being charmed aren't affected by this spell.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, roll an additional 2d8 for each slot level above 1st.

FIND FAMILIAR (CONJURATION)

RITUAL

Casting Time: 1 Hour

Range: 10 feet

Components: SVM (10 GP worth of charcoal, incense, and herbs that must be consumed by fire in a brass brazier)

Duration: Instantaneous

Description You gain the service of a familiar, a spirit that takes an animal form you choose: bat, cat, crab, frog(toad), hawk, lizard, octopus, owl, poisonous snake, fish(quipper), rat, raven, seahorse, spider, or weasel. Appearing in an unoccupied space within range, the familiar has the statistics of the chosen form, though it is a celestial, fey, or fiend (your choice) instead of a beast.

Your familiar acts independently of you, but it always obeys your commands. In combat, it rolls its own initiative and acts on its own turn. A familiar can't attack, but it can take other actions as normal. When the familiar drops to 0 hit points, it disappears, leaving behind no physical form. It reappears after you cast this spell again. While your familiar is within 100 feet of you, you can communicate with it telepathically. Additionally, as an action, you can see through your familiar's eyes and hear what it hears until the start of your next turn, gaining the benefits of any special senses that the familiar has. During this time, you are deaf and blind with regard to your own senses.

As an action, you can temporarily dismiss your familiar. It disappears into a pocket dimension where it awaits your summons. Alternatively, you can dismiss it forever. As an action while it is temporarily dismissed, you can cause it to reappear in any unoccupied space within 30 feet of you.

You can't have more than one familiar at a time. If you cast this spell while you already have a familiar, you instead cause it to adopt a new form. Choose one of the forms from the above list. Your familiar transforms in to the chosen creature.

Finally, when you cast a spell with a range of touch, your familiar can deliver the spell as if it had cast the spell. Your familiar must be within 100 feet of you, and it must use its reaction to deliver the spell when you cast it. If the spell requires an attack roll, you use your attack modifier for the roll.

Medium Humanoid, Male Half-Drow Agent of Jinxx



Fond of quips, zingers, and barbed comments, he has an intense, ongoing, yet friendly rivalry with Crendon Sharn. Their quarreling is often a favorite fixture around the campfire, as the pair effortlessly weave poetry, insults, songs, rhymes, and clever taunts into an impressive back-and-forth verbal sparring match. He has also been quite close with Shayaleen Felasse since childhood. Through the years she has been his accomplice and lookout through many mischievous adventures.

Sayaer' has never been particularly devout, but the troupe hoped to put his furtive skill set to productive – rather than troublesome – use, by having him train as an Agent of Jinxx. Though initially resentful, he has embraced the powers granted to followers of the Lord of Fools, and he has proven extremely capable and a quick study. It seems that even if he isn't much interested in Jinxx, the Trickster-god has an interest in him.

Sayaer' is one of several members of the Blue Veil rescued from a dreary, tumbledown orphanage in the city of Hardcastle well over a decade ago. Though the old priestess that ran the orphanage was a kind woman, she was in poor health and had neither the money or the energy to maintain the crumbling, leaking building. When

she passed away, the unwanted children staying there would have ended up begging on the streets if the troupe had not been passing through town. When the starving young kids were caught stealing food at the Carnivale, they were taken in rather than shooed away. Over the years, many left the troupe to start new lives but some like Sayaer' stayed – not knowing any other home.

Secret: How he came to be left at the orphanage is something Say-aer' has pondered on many sleepless nights, although he never divulges his ponderings to anyone else. Nor has he ever shown anyone the brand on his right shoulder blade that resembles two jagged daggers crossed over one another. He has begun to feel as though he is being watched but has yet to see by whom or what, or even prove that his feeling is anything more than simple paranoia.

[illegible]

GooneyCube®.com

© 2021, Gooey Cube LLC. All rights reserved.



