



A Fantasy Role-Playing Setting

Character Name

Player Name

Giant Turtle, Barbarian (Berserker), 3

Ancestry, Class (Subclass), Level

Hermit

Background

950

Experience

STR
+3
17

DEX
+1
13

CON
+2
15

INT
+0
10

WIS
+1
12

CHA
-1
8

PROFICIENCY BONUS

+2

Saving Throws

- +5 Strength*
 - +1 Dexterity
 - +4 Constitution*
 - +0 Intelligence
 - +1 Wisdom
 - 1 Charisma
- *prof. bonus added*

Skills

- +1 Acrobatics
 - +1 Animal Handling
 - +0 Arcana
 - +3 Athletics
 - 1 Deception
 - +0 History
 - +1 Insight
 - +1 Intimidation*
 - +0 Investigation
 - +3 Medicine*
 - +2 Nature*
 - +1 Perception
 - 1 Performance
 - 1 Persuasion
 - +2 Religion*
 - +1 Sleight of Hand
 - +1 Stealth
 - +3 Survival*
- *prof. bonus added*

PASSIVE WISDOM

11

ARMOR

17

Natural Armor

HP

32

HD 3D12

INITIATIVE

+1

SPEED

30ft

LANGUAGES Common
ALIGNMENT Lawful Neutral
SIZE Medium

ACTION

- **Two-Handed Greataxe** melee, +5 to hit, 1D12+3
- **Turtle Claws** melee, +5 to hit, 1D4+3
- **Handaxe** melee/ranged, +5 to hit, 1D6+3
- **Javelin** ranged, +5 to hit, 1D6+3
- **Rage** see Class Feature

CLASS FEATURE

- **Rage** (3/day)
 - Lasts 1 minute (10 rounds), or until unconscious, haven't attacked, or been hit in a round
 - Advantage on STR checks & saves
 - +2 bonus on STR-based melee attacks
 - Resistance (half damage) from bludgeoning, piercing, slashing damage
- **Reckless Attack** first attack on your turn rolls with advantage, attacks against you roll with advantage until next turn
- **Danger Sense** advantage on DEX saves against traps
- **Frenzy** attack as bonus action while raging, one level of exhaustion after rage

ANCESTRY FEATURE

- **Hold Breath** up to 1 hour
- **Shell Defense**
 - Armor +4
 - Advantage on STR & CON saves
 - Speed 0 and prone
 - No Reactions
 - Disadvantage on DEX saves

BACKGROUND FEATURE

- **Discovery**

PROFICIENCIES

- **Armor** light, medium, shields
- **Weapons** simple, martial
- **Tools** none

ANGRY TURTLE

The other turtles in the pond always teased you. You grew so much faster than the other kids, and even your parents weren't sure how to help. What's a turtle to do when their child is the size of a human?

Never quite fitting in, you left home in search of others like you. Maybe finding other outsiders and sharing with each other will help with the frustration and the loneliness.

PERSONALITY TRAIT

You generally don't say much but will freely speak openly and confidently when a topic you're passionate about comes up.

IDEAL

Fairness: everyone wins if everything is equal.

BOND

You love the environment and will do anything to protect its natural beauty.

FLAW

You can't ignore a fight, especially if it isn't fair.

NOTES

EQUIPMENT

- **Carrying** greataxe, two handaxes, five javelins, explorer's pack (includes backpack, bedroll, mess kit, tinderbox, 10 torches, 10 day's rations, waterskin, 50 feet of rope), herbalism kit (includes clippers, mortar and pestle, pouches of herbs), winter blanket
- **Coins & Gems** 7 gold pieces (GP), 4 gems (each worth 10 GP)



