

# Heroes(?)

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# William Stayhal

Character Name	William Stayhal
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Class & Level	Background	Player name
Cleric 3 Life domain	Acolyte	Luka

Race	Alignment	Experience
Human		

Proficiency bonus		HP
Inspiration		
Dice		
3d8	30(33)	

Armor Class	Initiative	Speed
17	2	

Type	Saving Throw	Value	Bonus	Proficiency	Features & Traits
STR		14	+2		Warcaster(feat) Shelter of the faithful
DEX		14	+2		
CON		16(19)	+3(+4)		
INT		14	+2	History, Investigation, Religion	

WIS		18	+4	Insight, Medicine
CHA		14	+2	
LCK		10	+0	

Weapons/Attacks			Spells		
Name	ATK bonus	Damage	Name	ATK bonus	Damage
Mace		+2d6+24	Guiding bolt	+4	4d6+1
Heavy X-bow		+2d10+24			

Inventory

Money

15 arrows, prayer book, Holy symbol, Explorers pack (backpack, a bedroll, a mess kit, a tinderbox, 10 torches, 10 days of rations, and a waterskin. The pack also has 50 feet of hempen rope strapped to the side of it.), Chainmail

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Other proficiencies and languages

# Alferion Ros Mane Aeternum

Character Name	Alferion Ros Mane
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Class & Level	Background	Player name
Wizard 3: Bladesinger		Juraj

Race	Alignment	Experience
Human (Fallen angel of Death?)		

Proficiency bonus		HP
Inspiration		
Dice		
3d6	22	

Armor Class	Initiative	Speed

Type	Saving Throw	Value	Bonus	Proficiency	Features & Traits
STR		9	-1		Bladesong
DEX		15	+2		
CON		12	+1		
INT	+6	18	+4	Arcana, History, Investigation	

WIS	+3	12	+1	Perception
CHA		11	0	Persuasion
LCK		8	-1	

Weapons/Attacks			Spells		
Name	ATK bonus	Damage	Name	ATK bonus	Damage

Inventory

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Other proficiencies and languages

# Bezz

Character Name	Bezz
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Class & Level	Background	Player name
3 Artificer: Armorer	Guild Artisan	Tomislav

Race	Alignment	Experience
Goblin	Neutral Evil	

Proficiency bonus		HP
Inspiration		0
Dice		
3d8	31	31

Armor Class	Initiative	Speed
18	+3	30

Type	Saving Throw	Value	Bonus	Proficiency	Features & Traits
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STR		15	+2		Magical Thinkering Infuse Item Right tool for the job Arcane armor Armor model Darkvision 60ft Fury of the Small Nimble Escape
DEX		11	+3		
CON	*	18	+5		
INT	*	16	+3	History, Investigation	
WIS		13	+2	Insight	
CHA		10	+0	Persuasion	
LCK		10	+0		

Weapons/Attacks			Spells		
Name	ATK bonus	Damage	Name	ATK bonus	Damage
War Hammer		+2d8 + 23	Magic Missile	+3	1d4 + 1
Gun		+4d4 + 33	Thunder Wave	+3	2d8

Inventory

**M** 4 Bullets  
**o** Plate armor  
**n** Tinker's tools  
**e** Letter of Introduction  
**y** Traveler's Clothes

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**Other proficiencies and languages**

Languages: Common, Ghukliak

# Hardkoo Alastor

Character Name	Hardkoo Alastor
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Class & Level	Background	Player name
Druid 3	Criminal	Josip Đakovac

Race	Alignment	Experience
Simic Hybrid	Chaotic Neutral	

Proficiency bonus		HP
Inspiration		
Dice		
3d8	27	27

Armor Class	Initiative	Speed
13	+2	30

Type	Saving Throw	Value	Bonus	Proficiency	Features & Traits
STR		12	+1		
DEX		14	+2		
CON		16	+3		
INT		10	+0		

WIS		15	+2	
CHA		10	+0	
LCK		11	+0	

Weapons/Attacks			Spells		
Name	ATK bonus	Damage	Name	ATK bonus	Damage

Inventory

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Other proficiencies and languages

# Grin

Character Name	Grin
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Class & Level	Background	Player name
Shadow sorcerer 3	Criminal	Robert