Character Name

Sayer' Kress

Class & Level

Agent of Jinxx Level 1

Race

Half-Drow

Alignment

Language /Background

Common, Elvish

Attacks & Spellcasting

Name	ATK Bonus	Damage/Type
Rapier	+5	1d8+3
Dagger	+5	1d4+3
Healing Word	+5	1d6+4

Equipment

Weapons: Rapier, dagger, shortbow (80/320 range) with 20 arrows

Armor: Leather Armor

Gear: Burglar's pack, thieves' tools, disguise kit

Proficiency Bonus
+2

Inspiration

Passive Wisdom (Perception)
12

+2

15

Strength



+2 Saving Throws
+2 Athletics

+3

17

Dexterity



+5 Saving Throws
+5 Acrobatics
+5 Sleight of Hand
+5 Stealth

+2

15

Constitution



+2 Saving Throws

+1

12

Intelligence



+1 Saving Throws
+1 Arcana
+1 History
+1 Investigation
+1 Nature
+1 Religion

+2

14

Wisdom



+2 Saving Throws
+2 Animal Handling
+2 Insight
+2 Medicine
+2 Perception
+2 Survival

+4

19

Charisma



+6 Saving Throws
+6 Deception
+6 Intimidation
+4 Performance
+6 Persuasion

Armor Class
14

Initiative
+3

Speed
30 ft.

MAX Hit Points

14

Current Hit Points

Temporary Hit Points

Hit Dice

1d8

Total 1

Death Saves

Successes ○ ○ ○

Failures ○ ○ ○

Spellcasting Ability

CHA

Spell Save DC

14

Spell Attack Bonus

+6

Proficiencies

Armor: Light Armor, Medium Armor, Shields

Weapons: Simple Weapons, Martial Weapons

Saving Throws: Wisdom, Charisma

Tools: Thieves Tools, Disguise Kit

Notes

Sayaer' Kress

Level 1 Special Abilities



TRICKSTER'S TOXIN – 1

DARKVISION - You can see in darkness without discerning color up to 60 ft.

FEY ANCESTRY - You have advantage on saving throws against being charmed, and you can't be put to sleep through magical means.

DROW MAGIC - You know the Dancing Lights cantrip. Upon reaching 3rd level, you can cast the Faerie Fire spell once per long rest without using a spell slot. At 5th level, you can cast the Darkness spell once per long rest without using a spell slot. CHA is your spellcasting ability for these spells.

MAGIC INITIATE - You learn two cantrips of your choice from the Agent of Jinxx spell list. In addition, you learn one 1st level spell from the same list. You can cast it at its lowest level; once cast, you cannot do so again until you finish a long rest. Your spellcasting modifier for these spells is Charisma.

AGENTS' CANT - During your Agent training you learned Agents' Cant, a secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation. Only another creature that knows Agents' Cant understands such messages. It takes four times longer to convey such a message than it does to speak the same idea plainly. In addition, you understand a set of secret signs and symbols used to convey short, simple messages, such as whether an area is dangerous, whether loot is nearby, or

whether the people in an area are easy marks or will provide a safe house for agents on the run.

OPPORTUNE STRIKE - Beginning at 1st level, you know how to exploit weaknesses in your foe's defenses, striking both quickly and with deadly accuracy. Once per turn, and whenever you have advantage on your attack roll, you may quickly attack with both your main-hand and off-hand weapons (or twice with a single weapon, but only adding your ability modifier to damage once) – inflicting the damage of both attacks on a successful hit while retaining your bonus action. Note that in either case the attack must use a finesse or ranged weapon, and only one attack roll is made for the strike. You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

WILY TACTICS - At 1st level, your proficiency bonus is doubled for either disguise or forgery (your choice) in addition to any ability check that involves Trailing (Survival) or Evasion (Stealth) in crowded areas or urban environments. You also have advantage on all Charisma (Deception) and Charisma Persuasion) checks.

AGENT ARCHETYPES: THE HOAX - Agents of 'The Hoax' are sworn to the Jinxx, the god of fools and tricksters. As such, they are gifted with a few magical tricks that supplement their other potent capabilities – giving them a knack for subterfuge, espionage, and escaping tight situations. Plain and simple, Agents of Jinxx are slippery opponents, both on the field of battle and in social engagements.

TRICKSTER'S TOXIN - Beginning when you select the Hoax Archetype, you gain the ability to channel magical energy into your blades – enhancing your weapon with an arcane poison. Any creature that you cause damage to while your Trickster's Toxin is active must immediately make a Constitution saving throw against your spell save DC. If they fail, blinding flashes of multicolored light and the laughing faces of a jester explode across their vision as the toxin overloads their visual senses. Following the failed save, the affected creature suffers from the poisoned condition for 1 minute. Trickster's Toxin lasts for 1 minute per Agent level. Once you use this feature, you can't use it again until you finish a long rest. You gain an additional use of this ability at 9th level and again at 17th level.