A Fantasy Role-Playing Setting

Character Name

Player Name

Clockwork Person, Monk (Way of Open Hand), 3

Ancestry, Class (Subclass), Level

Gladiator

Background

950

Experience

STR
+1
12

DEX
+3
16

CON
+2
15

INT
+0
10

WIS
+2
14

CHA
-1
8

PROFICIENCY BONUS

+2

Saving Throws

+3 Strength*

+5 Dexterity*

+2 Constitution

+0 Intelligence

+2 Wisdom

-1 Charisma

**prof. bonus added*

Skills

+5 Acrobatics*

+2 Animal Handling

+0 Arcana

+3 Athletics*

-1 Deception

+0 History

+2 Insight

-1 Intimidation

+0 Investigation

+2 Medicine

+0 Nature

+2 Perception

+1 Performance*

-1 Persuasion

+2 Religion

+3 Sleight of Hand

+5 Stealth*

+2 Survival

**prof. bonus added*

PASSIVE WISDOM

12

ARMOR

16

None

HP

24

HD 3D8

INITIATIVE

+3

SPEED

40ft

LANGUAGES Common

ALIGNMENT Lawful Neutral

SIZE Medium

ACTION

- **Punch** melee, +5 to hit, 1D4+3 and (optional) **Extra Punch** melee, +5 to hit, 1D4+3

- **Dart** ranged, +5 to hit, 1D4+3

- **Flurry of Blows** see Class Feature

CLASS FEATURE

- **Ki Energy** 3 ki points to use, recharges after short or long rest

- **Flurry of Blows** 1 ki for 2 extra Punches after first Punch attack (3 punches total) plus add one effect on target

- DEX save or knocked prone

- STR save or pushed 15' away

- Can't take reactions until end of your next turn

- **Patient Defense** 1 ki for Dodge as bonus action

- **Step of the Wind** 1 ki for Disengage or Dash as bonus action, jump distance doubled

- **Deflect Missiles** Use reaction to reduce ranged weapon damage by 1D10+3

ANCESTRY FEATURE

- **Constructd Resilience**

- Advantage on saves against poison

- Resistance to poison

- Immune to disease

- No need to eat or sleep

- **Sentry's Rest**

- Semiconscious 6 hours/day instead of 8 hours of sleep

- Not immune to magical sleep

BACKGROUND FEATURE

- **By Popular Demand**

PROFICIENCIES

- **Armor** none

- **Weapons** simple, shortswords

- **Tools** Calligrapher's supplies, gaming set (dice set), musical instrument (lute)

CLOCKWORK BOXER

You don't remember much of your time as a training dummy. It wasn't until a good right hook knocked some sense into you that your mind began spinning. You retained all of the programming that the boxing coach configured, but now you want more.

All you have to go on is the faded label that reads "-ton, Win-, Oz."

PERSONALITY TRAIT

Logic and curiosity are your driving forces until you're met with conflict. Then the boxing configuration takes over.

IDEAL

Identity: one can't begin to know others until they truly know their own self.

BOND

You desperately want to find the one who created you and ask why you ended up in that gym.

FLAW

Your memory components are on the fritz and it's very hard to remember names.

NOTES

EQUIPMENT

- **Carrying** 10 darts, belt pouch, ornamental belt, letter from a fan

- **Coins & Gems** 2 gold pieces (GP), 2 gems (each worth 10 GP)



A Fantasy Role-Playing Setting

Character Name

Player Name

Oversized Canary, Ranger (Gloom Stalker), 3

Ancestry, Class (Subclass), Level

Outlander

Background

950

Experience

STR

+1

12

DEX

+3

17

CON

+1

13

INT

+0

10

WIS

+2

15

CHA

-1

8

PROFICIENCY BONUS

+2

Saving Throws

+3 Strength*

+5 Dexterity*

+1 Constitution

+0 Intelligence

+2 Wisdom

-1 Charisma

**prof. bonus added*

Skills

+3 Acrobatics

+4 Animal Handling*

+0 Arcana

+3 Athletics

+1 Deception*

+0 History

+4 Insight*

-1 Intimidation

+0 Investigation

+2 Medicine

+2 Nature

+4 Perception*

-1 Performance

-1 Persuasion

+0 Religion

+3 Sleight of Hand

+5 Stealth*

+4 Survival*

**prof. bonus added*

PASSIVE WISDOM

12

ARMOR

14

Leather Armor

HP

25

HD 3D10

INITIATIVE

+5

SPEED

30ft

LANGUAGES Common
ALIGNMENT Chaotic Good
SIZE Small

ACTION

- **Shortsword** melee +5 to hit, 1D6+3 and (optional) **Quarterstaff** melee +5 to hit, 1D6+3
- **Hand Crossbow** ranged, +5 to hit, 1D6+3
- **Cast Spell** See Magic

MAGIC

- **Spell Attack Modifier** +4
- **Spell Save DC** 12

SPELLS

- **1ST LEVEL (4 SLOTS)**
 - Animal Friendship
 - Detect Magic
 - Disguise Self
 - Ensnaring Strike

