

**NAME**

**CLASS AND LEVEL:** DRUID 1 **BACKGROUND:** URCHIN **HERITAGE:** HUMAN **ALIGNMENT:** NEUTRAL GOOD



You were raised by the streets of Fiumenze. There were attempts to institutionalize you, but you escaped the orphanages repeatedly, finding greater safety in the freedom, risk and poverty of the streets. When times got very tough and you thought you would starve to death, a colony of feral cats started bringing you food scraps and nursed you back to health. You emerged from your delirium to find that your ability to speak with them was not a result of a fevered imagination at all. Somehow, the bond you grew with the cats there stayed with you and gave you powers which extended beyond to other animals too. Using these powers, you have been able to survive and extend your protection to other urchins like you. You are starting to feel as if you might be able to take on more ambitious jobs from now on with your increasing powers. But you also feel like you must remain secretive about it, in order to protect your freedom and that of the people who rely on you.

<i>Personality Traits:</i> Elusive and stubborn. I have made my own way and don't like being told what to do.		<i>Ideals:</i> Kindness. Blessings are so far and few between, it's nice to share them when they happen.		<i>Bonds:</i> I have three urchins who I care for: Giulia, Marco and Giorgio. I don't want them struggling like I did.		<i>Flaws:</i> Gluttony. You never know where the next meal will come from!	
<b>Attribute Scores:</b>		<b>AC</b>	<b>Initiative</b>	<b>Speed</b>	<b>Experience</b>	<b>Inspiration</b>	
Strength	11 (+0)	15	+2	30ft	<b>Features and Traits:</b>		
Dexterity	14 (+2)	Hit Point Max.: 10 Hit Dice: 1d8		<i>City Secrets</i>			
Constitution	15 (+2)	<b>Current Hit Points:</b>		<i>Ritual Casting</i>			
Intelligence	9 (-1)	<b>Death Saves</b>		<b>Spellcasting</b>			
Wisdom	16 (+3)	Successes 000 Failures 000		<b>Spell Attack Modifier +5</b>			
Charisma	13 (+1)	<b>Attacks</b>		<b>Spell Save DC 13</b>			
<b>Saving Throws:</b>		<b>Scimitar. Melee Weapon</b>		<b>Cantrips Known: Guidance, Shillelagh</b>			
Strength	+0	Attack: +4 to hit, reach 5 ft.		<b>1st Level (2 slots): Animal Friendship, Cure Wounds, Entangle, Speak With Animals</b>			
Dexterity	+2	Hit: 1d6+2 slashing damage.		<b>Other Proficiencies/Languages</b>			
Constitution	+2	<b>Dagger. Melee or Ranged</b>		light armour, medium armour, shields (nonmetal only), club, dagger, dart, javelin, mace, quarterstaff, scimitar, sickle, sling, spear, disguise kit, herbalism kit. Tirenian - Tarchanian dialect.			
Intelligence	+1*	Weapon Attack: +4 to hit, reach 5 ft. 1d4+2 piercing damage. (If thrown, normal range to 20 ft.; disadvantage long range 21 to 60 ft.)		<b>Notes:</b>			
Wisdom	+5*	<b>Shillelagh Club. Melee</b>					
Charisma	+1	Spell/Weapon Attack: +5 to hit, reach 5 ft. Hit: 1d8+5 bludgeoning damage. (Cantrip effect on weapon lasts for 1 minute.)					
<b>Proficiency Bonus</b>	+2	<b>Equipment</b>					
<b>Skills:</b>		leather armour, shield, scimitar, club, dagger, sling and 20 stones, belt pouch, set of common clothes, a small knife, map of home city, pet mouse, token from parents.					
Acrobatics (Dex)	+2	<b>Money:</b>					
Animal Handling (Wis)	+3	10 florins (gp)					
Arcana (Int)	-1						
Athletics (Str)	+0						
Deception (Cha)	+1						
History (Int)	-1						
Insight (Wis)	+5*						
Intimidation (Cha)	+1						
Investigation (Int)	-1						
Medicine (Wis)	+3						
Nature (Int)	+1*						
Perception (Wis)	+3						
Performance (Cha)	+1						
Persuasion (Cha)	+1						
Religion (Int)	-1						
Sleight of Hand (Dex)	+4*						
Stealth (Dex)	+4*						
Survival (Wis)	+3						
Passive Wisdom (Perception)	13						



**NAME**

**CLASS AND LEVEL:** FIGHTER 1 **BACKGROUND:** SOLDIER **HERITAGE:** CYNOCEPHALI **ALIGNMENT:** CHAOTIC GOOD



You worked your way up from humble origins, a working class dog with hard-working parents. You showed talent with the sword, so a fencing master, Ridolfo Marozzo, took you on as a pet project. Your parents took some convincing, but in the end relented. Your master exploited your indebtedness to him and hired you out as a mercenary for a cut. Once you finally graduated from him, you expected to be free and be able to teach students of your own. After all, you were truly skilled, all your clients said so. But your cynocephali outsiders mean that no one takes you seriously in a position of authority, so that career did not work out. You need to continue in your mercenary career, until you finally get enough street cred to be considered a good teacher despite your heritage.

