

CLASS & LEVEL

Fighter 8 / Bard 4 Knight of Unicorn Fritz Neufeld BACKGROUND

Lord's Alliance

FACTION

PLAYER NAME

100,000

4410-462-347

Sir Will Rounded

HUMAN

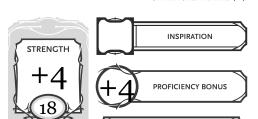
RACE

Neutral Good

ALIGNMENT

EXPERIENCE POINTS

DCI NUMBER



DEXTERITY 10

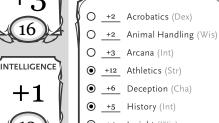
CONSTITUTION

WISDOM

10

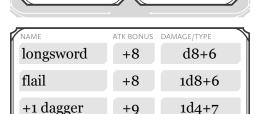
CHARISMA

+8 Strength Dexterity +7 Constitution _1_ Intelligence _o_ Wisdom O +2 Charisma SAVING THROWS









HIT DICE

FAILURES O=O=

DEATH SAVES

thrown dagger range is 20'/60'

FOUR 1st-level slots: O O O THREE 2nd-level slots: O O O

ATTACKS & SPELLCASTING

PASSIVE WISDOM (PERCEPTION)

KNIGHT OF THE UNICORN

- contacts with other knights of the order throughout the land;
- skill proficiency in HISTORY and INSIGHT;
- proficient with playing cards;

OTHER PROFICIENCIES & LANGUAGES

- speaks Draconic;

Handy Haversack; bedroll; 2 blankets; fine clothes; mess kit; 10 days' rations; tinderbox; hooded lantern; 10 flasks of oil; 10 bits of chalk; map case; 10 sheets of paper; pen & ink; 20 healer's kit; 50' rope; 2 waterskins. 10 +1 FULL PLATE; +2 shield; signet

ring; spell component pouch; trumpet.

EQUIPMENT

Will's flattery makes those he talks to feel special & important. Also, does NOT like getting dirty!

PERSONALITY TRAITS

Responsibility: knights protect common folk -- never bully them!

IDEALS

Will wants common folk to view him as a champion of the people

Will cannot resist the lure of gold; wealth can help establish a legacy!

FLAWS

VARIANT HUMAN TRAITS:

- +1 ST and +1 Cha, an extra skill proficiency (PURSUASION), and a FEAT at 1st level:
- HEAVY ARMOR MASTER;
- -- +1 ST, and DR 3/magic;
- languages from being human:
- Common & Giant

FIGHTER STUFF

- proficient in ATHLETICS and PERCEPTION
- Fighting Style = DUELING
- 2nd Wind (d10+8)
- O **Action Surge**

BATTLEMASTER archetype:

- 5 maneuvers: (5 Superiority dice) COMMANDER'S STRIKE; LUNGE; PRECISION & PUSHING ATTACK;

RIPOSTE; O O O O

4th-lvl feat = SHIELD MASTER

6th-lvl feat = INSPIRING LEADER

8th-lvl feat = TOUGH

BARD STUFF

- proficient in DECEPTION
- Bardic Inspiration (D6): O O
- Jack of All Trades & Song of Rest
- **CUTTING WORDS!**
- **EXPERTISE:**
- -- ATHLETICS & PERCEPTION took ASI (+2 STRENGTH) at 4th level

FEATURES & TRAITS



20 6' 181

AGE HEIGHT WEIGHT

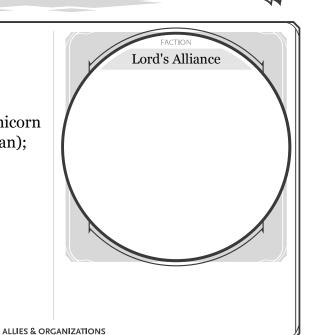
grey fair dark brown

EYES SKIN HAIR

CHARACTER NAME

"REDKNIFE"
ALLIES:

any other Knight of the Unicorn Escobart The Red (Castellan); Governor Nighthill; Leosin (monk); Lord Neverember;



CHARACTER APPEARANCE

Son of an adventurer who became a knight of Berdusk, Will was granted his father's legacy -- after proving honorable and worthy while serving as squire to another knight, Sir Mac.