CLASS FEATURE

- **Favored Enemy** Dragons
 - Advantage on Survival checks to track and History checks to recall lore
- **Favored Terrain** Underground
 - Proficiency bonus doubled making INT & WIS checks relating to the terrain
 - Can't become lost unless by magic
 - Find twice as much food when foraging
 - Learn exact numbers, size, and how long since creatures were present when tracking
- **Primeval Awareness** Use 1 spell slot. Sense creatures in 1 mile or 6 miles in Favored Terrain
- **Dread Ambusher** First turn in combat
 - +10' to speed
 - Extra 1D8 to attack damage
- **Umbral Sight**
 - Darkvision up to 60'
 - Invisible in darkness to creatures that rely on Darkvision

COAL MINE CANARY

The life of a coal miner's canary is one of constant awareness. For years you kept your miners safe from poison and underground dragons, until they hit a pocket of magical gas. No one survived, except you. Not only that, but you grew larger and stronger and adept at living in the dark.

You blame the Dragons for what happened (it was their tunnels that lead straight to the gas, after all) and now you think you may have found them.

PERSONALITY TRAIT

You respect anyone who does physical labor to make a living.

IDEAL

Preparedness: everyone is safer when everyone follows the plan.

BOND

The miners who raised you are as close to a family as you've ever had.

FLAW

You lose all composure at the mention of Dragons.

NOTES

ANCESTRY FEATURE

- **Expert Forgery** Advantage to make forgeries and duplicate items
- **Mimicry** Mimic sounds you've heard. Target knows an imitation if their Insight check beats your Deception check

BACKGROUND FEATURE

- **Wanderer**

PROFICIENCIES

- **Armor** light, medium, shields
- **Weapons** simple, martial
- **Tools** musical instrument (flute)

EQUIPMENT

- **Carrying** leather armor, shortsword, quarterstaff, hand crossbow and 20 bolts, belt pouch, traveler's cloak, hunting trap, pouch full of coal and iron
- **Coins & Gems** 18 gold pieces (GP), 3 gems (each worth 10 GP)



A Fantasy Role-Playing Setting

Character Name

Player Name

Human, Cleric (Domain of the Forge), 3

Ancestry, Class (Subclass), Level

Guild Artisan

Background

950

Experience

STR

+2

14

DEX

-1

9

CON

+2

15

INT

+0

11

WIS

+3

16

CHA

+1

13

PROFICIENCY BONUS

+2

Saving Throws

+2 Strength

-1 Dexterity

+2 Constitution

+0 Intelligence

+5 Wisdom*

+3 Charisma*

*prof. bonus added

Skills

-1 Acrobatics

+3 Animal Handling

+0 Arcana

+2 Athletics

+1 Deception

+2 History*

+5 Insight*

+1 Intimidation

+0 Investigation

+3 Medicine

+0 Nature

+3 Perception

+1 Performance

+3 Persuasion*

+2 Religion*

-1 Sleight of Hand

-1 Stealth (Disadv.)

+3 Survival

*prof. bonus added

PASSIVE WISDOM

13

ARMOR

15

Mail + Shield

HP

24

HD 3D8

INITIATIVE

-1

SPEED

30ft

LANGUAGES Common

ALIGNMENT Chaotic Good

SIZE Medium

ACTION

- **Hammer** melee +4 to hit, 1D6+2
- **Light Crossbow** ranged, +4 to hit, 1D8-1
- **Cast Spell** See Magic

MAGIC

- **Spell Attack Modifier** +5
- **Spell Save** DC13

SPELLS

- **CANTRIPS**
 - Light
 - Resistance
 - Spare the Dying
- **1ST LEVEL (4 SLOTS)**
 - Bane
 - Bless
 - Command
 - Cure Wounds
 - Identify
 - Searing Smite
- **2ND LEVEL (2 SLOTS)**
 - Lesser Restoration
 - Heat Metal
 - Hold Person
 - Magic Weapon

CLASS FEATURE

- **Channel Divinity** (1/day) Call upon your deity
 - **Turn Undead** WIS save by all undead in 30', flee if fail for 1 minute or until damaged
 - **Artisan's Blessing** 1 hour to make non-magic item (weapon, tools, etc.)
- **Blessing of the Forge** +1 bonus to a single weapon or piece of armor between long rests

BACKGROUND FEATURE

- **Guild Membership**

GENTLE BLACKSMITH

Your dedication knows no bounds. Whether it's for your work as a blacksmith or for your fellow Guild members, there's nothing you wouldn't do.