<b>Personality Traits:</b> Brash and excitable. My bark is loud, I can't help it!		<b>Ideals:</b> Charity. I will do anything I can to help a person truly in need.		<b>Bonds:</b> Ridolfo Marozzo taught me everything I know, including that no one can be trusted.		<b>Flaws:</b> Wrath. I demand to be taken seriously.	
<b>Attribute Scores:</b> Strength 16 (+3) Dexterity 14 (+2) Constitution 14 (+2) Intelligence 8 (-1) Wisdom 13 (+1) Charisma 10 (+0)		<b>AC</b> 19	<b>Initiative</b> +1	<b>Speed</b> 30ft	<b>Experience</b>	<b>Inspiration</b>	
<b>Saving Throws:</b> Strength +5* Dexterity +2 Constitution +4* Intelligence -1 Wisdom +1 Charisma +0		<b>Hit Point Max.:</b> 12 <b>Hit Dice:</b> 1d10 <b>Current Hit Points:</b>		<b>Death Saves</b> Successes 000 Failures 000		<b>Features and Traits:</b> <i>Fighting Style: Defence.</i> Gain +1 to AC. <i>Soldier Feature:</i> Military Rank. <i>Second Wind</i> (regain 1d10+1 hp.) <i>Darkvision</i> (60 feet) <i>Wild Empathy:</i> When using Animal Handling with dogs, considered to have expertise in the Animal Handling skill. <i>Enhanced Teamwork:</i> When you use the Help action, you can use a Bonus Action to Help again.	
<b>Proficiency Bonus</b> +2		<b>Attacks</b> <b>Longsword. Melee Weapon</b> <i>Attack:</i> +5 to hit, reach 5 ft. <i>Hit:</i> 1d8+3 slashing damage. (If used two-handed in melee, does 1d10+3 damage.)		<b>Other Proficiencies/Languages</b> light armour, medium armour, heavy armour, shields simple weapons, martial weapons, gambling dice, vehicles (land). Tirenian - Tarchanian dialect, Trion dialect.		<b>Notes:</b>	
<b>Skills:</b> Acrobatics (Dex) +4* Animal Handling (Wis) +1 Arcana (Int) -1 Athletics (Str) +5* Deception (Cha) +0 History (Int) -1 Insight (Wis) +1 Intimidation (Cha) +2* Investigation (Int) -1 Medicine (Wis) +1 Nature (Int) -1 Perception (Wis) +3* Performance (Cha) +0 Persuasion (Cha) +0 Religion (Int) -1 Sleight of Hand (Dex) +2 Stealth (Dex) +4*(disadv.) Survival (Wis) +3*		<b>Bite (Natural Weapon). Melee Weapon Attack.</b> +5 to hit, reach 5 ft. <i>Hit:</i> 1d4+3 piercing damage.		<b>Equipment</b> chain mail armour, shield, longsword, heavy crossbow, gaming set, belt pouch, set of common clothes, an insignia of rank, trophy taken from fallen enemy.			
Passive Wisdom (Perception) 13		<b>Money:</b> 10 florins (gp)					




**NAME**

**CLASS AND LEVEL:** MONK 1 **BACKGROUND:** SAGE **HERITAGE:** WATER-TOUCHED **ALIGNMENT:** TRUE NEUTRAL



You moved from eastern Tirenia to Fiumenze with your father, an itinerant stonemason, when you were very small. With your accent, you never felt like you fit in, but you loved the stories that your father would tell you of ancient Ercolia and its heroes. You decided to embrace your heritage and rather than becoming a mason like your father, you enlisted in the small local gymnasium. There, you honed your mind and your body, learning philosophy and pankration, the ancient wrestling style. You learned how to harness your pneuma, your vital spirit, to strengthen your body. In the meantime, you have been looking for work in Fiumenze which will give you a chance to practice what you have learnt.