Sayaer' Kress

Level 1 Spells



CANTRIPS

PRESTIDIGITATION (TRANSMUTATION)

Casting Time: 1 action

Range: 10 feet

Target: See description

Components: VS

Duration: 1 Hour

Description: This spell is a minor magical trick that novice spellcasters use for practice. You create one of the following magical effects within range:

- You create an instantaneous, harmless sensory effect, such as a shower of sparks, a puff of wind, faint musical notes, or an odd odor.
- You instantaneously light or snuff out a candle, a torch, or small campfire.
- You instantaneously clean or soil an object no larger than 1 cubic foot.
- You chill, warm, or flavor up to 1 cubic foot of nonliving material for 1 hour.
- You make a color, a small mark, or a symbol appear on an object or a surface for 1 hour.
- You create a nonmagical trinket or an illusory image that can fit in your hand and that lasts until the end of your next turn. If you cast this spell multiple times, you can have up to three of its non-instantaneous effects active at a time, and you can dismiss such an effect as an action.

MINOR ILLUSION (ILLUSION)

Casting Time: 1 action

Range: 30 feet

Target: See description

Components: SM

Duration: 1 Hour

Description 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.

If you create a sound, its 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. If you create an image of an object--such as a chair, muddy footprints, or a small chest--it must be no larger than a 5-foot cube. The image can't create sound, light, smell, or any other sensory effect. Physical interaction with the image reveals it to be an illusion, because things can pass through it.

If a creature uses its action to examine the sound or image, the creature can determine that it is an illusion with a successful Intelligence (Investigation) check against your spell save DC. If a creature discerns the illusion for what it is, the illusion becomes faint to the creature.

LEVEL 1 (0 SLOTS/SEE SPECIAL ABILITIES)

DISGUISE SELF (ILLUSION)

NOTE: This can only be used once per long rest.

Casting Time: 1 action

Range: Self

Target: Self

Components: VS

Duration: 1 Hour

Description: You make yourself--including your clothing, armor, weapons, and other belongings on your person--look different until the spell ends or until you use your action to dismiss it. You can seem 1 foot shorter or taller and can appear thin, fat, or in between. You can't change your body type, so you must adopt a form that has the same basic arrangement of limbs. Otherwise, the extent of the illusion is up to you.

The changes wrought by this spell fail to hold up to physical inspection. For example, if you use this spell to add a hat to your outfit, objects pass through the hat, and anyone who touches it would feel nothing or would feel your head and hair. If you use this spell to appear thinner than you are, the hand of someone who reaches out to touch you would bump into you while it was seemingly still in midair.

To discern that you are disguised, a creature can use its action to inspect your appearance and must succeed on an Intelligence (Investigation) check against your spell save DC.

Medium Humanoid, Female Wood-Elf Rogue

A digital painting of a female elf with long, flowing pink hair and pointed ears, smiling slightly. She is wearing a dark, ornate outfit with gold accents. The background is a vibrant, ethereal mix of green and blue light.

Secret: She hears her mom whispering in her sleep. “Dark times are coming,” her mom warns her. She knows something is amiss, and she will do all she can to prepare for the future to fight for her family.



© 2021, Gooney Cube LLC. All rights reserved.



Race
Wood-Elf

Language /Background
Common, Elvish, Haltling, Orcish, Thieves' Cant

Dagger	+6	1d4+4
--------	----	-------

Gear: Burglar's Pack, Thieves' Tools, Common Clothes, Ball bearings, String, Flask of oil, Crowbar, hammer, piton, rations, tinderbox, waterskin, hempen rope

Charisma

- ✧ +2 Saving Throws
- +4 Deception
- +2 Intimidation
- +2 Performance
- +4 Persuasion

Tools: Thieves Tools[illegible]

Tinesi Magwynn

Level 1 Special Abilities



SNEAK ATTACK DAMAGE: 1D6

THIEVES' CANT - During your rogue training you learned thieves' cant, a secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation. Only another creature that knows thieves' cant understands such messages. It takes four times longer to convey such a message than it does to speak the same idea plainly. In addition, you understand a set of secret signs and symbols used to convey short, simple messages, such as whether an area is dangerous or the territory of a thieves' guild, whether loot is nearby, or whether the people in an area are easy marks or will provide a safe house for thieves on the run.