Will's family manse is in Berdusk, aka "The Jewel of Summerset Vale". Like many nobles, Will readily joined the Lord's Alliance at the first opportunity. After defending Greenest from a force of Dragon Cult fanatics, The Alliance commissioned Will to go on a mission to track the cultists -- but Will was *slain* by a guard drake in their encampent!

Several weeks later, powerful magic from a card drawn from a Deck of Many Things summoned Will to the side of Rodney Field, another member of the Lord's Alliance, who was continuing Will's original mission. Will feels strangely compelled to serve and protect Rodney -- and that compulsion just seems right.

CHARACTER BACKSTORY

PARTY:

- GRONDAR (itinerant mage);
- LEVEN (Rodney's hireling);
- OLAF (a fellow fighter);
- RAWL (strange barbarian);
- RODNEY (my leader);

ADDITIONAL FEATURES & TRAITS

7 TOTAL NON-CONSUMABLE MAGIC ITEMS

BELT OF DWARVENKIND!

HEWARD'S HANDY HAVERSACK!

WAND OF FEAR!

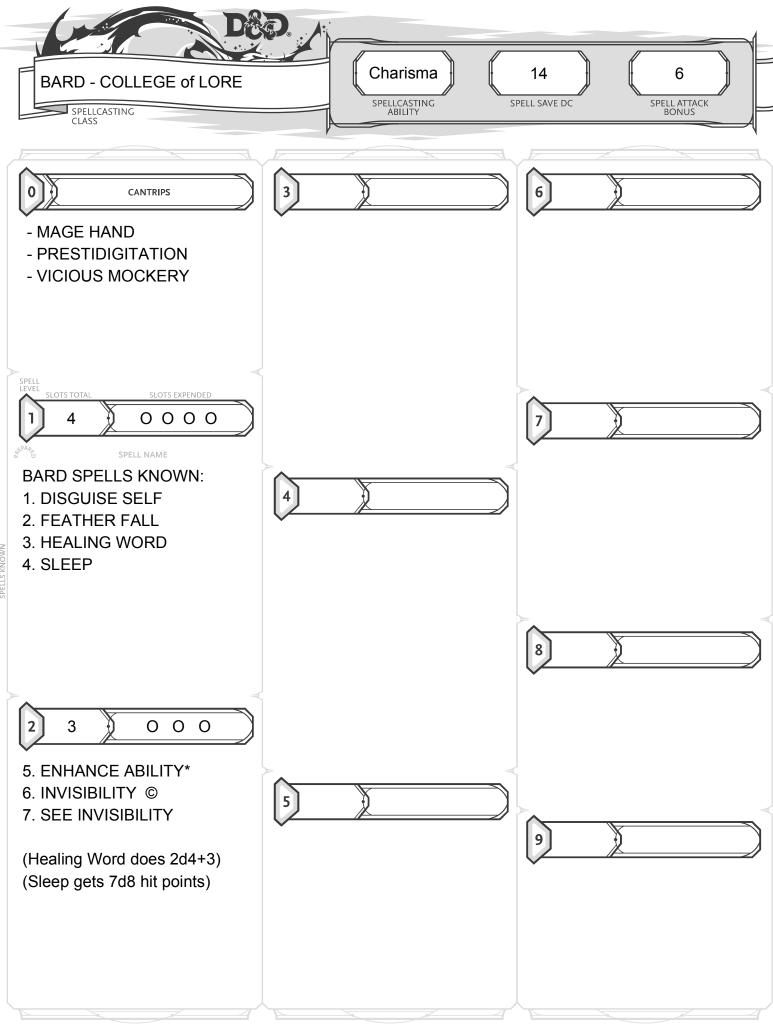
WAND OF WINTER!

- +1 dragon scale plate armor
- +2 SHIELD!