<i>Personality Traits:</i> Reserved and earnest. I am unused to being around so many people.		<i>Ideals:</i> Temperance. Everyone is the main character of their story.		<i>Bonds:</i> The Fiumenze gymnasium has given me a safe home. I need to represent them with honour.		<i>Flaws:</i> Sloth. I can overthink my actions to a fault.	
<b>Attribute Scores:</b>		<b>AC</b>	<b>Initiative</b>	<b>Speed</b>	<b>Experience</b>	<b>Inspiration</b>	
Strength	10 (+0)	15	+2	30ft	<b>Features and Traits:</b> <i>Unarmoured Defence</i> <i>Researcher:</i> Knows where to find lore that they do not know <i>Acid Resistance</i> (reduces acid damage taken by half) <i>Amphibious</i> (breathe air and water) <i>Swim</i> (swimming speed of 30 feet) <i>Call To The Wave</i> (use the <i>Shape Water</i> cantrip)		
Dexterity	14 (+2)	Hit Point Max.: 10 Hit Dice: 1d8					
Constitution	15 (+2)	<b>Current Hit Points:</b>		<b>Other Proficiencies/Languages</b> Simple weapons, short swords. Tirenian, Ercolian.			
Intelligence	12 (+2)	<b>Death Saves</b> Successes OOO Failures OOO					
Wisdom	16 (+3)	<b>Attacks</b>		<b>Notes:</b>			
Charisma	8 (-1)	<b>Shortsword. Melee Weapon</b> <i>Attack:</i> +4 to hit, reach 5 ft. <i>Hit:</i> 1d6+2 piercing damage.					
<b>Saving Throws:</b>		<b>Martial Arts. Melee Weapon</b> <i>Attack:</i> +4 to hit, reach 5 ft. <i>Hit:</i> 1d4+2 bludgeoning damage.		<b>Equipment</b> Shortsword, ten darts, explorer's pack, a bottle of ink, a quill, a small knife, a letter from a dead classmate posing a philosophical question you have not yet been able to answer, a set of common clothes.			
Strength	+2*	<b>Dart. Ranged Weapon Attack:</b> <i>Attack:</i> +4 to hit, range 20/60 ft. <i>Hit:</i> 1d4+2 piercing damage.					
Dexterity	+4*	<b>Equipment</b>		<b>Money:</b> 10 florins (gp)			
Constitution	+2	<b>Money:</b>					
Intelligence	+1	<b>Money:</b>		 <b>DRAGONS OF TIRENIA</b>			
Wisdom	+3	<b>Money:</b>					
Charisma	-1	<b>Money:</b>		<b>Money:</b>			
<b>Proficiency Bonus</b>		<b>Money:</b>					
<b>Skills:</b>		<b>Money:</b>		<b>Money:</b>			
Acrobatics (Dex)	+4	<b>Money:</b>					
Animal Handling (Wis)	+3	<b>Money:</b>		<b>Money:</b>			
Arcana (Int)	+3*	<b>Money:</b>					
Athletics (Str)	+2*	<b>Money:</b>		<b>Money:</b>			
Deception (Cha)	-1	<b>Money:</b>					
History (Int)	+3*	<b>Money:</b>		<b>Money:</b>			
Insight (Wis)	+5*	<b>Money:</b>					
Intimidation (Cha)	-1	<b>Money:</b>		<b>Money:</b>			
Investigation (Int)	+1	<b>Money:</b>					
Medicine (Wis)	+3	<b>Money:</b>		<b>Money:</b>			
Nature (Int)	+1	<b>Money:</b>					
Perception (Wis)	+3	<b>Money:</b>		<b>Money:</b>			
Performance (Cha)	-1	<b>Money:</b>					
Persuasion (Cha)	-1	<b>Money:</b>		<b>Money:</b>			
Religion (Int)	+1	<b>Money:</b>					
Sleight of Hand (Dex)	+2	<b>Money:</b>		<b>Money:</b>			
Stealth (Dex)	+2	<b>Money:</b>					
Survival (Wis)	+3	<b>Money:</b>		<b>Money:</b>			
Passive Wisdom (Perception) 13		<b>Money:</b>					

**NAME**

**CLASS AND LEVEL:** WIZARD 1 **BACKGROUND:** ACOLYTE **HERITAGE:** HUMAN **ALIGNMENT:** LAWFUL NEUTRAL



Born into a formerly noble family in Fiumenze, you have watched as your family home gradually grew denuded of art and treasures over time. Some of those objects were sold to fund your education at the University of Fiumenze. You learned theology and law, but with your intellect, you were invited to secretly study magic with one of the professors. But it wasn't enough. Halfway through your bachelor's degree, you have been cast out of the university for lack of funds. You have been able to use your education and family name to get some work, but you are anxious to resume your studies as soon as possible. Perhaps some freelance jobs on the side could get you back in the halls of learning again.