SNEAK ATTACK - Beginning at 1st level, you know how to strike subtly and exploit a foe's distraction. Once per turn, you can deal an extra 1d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon. You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll. The amount of the extra damage increases as you gain levels in this class, as shown in the Sneak Attack column of the Rogue table.

FEY ANCESTRY - You have advantage on saving throws against being charmed, and you can't be put to sleep through magical means.

TRANCE - Elves don't need to sleep. Instead, they meditate deeply, remaining semiconscious, for 4 hours a day. (The Common word for such meditation is "trance.") While meditating, you can

dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

DARKVISION - You can see in darkness without discerning color up to 60 ft.

LET'S MAKE THINGS INTERESTING - You can convince nearly anyone to put up something they aren't willing to part with (property, information, coin, or an item) by putting up something that you have, in a game of chance. Your DM might rule that they will only agree to a game of their choosing, and they may only agree if they feel the odds are heavily stacked in their favor. Roll for charisma, if used many times in succession the DM can institute a temporary negative modifier on your charisma rolls.

EXPERTISE - At 1st Level, choose two of your skill Proficiencies, or one of your skill Proficiencies and your proficiency with Thieves' Tools. Your Proficiency Bonus is doubled for any ability check you make that uses either of the chosen Proficiencies. At 6th level, you can choose two more of your Proficiencies (in Skills or with thieves' tools) to gain this benefit.

Medium Humanoid, Female Elf Druid

Vanness' Alana's unmistakably possesses the wild and verdant beauty of the Wood Elves, with her straw-colored hair streaked by bands of forest green, sharply-pointed ears, and shimmering green eyes. She stands five-foot, two-inches tall, and seems to glide with effortless grace wherever she goes.

She is a wise and polite young woman, but rather odd. She is loved and accepted like any member of the troupe, but even in such varied company a full-blooded Elf is somewhat unusual, and she is stranger still.

Vaness' is not unsociable, but seems to be naturally aloof and has strange, muted reactions to things. She listens intently to everyone, but rarely makes eye contact, and seems lost in day-dreams when on her own. On those rare occasions she talks at much length, her speech turns to rambling parables that drift off mid-sentence. She will smile at odd moments without an obvious prompt, but her features often remain passive during even the most joyous celebrations. If asked about it, she seems confused by others confusion.

Yet Vaness' appears to have a deep and intuitive connection with

Secret: She was brought to the troupe only a few years ago by her father. He spoke little of what drove him to bring his daughter out of the secretive enclaves of their kind, but his urgency was apparent. He did warn the leaders of the Blue Veil that Vaness' is the mirror image of her mother, but if such a woman were ever to appear looking for the girl, they must refuse her no matter what, and should flee with all haste from her. He also spoke in hushed tones with Mother Salvensa of a Blood-Touch on Vaness'... but no one else in the troupe has ever spotted so much as a hint of what it could be, as her appearance seems to be the ideal of a young Elf woman. Indeed, Vaness' herself seems to have no knowledge of any Blood-Touch at all.

[illegible]

© 2021, Goopy Cube LLC. All rights reserved.



Character Name

Vaness' Alana's

Class & Level

Druid Level 1

Race

Wood Elf

Alignment

Language /Background

Common, Elvish, Druidic

Attacks & Spellcasting

Name	ATK Bonus	Damage/Type
Sickle	+5	1d4+3
Dagger	+5	1d4+3
4 Darts (20/60 Range)	+5	1d4+3
Healing Word	-	1d4+4
Thunderwave	DC14	2d8

Equipment

Weapons: Sickle, Dagger, Darts

Armor: Hide Armor

Gear: Explorer's pack, druidic focus, herbalism kit

Proficiency
Bonus
+2

Inspiration

Passive Wisdom
(Perception)
14

+1

✧ +1 Saving Throws
○ +1 Athletics

12

Strength

+3

✧ +3 Saving Throws
○ +3 Acrobatics
○ +3 Sleight of Hand
○ +3 Stealth

16

Dexterity

+1

✧ +1 Saving Throws

13

Constitution

+3

✦ +5 Saving Throws
○ +3 Arcana
○ +3 History
○ +3 Investigation
○ +3 Nature
○ +3 Religion

16

Intelligence

+4

✦ +6 Saving Throws
● +6 Animal Handling
○ +4 Insight
● +6 Medicine
● +6 Perception
● +6 Survival

18

Wisdom

+1

✧ +1 Saving Throws
○ +1 Deception
○ +1 Intimidation
○ +1 Performance
○ +1 Persuasion

13

Charisma

Armor Class

14

Initiative

+3

Speed

30 ft.

