Hello, my name is...  

**Cleric**

**Hit Dice:** d8  
**Hit Points:** 8+CON  
**IMPORTANT ABILITIES:**  
- Wisdom  
- Strength  
- Constitution  

**SKILLS** (Choose 2):  
- History  
- Insight  
- Medicine  
- Persuasion  
- Religion  

**EQUIPMENT**  
- Mace, Shield, Holy Symbol  
- +1 Game Set, +Vehicles (Land)

**FEATURES**  
- Spellcasting: Cantrips (Guidance, Light, Spare the Dying, Thaumaturgy); Spells (Burning Hands, Faerie Fire, WIS+1 additional spells from Cleric list).  
- Light Domain: Interpose divine light to lower an attacking enemy’s accuracy.  

**CHOOSE A BACKGROUND**  
- Human  
- +1 Each ability score  
- +1 Language or Skill of your choice  

- Dragonborn  
- +2 Constitution, +1 Charisma  
- + Draconic Ancestry (Breath Weapon/Resistance)  

**CHOOSE A RACE**  
- Acolyte  
- 15gp + Proficiencies:  
- Skills: Insight, Religion  
- +2 Languages  

- Guild Artisan  
- 15gp + Proficiencies:  
- Skills: Insight, Persuasion  
- +1 Artisan Tool, +1 Language  

**Distribute Ability Scores**  
Assign each number from the following set into the boxes below. Use the "Important Abilities" from your class as a guide (if you want), keeping in mind that your race provides additional bonuses. The higher the number, the better your character will be at skills/actions associated with that ability.  

1 6 15 14 12 10 8  

**Roger**

**Hit Dice:** d8  
**Hit Points:** 8+CON  
**IMPORTANT ABILITIES:**  
- Dexterity  
- Charisma  
- Intelligence  

**SKILLS** (Choose 4):  
- Acrobatics  
- Athletics  
- Deception  
- Insight  
- Intimidation  
- Investigation  
- Perception  
- Performance  
- Persuasion  
- Sleight of Hand  
- Stealth  

**EQUIPMENT**  
- Leather Armor, Dagger x 2, Thieves’ Tools  
- +1 Game Set, +Vehicles (Land)

**FEATURES**  
- Expertise: Choose 2 of your skills to double proficiency: 1)__________ 2)__________  
- Sneak Attack: Increase damage when an attack meets certain requirements.  
- Thieves’ Cant: Communicate in secret.  

**CHOOSE A BACKGROUND**  
- Entertainer  
- 15gp + Proficiencies:  
- Skills: Acrobatics, Performance  
- +Disguise Kit, +1 Instrument  

- Urchin  
- 10gp + Proficiencies:  
- Skills: Sleight of Hand, Stealth  
- +Disguise Kit, +1 Game Set  

**Fighter**

**Hit Dice:** d10  
**Hit Points:** 10+CON  
**IMPORTANT ABILITIES:**  
- Strength  
- Constitution  
- Dexterity  

**SKILLS** (Choose 2):  
- Acrobatics  
- Animal Handling  
- Athletics  
- History  
- Insight  
- Intimidation  
- Perception  
- Survival  

**EQUIPMENT**  
- Light Crossbow  
- +1 Game Set, +Vehicles (Land)

**FEATURES**  
- Fighting Style: (Choose 1)  
- Archery  
- Defense  
- Dueling  
- Great Weapon  
- Two Weapon  
- Second Wind: Use a bonus action to regain hit points.  

**CHOOSE A BACKGROUND**  
- Acolyte  
- Skills: Insight, Persuasion  

- Soldier  
- 10gp + Proficiencies:  
- Skills: Athletics, Intimidation  
- +1 Game Set, +Vehicles (Land)  

- Folk Hero  
- 10gp + Proficiencies:  
- Skills: Animal Handling, Survival  
- +1 Artisan Tool, +Vehicles (Land)

**Wizad**

**Hit Dice:** d6  
**Hit Points:** 6+CON  
**IMPORTANT ABILITIES:**  
- Intelligence  
- Constitution  
- Dexterity  

**SKILLS** (Choose 2):  
- Arcana  
- History  
- Insight  
- Investigation  
- Medicine  
- Religion  

**EQUIPMENT**  
- Spellbook  
- +1 Game Set, +1 Language

**FEATURES**  
- Spellcasting: Cantrips (Mage Hand, Light, Ray of Frost); Spells (Burning Hands, Charm Person, Feather Fall, Mage Armor, Magic Missile, Sleep).  
- Arcane Recovery: Regain a limited number of spell slots after a short rest.  

**CHOOSE A BACKGROUND**  
- Noble  
- 25gp + Proficiencies:  
- Skills: History, Persuasion  
- +1 Game Set, +1 Language  

- Sage  
- 15gp + Proficiencies:  
- Skills: Arcana, History  
- +2 Languages
How does this flaw negatively impact your character’s ability to achieve their goals?

Describe a flaw that your character has (this could expand on any of the above responses, or it could be unrelated).

Describe a relationship or bond that is important to your character (this could be a person, place, or thing). How would your character respond if something were to happen to them/it?

Describe an ideal that is important to your character (a defining belief that guides their choices and actions). What about your character’s experience has led them to this belief?

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