<b>Personality Traits:</b> Gregarious and nervous. I get so excited when I talk that I stumble over my own sentences.		<b>Ideals:</b> Diligence. The sooner I can get the work done, the quicker I can get rewarded.		<b>Bonds:</b> Mama and Papa sacrificed to get me where I am. I cannot let them down; they won't let me fall either.		<b>Flaws:</b> Envy. Why are all these hardships falling on me, and not other people?	
<b>Attribute Scores:</b>		<b>AC</b> 10	<b>Initiative</b> +2	<b>Speed</b> 30ft	<b>Experience</b>	<b>Inspiration</b>	
Strength	9 (-1)	Hit Point Max.: 8 Hit Dice: 1d6			<b>Features and Traits:</b> <i>Feature: Shelter of the Faithful</i> (get help at a church) <i>Ritual Casting</i> <i>Arcane Recovery</i> (regain 1 spell slot after short rest once per day)		
Dexterity	14 (+2)	<b>Current Hit Points:</b>					
Constitution	15 (+2)	<b>Death Saves</b> Successes 000 Failures 000			<b>Spellcasting</b> <b>Spell Attack Modifier</b> +5 <b>Spell Save DC</b> 13 <b>Cantrips:</b> <i>Fire Bolt, Light, Minor Illusion</i> <b>1st Level (2 slots):</b> <i>Detect Magic, Find Familiar, Fog Cloud, Mage Armor, Magic Missile, Sleep</i>		
Intelligence	16 (+3)	<b>Attacks</b> <b>Quarterstaff. Melee Weapon</b> <i>Attack:</i> +2 to hit, reach 5 ft. <i>Hit:</i> 1d6 bludgeoning damage. (If used two-handed in melee, does 1d8 damage.) <b>Dagger. Melee or Ranged Weapon</b> <i>Attack:</i> +4 to hit, reach 5 ft or range 20/60 ft. 1d4+2 piercing damage. <b>Fire Bolt Cantrip. Ranged Spell</b> <i>Attack:</i> +5 to hit, range 120 ft. <i>Hit:</i> 1d10 fire damage and unattended flammable objects catch on fire.					
Wisdom	13 (+1)	<b>Equipment</b> two (2) daggers, quarterstaff, set of common clothes, holy symbol: amulet, prayer book, 5 sticks of incense, vestments.			<b>Other Proficiencies/Languages</b> dagger, dart, light crossbow, quarterstaff, sling. Tirenian: Tarchanian dialect.		
Charisma	11 (+0)	<b>Money:</b> 15 florins (gp)					
<b>Saving Throws:</b>		<b>Notes:</b>					
Strength	-1						
Dexterity	+2						
Constitution	+2						
Intelligence	+5*						
Wisdom	+3*						
Charisma	+0						
<b>Proficiency Bonus</b>		<b>Dragon's of Tirenia</b>					
+2							
<b>Skills:</b>		<b>Dragon's of Tirenia</b>					
Acrobatics (Dex)	+2						
Animal Handling (Wis)	+1						
Arcana (Int)	+5*						
Athletics (Str)	-1						
Deception (Cha)	+0						
History (Int)	+5*						
Insight (Wis)	+3*						
Intimidation (Cha)	+0						
Investigation (Int)	+3						
Medicine (Wis)	+1						
Nature (Int)	+3						
Perception (Wis)	+1						
Performance (Cha)	+0						
Persuasion (Cha)	+0						
Religion (Int)	+5*						
Sleight of Hand (Dex)	+2						
Stealth (Dex)	+2						
Survival (Wis)	+1						
Passive Wisdom (Perception) 11							

## ART USED IN CHARACTER SHEETS

Jebulon. *White marble. Kymi harbour, Euboea, Greece*. 2016. Digital image courtesy of Wikipedia. 27 September 2020.

Perugino, Pietro. *Portrait of a Young Man*. 1495. Web Gallery of Art. 22 October 2020.

del Pollaiuolo, Antonio. *Hercules slaying Antaeus*. C. 1460. Web Gallery of Art. 22 October 2020.

Schedel, Hartman. *A Cynocephalus from the Nuremberg Chronicle, Page XIIr*. 1493. Beloit College. 22 October 2020.

del Sellaio, Jacopo. *Saint John the Baptist*. c. 1480. Samuel H. Kress Collection. 22 October 2020.