When your Guildmaster asked you to learn from the smiths in a place called Oz, you couldn't say "yes" any faster. Going to a new place and learning from new people is a dream come true. Now all you have to do is find the Guildmaster in Quadling District. Somewhere in Little Utensia.

PERSONALITY TRAIT

You're eager to learn and it shows in your work. You're the first to try something new and very rarely get upset if it doesn't go well the first time.

IDEAL

Kindness: there's never a reason to start an interaction with anything but compassion.

BOND

Your Guildmaster is like a parent to you.

FLAW

You see the good in everyone, even when they're drawing their swords.

NOTES

PROFICIENCIES

- **Armor** light, medium, heavy, shields
- **Weapons** simple
- **Tools** mason's, smith's

EQUIPMENT

- **Carrying** scale mail, shield, hammer, light crossbow and 20 bolts, mason's tools (trowel, small hammers, chisels, etc.), smith's tools (small anvil, hammers, tongs, etc.), belt pouch, common clothes, traveler's cloak, letter of introduction from your guild
- **Coins & Gems** 35 gold pieces (GP), 4 gems (each worth 10 GP)



A Fantasy Role-Playing Setting

Character Name

Player Name

Humanoid Skeleton, Wizard (Evoker), 3

Ancestry, Class (Subclass), Level

Sage

Background

950

Experience

STR

+0

10

DEX

+2

15

CON

+2

14

INT

+0

11

WIS

+1

12

CHA

-3

4

PROFICIENCY BONUS

+2

Saving Throws

- +0 Strength
- +2 Dexterity
- +2 Constitution
- +2 Intelligence*
- +3 Wisdom*
- 3 Charisma
- *prof. bonus added*

Skills

- +2 Acrobatics
- +1 Animal Handling
- +2 Arcana*
- +2 Athletics*
- 3 Deception
- +2 History*
- +3 Insight*
- 3 Intimidation
- +2 Investigation*
- +3 Medicine*
- +0 Nature
- +1 Perception
- 3 Performance
- 3 Persuasion
- +0 Religion
- +2 Sleight of Hand
- +2 Stealth
- +1 Survival
- *prof. bonus added*

PASSIVE WISDOM

11

ARMOR

12

None

HP

20

HD 3D6

INITIATIVE

+2

SPEED

30ft

LANGUAGES Common (1 word sentences)

ALIGNMENT Lawful Neutral

SIZE Medium

ACTION

- **Quarterstaff** melee +2 to hit, 1D6+0
- **Dagger** melee/ranged, +4 to hit, 1D4+2
- **Cast Spell** See Magic

MAGIC

- **Spell Attack Modifier** +2
- **Spell Save** DC10

SPELLS

- **CANTRIPS**
 - Friends
 - Light
 - Shocking Grasp
- **1ST LEVEL (4 SLOTS)**
 - Mage Armor
 - Magic Missile
 - Witch Bolt
- **2ND LEVEL (2 SLOTS)**
 - Melf's Acid Arrow

CLASS FEATURE

- **Arcane Recovery** (1/day) Regain spell slots totaling 2 levels after short rest
- **Evocation Savant** Copy evocation spells in half the time and half resources
- **Sculpt Spells** Exclude 1 plus spell's level targets from effect of evocation spell

ANCESTRY FEATURE

- **Darkvision** See in dark up to 60'
- **Skeletal Nature**
 - Immune to poison and exhaustion
 - Doesn't require air, food, water, or sleep
 - Can replace lost limbs with bones
 - Vulnerable to bludgeoning weapons (double damage)
 - Can hiss one word sentences

BACKGROUND FEATURE

- **Researcher**

MAGIC BONES

Life as a sorcerer's apprentice was going well, until that fateful day. You're still not sure if it was an accident or an experiment, but you know your teacher was responsible. They're the reason you're trapped in the fragile bones of a teaching skeleton. At least you can still practice your magic.

You're not sure if Oz will have the information you need, but it's as good a lead as anywhere else.