Race	Alignment	Experience
Human		



Proficiency bonus		HP
Inspiration		
Dice		
3d6	27	

Armor Class	Initiative	Speed
14 - 17 -	4	30

Type	Saving Throw	Value	Bonus	Proficiency	Features & Traits
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STR		8	-1		Underground contacts, Eyes of the dark, Strength of the Grave, Font of magic (quicken, subtle spell) 3 sorcery points, Warcaster feat, Cantrips: Mage hand, Green-flame blade, Booming blade, Prestidigitation 1st lvl: Mage armor, Feather fall, Shield 2nd lvl: Shadow balde, Darkness
DEX		18	+4	Acrobatics, Stealth, Thieves tools	
CON	+5	16	+3		
INT		8	-1		
WIS		11	0	Insight	
CHA	+3	13	+1	Deception, Intimidation	
LCK		18	+4	Gaming dice	

[illegible]

Inventory

Money

Copper

Silver

Gold

Platinum

Other proficiencies and languages





# Galaxy

Character Name	Galaxy
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Class & Level	Background	Player name
Purple Witch 3	Entertainer	Petra

Race	Alignment	Experience
Changeling		

Proficiency bonus		HP
Inspiration		
Dice		

Armor Class	Initiative	Speed

Type	Saving Throw	Value	Bonus	Proficiency	Features & Traits



Inventory

Money

Copper

Silver

Gold

Platinum

Other proficiencies and languages

- Light armor
- Simple weapons, blowguns, shortwords, and whips
- Alchemist supplies, poisoner’s kit



# Ord

Character Name	Ord
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Class & Level	Background	Player name
Barbarian	Athlete	

Race	Alignment	Experience
Goblin	Neutral Evil	

Proficiency bonus		HP
Inspiration		
Dice		
1d12	13	

Armor Class	Initiative	Speed
	+3	30

Type	Saving Throw	Value	Bonus	Proficiency	Features & Traits
STR	X	12	+1	Athletics	
DEX		17	+3	Acrobatics	
CON	X	12	+1		
INT		9	-1		
WIS		10	0	Animal Handling, Survival	

CHA		9	-1	
LCK				

Weapons/Attacks			Spells		
Name	ATK bonus	Damage	Name	ATK bonus	Damage
Spear		+1d6+1 3Piercing			
Javelin		+1d6+1 3Piercing			

Inventory	
M	Trophy
o	Traveler's clothes
n	Leather ball
e	An explorer's pack
y	four javelins

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Other proficiencies and languages

Languages: Common and Goblin  
Vehicles  
Armor: Light armor, medium armor, shields  
Weapons: Simple weapons, martial weapons  
  
Famili msmbcr depth  
Dvandelion



# Zoro

Character Name	Zoro
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Class & Level	Background	Player name
Barbarian 3	Gruul Anarch	Ana

Race	Alignment	Experience
Gnoll		



Proficiency bonus		HP
Inspiration		
Dice		
3d12	37	

Armor Class	Initiative	Speed
15	+1	30

Type	Saving Throw	Value	Bonus	Proficiency	Features & Traits
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## Inventory

**Money**

### Other proficiencies and languages



# Sigismund Melkior von Pestschöpfer II

Character Name	Sigismund Melkior von Pestschöpfer II
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Class & Level	Background	Player name
Apothecary	Simic Scientist	Klara

Race	Alignment	Experience
Half elf	Chaotic neutral	

Proficiency bonus		HP
Inspiration		
Dice		
3d8	22	

Armor Class	Initiative	Speed
13	1	30

Type	Saving Throw	Value	Bonus	Proficiency	Features & Traits
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STR		8	-1		Darkvision 60 ft Fey Ancestry Researcher Spark of life Corpsewrought Creature Esotheric theory: - anatomical precision - cosmetic surgery
DEX		12	+1	Stealth +3	
CON		11	0		
INT	+5	16	+3	Arcana , Investigation , Nature +5	
WIS	+5	16	+3	Medicine , Perception +5	
CHA		12	+1		
LCK		14	+2		

Weapons/Attacks			Spells		
Name	ATK bonus	Damage	Name	ATK bonus	Damage
Light crossbow		+1d8+15			
Mace		+1d6+35			

Inventory

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C o p p e r	
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G o l d	
P l a t i n u m	

Other proficiencies and languages