MAX Hit Points

13

Current Hit Points

Temporary Hit Points

Hit Dice

1d8

Total 1

Death Saves

Successes ○ ○ ○

Failures ○ ○ ○

Spellcasting
Ability

WIS

Spell Save DC

14

Spell Attack
Bonus

+6

Proficiencies

Armor: Light armor, medium armor, shields (Druids will not wear armor or use shields made of metal)

Weapons: Clubs, daggers, darts, javelins, maces, quarterstaves, scimitars, sickles, slings, spears

Tools: Herbalism kit

Saving Throws: Intelligence, Wisdom

Notes

Vaness' Alana's

Level 1 Special Abilities



RITUAL CASTING - You can cast a druid spell as a ritual if that spell has the ritual tag and you have the spell prepared.

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.

DARKVISION - You can see in darkness without discerning color up to 60 ft.

FEY ANCESTRY - You have advantage on saving throws against being charmed, and you can't be put to sleep through magical means.

TRANCE - Elves don't need to sleep. Instead, they meditate deeply, remaining semiconscious, for 4 hours a day. (The Common word for such meditation is "trance.") While meditating, you can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

ELVEN MAGIC - You know the Minor Illusion cantrip. WIS is your spellcasting ability.

WILD KIN - You have advantage on WIS (Animal Handling) checks made against animals that are not hostile to you.

DRUIDIC - You know Druidic, the Secret language of druids. You can speak the language and use it to leave hidden messages. You and others who know this language automatically spot such a Message. Others spot the message's presence with a successful DC 15 Wisdom (Perception) check but can't decipher it without magic.

SPELLCASTING - Drawing on the divine essence of Nature itself, you can cast Spells to shape that essence to your will.

Vaness' Alana's

Level 1 Spells



CANTRIPS

MINOR ILLUSION (ILLUSION)

Casting Time: 1 action

Range: 30 feet

Target: See description

Components: MS

Duration: 1 Minute

Description: 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. If you create a sound, its 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. If you create an image of an object—such as a chair, muddy footprints, or a small chest—it must be no larger than a 5-foot cube. The image can't create sound, light, smell, or any other sensory effect. Physical interaction with the image reveals it to be an illusion, because things can pass through it. If a creature uses its action to examine the sound or image, the creature can determine that it is an illusion with a successful Intelligence (Investigation) check against your spell save DC. If a creature discerns the illusion for what it is, the illusion becomes faint to the creature.

GUIDANCE (DIVINATION)

Casting Time: 1 action

Range: Touch

Target: One willing creature

Components: VS

Duration: Concentration (up to 1 minute)

Description: You touch one willing creature. 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 die before or after making the ability check. The spell then ends.

LEVEL 1 (6 SLOTS) ☐ ☐ ☐ ☐ ☐ ☐

HEALING WORD (EVOCATION)

Casting Time: 1 bonus action

Range: 90 feet

Target: A creature of your choice that you can see within range

Components: V

Duration: Instantaneous

Description: 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.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the Healing increases by 1d4 for each slot level above 1st.

THUNDERWAVE (EVOCATION)

Casting Time: 1 action

Range: Self (15-foot cube)

Target: Self (15-foot cube)

Components: VS

Duration: Instantaneous

Description: 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 save, the creature takes half as much damage and isn't 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 out to 300 feet.

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

ANIMAL FRIENDSHIP (ENCHANTMENT)

Casting Time: 1 action

Range: 30 feet

Target: A beast that you can see within range

Components: VSM

Duration: 24 hours

Description: This spell lets you convince a beast that you mean it no harm. Choose a beast that you can see within range. It must see and hear you. If the beast's Intelligence is 4 or higher, the spell fails. Otherwise, the beast must succeed on a Wisdom saving throw or be charmed by you for the spell's duration. If you or one of your companions harms the target, the spell ends.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, you can affect one additional beast for each slot level above 1st.