+1 dagger

(dragontooth dagger, from Voraghamanthar)

TREASURI





Rodney D. Field

Bard₁₄ CLASS & LEVEL

BACKGROUND

FRITZ NEUFELD

LORD'S ALLIANCE

FACTION AGENT NEUTRAL GOOD

PLAYER NAME 140,000 FACTION

4110-462-347

Human RACE

ALIGNMENT

EXPERIENCE POINTS

DCI NUMBER

INSPIRATION STRENGTH

DEXTERITY

-1 Strength +8_ Dexterity 1 Constitution Intelligence Wisdom +9 Charisma SAVING THROWS

CONSTITUTION

INTELLIGENCE

8 Acrobatics (Dex) O 2 Animal Handling (Wis) 5 Arcana (Int) O 1 Athletics (Str) 14 Deception (Cha) 2 History (Int)

WISDOM



10

5 Insight (Wis) 6 Intimidation (Cha) ● _5_ Investigation (Int) 2 Medicine (Wis) 2 Nature (Int) 10 Perception (Wis)

 9 Performance (Cha) • 14 Persuasion (Cha) _2 Religion (Int) O _5 Sleight of Hand (Dex) Stealth (Dex)

SKILLS

O 2 Survival (Wis)

SPEED INITIATIVE 115 Hit Point Maximum **CURRENT HIT POINTS**

14d8 Total SUCCESSES O=O=(FAILURES ()=() HIT DICE DEATH SAVES

TEMPORARY HIT POINTS

NAME ATK BONUS DAMAGE/TYPE hand crossbow +8 d6+3 / P rapier d8+3 / P +1 dagger +9 d8+4 / P

cantrips: Mage Hand; Minor Illusion; Prestidigitation; Vicious Mockery

1st-LEVEL SPELL SLOTS: O O O 2nd-LEVEL SPELL SLOTS: O O 3rd-LEVEL SPELL SLOTS: O O O 4th-LEVEL SPELL SLOTS: O O O 5th-LEVEL SPELL SLOTS: 0 0 6th-LEVEL SPELL SLOTS:

ATTACKS & SPELLCASTING

PASSIVE WISDOM (PERCEPTION)

VARIANT HUMAN: proficiency in PERCEPTION, +1 DX & +1 Cha, speaks COMMON and DRACONIC -- plus, took HEALER feat at 1st level!

took ALERT feat at 4th level; took WARCASTER feat at 8th level; took TOUGH feat at 12th level.

FACTION AGENT background: Proficient with INSIGHT and INVESTIGATION. Also, speaks DWARVISH and ELVISH.

SAFE HAVEN: operatives of the Lord's Alliance can provide information or a safe-house/hide-out.

OTHER PROFICIENCIES & LANGUAGES

case for crossbow bolts: BAG OF HOLDING! **BRACERS OF DEFENSE!** Driftglobe; Mindshield ring; *TWO* WANDS (see back); 100 IN POCKETS: 2 whistles; 12 potions of healing; 100 2 flasks of oil; 2 healer kits; 4 SCROLLS (see back). 100

see back of this sheet for a list of Rod's gear in the Bag of Holding...

EQUIPMENT

Rodney loves a good insult -even if it's directed at him!

PERSONALITY TRAITS

Loves seeing people smile when he's performing.

Wants to be famous -- no matter what it takes.

BONDS

A sucker for a pretty face!

FLAWS

BARD: three skill proficiencies -- DECEPTION, PERFORMANCE, and PERSUASION; also, took proficiency with DISGUISE KITS instead of with any three musical instruments.

BARDIC INSPIRATION: (4 times between short rests) recipient can add a d10 to one attack roll or saving throw -- can hold for up to 10 minutes.

JACK OF TRADES: add half proficiency bonus to ability checks that don't include full bonus.

SONG OF REST: Allies hearing performance and regain hit points at the end of the short rest, regain an extra 1d8 hit points.

COLLEGE OF LORE: (added proficiency with ACROBATICS, ARCANA, & STEALTH.)

CUTTING WORDS: when creature within 60 feet makes attack, ability check, or damage roll, use reaction and expend one use of Bardic Inspiration - subtracting Inspiration die (d10) roll from the creature's roll. You can use after creature makes its roll, but before DM determines whether the check succeeds or fails, or before the creature deals its damage. doesn't work if creature can't hear or immune to charm.

EXPERTISE: x2 proficiency in DECEPTION, PERCEPTION, PERSUASION, and STEALTH!

COUNTERCHARM & FONT OF INSPIRATION;

PEERLESS SKILL: can use a Bardic inspiration die (d10) to boost my own skill check.