PERSONALITY TRAIT

Quiet and shy by nature, you tend to hover toward corners and doorways and away from others.

IDEAL

Organization: when everything is categorized, then finding it later becomes that much easier.

BOND

You're sure your old teacher is somewhere and can fix what happened.

FLAW

You don't like when others get into your personal space (particularly hugging).

NOTES

PROFICIENCIES

- **Armor** none
- **Weapons** dagger, dart, light crossbow, quarterstaff, sling
- **Tools** none

EQUIPMENT

- **Carrying** two daggers, quarterstaff, belt pouch, wizard's robe and hat, bottle of black ink, quill, small knife, personal papers
- **Coins & Gems** 12 gold pieces (GP), 3 gems (each worth 10 GP)



A Fantasy Role-Playing Setting

Character Name

Player Name

Human, Bard (College of Glamour), 3

Ancestry, Class (Subclass), Level

Entertainer

Background

950

Experience

STR

+0

11

DEX

+2

15

CON

+2

14

INT

+1

13

WIS

-1

9

CHA

+3

13

PROFICIENCY BONUS

+2

Saving Throws

+0 Strength

+4 Dexterity*

+2 Constitution

+1 Intelligence

-1 Wisdom

+5 Charisma*

*prof. bonus added

Skills

+4 Acrobatics*

+0 Animal Handling

+3 Arcana*

+1 Athletics

+5 Deception*

+2 History

+0 Insight

+4 Intimidation

+2 Investigation

+0 Medicine

+2 Nature

+0 Perception

+7 Performance**

+4 Persuasion

+3 Religion*

+3 Sleight of Hand

+5 Stealth**

+0 Survival

*prof. bonus added

PASSIVE WISDOM

10

ARMOR

13

Leather Armor

HP

24

HD 3D8

INITIATIVE

+3

SPEED

30ft

LANGUAGES Common
ALIGNMENT Lawful Neutral
SIZE Medium

ACTION

- **Rapier** melee +4 to hit, 1D8+2 and (optional) **Dagger** melee/ranged +4 to hit, 1D4
- **Cast Spell** See Magic

MAGIC

- **Spell Attack Modifier** +5
- **Spell Save** DC13

SPELLS

- **CANTRIPS**
 - Blade Ward
 - Vicious Mockery
- **1ST LEVEL (4 SLOTS)**
 - Charm Person
 - Cure Wounds
 - Faerie Fire
 - Healing Word
- **2ND LEVEL (2 SLOTS)**
 - Enhance Ability
 - Suggestion

CLASS FEATURE

- **Bardic Inspiration** (1/day) choose creature as bonus action and they add 1D6 to roll in next 10 minutes
- **Song of Rest** add 1D6 HP to allies spending Hit Dice during a short rest
- **Enthralling Performance** After 1 minute (or more) performance, up to CHA modifier worth of audience members make WIS save or be charmed for 1 hour
- **Mantle of Inspiration** use Bardic Inspiration to add 5 temp. HP to allies

BACKGROUND FEATURE

- **By Popular Demand**

PROFICIENCIES

- **Armor** light
- **Weapons** simple, hand crossbow, longsword, rapier, shortsword
- **Tools** disguise kit, musical instrument (violin), musical instrument (flute, lyre)

THE RINGMASTER

Circus life isn't for everyone, but you love it like a clown loves makeup. Growing up around strongmen and trapeze artists will do that to a kid. After years of work, you finally made it big.

But when Oscar Diggs returned to the troupe after disappearing, everything changed. He shared stories of a land called Oz and even showed you some of his stolen books on magic. No one knows those books unlocked something inside you. Magic beyond your wildest dreams. And you want more. If only you could find Oscar again.

PERSONALITY TRAIT

You love the spotlight and enjoy taking center stage more than anything else.

IDEAL

Spectacle: the bigger the tent, the better the performance (and the more tickets can be sold).

BOND

Your fellow performers mean the world to you.

FLAW

You believe others are inherently born gullible.

NOTES

EQUIPMENT

- **Carrying** leather armor, rapier, dagger, entertainer's pack (backpack, bedroll, 2 costumes, 5 candles, 5 day's rations, waterskin, disguise kit), belt pouch, common clothes, formal clothes, violin, circus tickets
- **Coins & Gems** 7 gold pieces (GP), 3 gems (each worth 10 GP)