

CLASS: **Wizard**
 RACE: **Elf**

HIT POINTS **4** WOUNDS

ARMOR CLASS **14**

INTELLIGENCE **3**

WISDOM **+1**

CHARISMA **-1**

STRENGTH **-2**

DEXTERITY **+4**

CONSTITUTION **0**

FOCUS **+1**

HEROICS **3**

NOTICE **17**

WEAPON: **Staff** **-2** **1d8-2**
HIT BONUS | DAMAGE

WEAPON:
HIT BONUS | DAMAGE

Darkvision: 60 feet

Equipment: a backpack, a bedroll, a belt pouch, a flint and steel, ink, an inkwell, an iron pot, a mess kit, soap, a spellbook, a spell component pouch, torches (10), trail rations (5 days), and a waterskin.

Spells:
 Cost 0: Detect Magic, Daze, Ray of Frost
 Cost 1: Magic Missile (1d4+1 points of damage), Sleep

Magic Items: Wand of Fireballs - use 2 times to send a ball of fire for 2d6 damage up to 30 feet

MAGIC MANA **4** ○○○○○○○○

LEVEL **1** EXPERIENCE

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CLASS: **Cavalier**
 RACE: **Dragonborn**

HIT POINTS **11** WOUNDS

ARMOR CLASS **18**

INTELLIGENCE **0**

WISDOM **-2**

CHARISMA **+2**

STRENGTH **+4**

DEXTERITY **0**

CONSTITUTION **+1**

FOCUS **+1**

HEROICS **3**

NOTICE **8**

WEAPON: **Long Sword** **+5** **1d8+5**
HIT BONUS | DAMAGE

WEAPON: **Claws** **+5** **1d6+5**
HIT BONUS | DAMAGE

Breath Fire: 15 feet for 2d6 damage
 Darkvision: 30 feet

Equipment: a backpack, a bedroll, a belt pouch, a flint and steel, an iron pot, a mess kit, rope, soap, torches (10), trail rations (5 days), platemail armor and a waterskin.

MAGIC MANA ○○○○○○○○

LEVEL **1** EXPERIENCE

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CLASS: **Thief**
 RACE: **Halfling**

HIT POINTS: **6**
 WOUNDS: **5**

ARMOR CLASS: **19**

INTELLIGENCE: **-1**
 WISDOM: **+2**
 CHARISMA: **0**

STRENGTH: **0**
 DEXTERITY: **+4**
 CONSTITUTION: **0**

FOCUS: **+1**
 HEROICS: **3**
 NOTICE: **12**

WEAPON: **Short Bow** **+6** **1d6**
 HIT BONUS | DAMAGE

WEAPON: **Short Sword** **1d6**
 HIT BONUS | DAMAGE

+5 to combat initiative
 Pick Locks +3
 Search +4
 Disable Traps +1
 Climb +12
 Stealth +5
 Pick Pockets +3
 Listen +3
 Read Languages

Equipment: a backpack, a bedroll, a belt pouch, catrops, chalk (10), a flint and steel, a grappling hook, an iron pot, a mess kit, a mirror, pitons (10), rope, soap, thieves' tools, torches (10), trail rations (5 days), and a waterskin.

MAGIC MANA: **0** ○○○○○○○○

LEVEL: **1** EXPERIENCE

<https://simplifiednd.wordpress.com>

CLASS: **Cleric**
 RACE: **Dwarf**

HIT POINTS: **11**
 WOUNDS: **5**

ARMOR CLASS: **14**

INTELLIGENCE: **0**
 WISDOM: **+3**
 CHARISMA: **-2**

STRENGTH: **0**
 DEXTERITY: **0**
 CONSTITUTION: **+4**

FOCUS: **+1**
 HEROICS: **3**
 NOTICE: **14**

WEAPON: **Mace** **0** **1d6**
 HIT BONUS | DAMAGE

WEAPON:
 HIT BONUS | DAMAGE

Turn Undead
 Know Direction
 +3 Find Secret Doors
 Darkvision: 60 feet

Equipment: a backpack, a bedroll, a belt pouch, candles (10), a cheap holy text, a flint and steel, an iron pot, a mess kit, rope, soap, a spell component pouch, torches (10), trail rations (5 days), a waterskin, and a wooden holy symbol.

Spells:
 Cost 0: Cure Minor Wounds (heal 1hp), Guidance (next roll with advantage)
 Cost 1: Cure Light Wounds (heal 1d8hp), Protection from Evil (all monster rolls -1)

MAGIC MANA: **4** ○○○○○○○○

LEVEL: **1** EXPERIENCE

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CLASS:

RACE:

ARMOR CLASS:

HIT POINTS:

WOUNDS:

INTELLIGENCE:

WISDOM:

CHARISMA:

STRENGTH:

DEXTERITY:

CONSTITUTION:

FOCUS:

HEROICS:

NOTICE:

WEAPON:

HIT BONUS DAMAGE:

WEAPON:

HIT BONUS DAMAGE:

MAGIC MANA:

LEVEL:

EXPERIENCE:

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CLASS: **Barbarian**

RACE: **Human**

ARMOR CLASS: **16**

HIT POINTS: **12**

WOUNDS:

INTELLIGENCE: **0**

WISDOM: **0**

CHARISMA: **+1**

STRENGTH: **+3**

DEXTERITY: **+3**

CONSTITUTION: **0**

FOCUS: **+1**

HEROICS: **3**

NOTICE: **10**

WEAPON: **Two-Handed Sword**

HIT BONUS DAMAGE: **+4 & 2d6+4**

WEAPON:

HIT BONUS DAMAGE:

MAGIC MANA:

LEVEL: **1**

EXPERIENCE:

Equipment: a backpack, a bedroll, a flint and steel, rope, torches (10), trail rations (5 days), leather armor and a waterskin.

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