MAGICAL SECRETS at 6th, 10th, & 14th level...

FEATURES & TRAITS



42 69 191

AGE HEIGHT WEIGHT

blue pale grey

EYES SKIN HAIR

CHARACTER NAME

"STINGBLADE" (rank 3)

Lord's Alliance

ALLIES & ORGANIZATIONS

Rodney grew up in Baldur's Gate, the only child of a well-known singer/entertainer that performed for many years there. Growing up, Rodney did a number of odd jobs until, in his late twenties, he discovered a talent for comedy. He quickly became a well-established traveling comedian.

CHARACTER APPEARANCE

After several years of traveling around a sort of "comedy circuit" in the Sword Coast region, an agent of the Lord's Alliance realized Rodney had a lot of excellent opportunities to collect intelligence about the goings on around the region, so he recruited the comedian. Rodney mainly thinks of the Lord's Alliance as a handy networking tool to get more gigs -- but he also takes his "observe and report" role seriously!

CHARACTER BACKSTORY

SCROLLS:

- DIMENSION DOOR
- TELEPORT
- TELEPORT
- TELEPORT

POTIONS:

- FIRE BREATHING
- HEALING x12

SPECIAL SPELL COMPONENTS

- chalk/ink infused with gems
- -- for Teleport Circle (10x)
- 500gp in diamond dust
- -- for Greater Restoration (5x)
- three 500gp diamondsfor Raise Dead (3x)
- ointment for eyes
 - -- for True Seeing (10x)

ADDITIONAL FEATURES & TRAITS

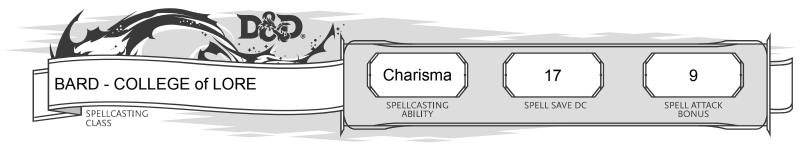


- Bag of Holding!
- Bracers of Defense! *
- Driftglobe...
- Ring of Mind Shielding! *
- Wand: Comprehend Languages
- Wand: Lesser Restoration

stuff in Rod's Bag of Holding: bullseye lantern & 9 flasks of oil; bedroll&blanket; crowbar; spare Healer's Kit; hammer & 9 pitons; 2 sacks; 100' silk rope; a shovel; spyglass; torch; 6 week's rations; 9 waterskins (full); a cask of wine.

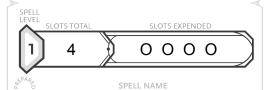
(* = attuned)

TREASURI





- MAGE HAND
- MINOR ILLUSION
- PRESTIDIGITATION
- VICIOUS MOCKERY



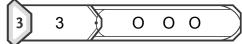
BARD SPELLS KNOWN:

- 1. FEATHER FALL
- 2. HEALING WORD
- 3. SLEEP



- 4. AID*
- 5. INVISIBILITY ©
- 6. SILENCE ©

(Healing Word does 2d4+3) (Sleep gets 7d8 hit points)



7. DISPEL MAGIC

Additional Magical Secrets: #1 = COUNTERSPELL

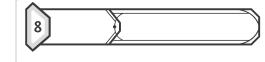
#2 = FLY ©

(Healing Word does 3d4+4) (Invisibility gets 2 targets) (Sleep gets 9d8 hit points)



- 8. DIMENSION DOOR
- 9. GREATER INVISIBILITY ©
- 10. POLYMORPH ©

(Healing Word does 4d4+4) (Invisibility gets 3 targets) (Sleep gets 11d8 hit points) (Aid gives+15 hit points)



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16. DISINTEGRATE*

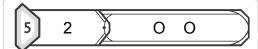
(Healing Word does 6d4+4)

(Invisibility gets *5* targets)

(Sleep gets 15d8 hit points)

17. PROJECT IMAGE

18. Teleport



- 11. GREATER RESTORATION
- 12. RAISE DEAD
- 13. TELEPORTATION CIRCLE
- 14. CONJURE ELEMENTAL* © 15. RARY'S TELEPATHIC
- 15. RARY'S TELEPATHIC BOND* ®



* = Magical Secrets