

One hex = 5 miles

N
W E
S

The Crags

Mount Hotenow

Neverwinter Wood

Starmetal Hills

Thundertree

Neverwinter

Conyberry

Old Owl Well

The High Road

Triboar Trail

Icespire Peak

Sword Mountains

Phandalin

Kryptgarden Forest

Leilon

Mere of Dead Men

City
Town
Ruins
Point of Interest
Peak
Road
Trail
River
Forest
Marsh
Hills
Mountains

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One hex = 5 miles

N
W E
S

The Crags

Mount Hotenow

Neverwinter Wood

Starmetal Hills

Neverwinter

Thundertree

Agatha's Lair

Conyberry

Cragmaw Castle

Old Owl Well

The High Road

Triboar Trail

Wyvern Tor

Cragmaw Hideout

Icespire Peak

Wave Echo Cave

Phandalin

Sword Mountains

Kryptgarden Forest

Leilon

Mere of Dead Men

City
Town
Ruins
Point of Interest
Peak
Road
Trail
River
Forest
Marsh
Hills
Mountains

1 square = 5 feet

N
W E
S

5
4
6
7
3
2
8
1

- Briars
- Bridge
- Escarpment
- Rapids
- Rubble
- Stalagmite
- Steps
- Stone Wall
- Supplies

Cragmaw Hideout

MS

Phandalin

N
W E
S

0 20 50 100 200 500
feet

MS

Phandalin

To Triboar Trail

Sister Garaele's Home

Shrine of Luck

Barthen's Provisions

Barthen's Home

Smithy

Edermath Orchard

Tresendar Manor

Sleeping Giant

Stonehill Inn

Town Green

Linene's Home

Townmaster's Hall

Lionshield Coster

Alderleaf Farm

Woodworker

Harbin Wester's Home

N

W E

S

Halia's Home

Miners' Trail

Phandalin Miner's Exchange

feet 0 20 50 100 200 500

M S



Redbrand Hideout

1 square = 5 feet

Bars
Bridge
Bunk Bed
Locked Door
Supplies
Rack
S Secret Door
Sarcophagus
Table

1
2
3
4
5
6
7
8
9
10
11
12

N
W E
S

100 feet
to forest





Lord Albrek,

My spies in Neverwinter tell me that strangers are due to arrive in Phandalin. They could be working for the dwarves. Capture them if you can, kill them if you must, but don't allow them to upset our plans. See that any dwarven maps in their possession are delivered to me with haste. I'm counting on you, Iarno. Don't disappoint me.







1 square = 10 feet

1
2
3
4
5
6
7
8
9
10
11
12
13

Brush
Door
Intact Wall
Path
Ruined Wall
Statue
Tree
Window

N
W
E
S

Ruins of Thundertree

MS







1 square = 5 feet

N
W E
S

C

1 2 3 4 5 6 7 8 9 10 11 12 13 14

- Arrow Slit
- Brazier
- Broken Door
- C — Concealed Door
- Curtain
- Goblin Pallet
- Supplies
- Table
- Trap

Cragmaw Castle

S









Wave Echo Cave

1 square = 10 feet

N
W E
S

Barrels
Brazier
Bunk Bed
Escarpment
Fungus
Pillar
Stalagmite
Table
Waterwheel

MS









DUNGEONS & DRAGONS®

CHARACTER NAME

Cleric 1	Soldier	
CLASS & LEVEL	BACKGROUND	PLAYER NAME
Hill dwarf	Neutral good	
RACE	ALIGNMENT	EXPERIENCE POINTS

STRENGTH +2 (14)

DEXTERITY −1 (8)

CONSTITUTION +2 (15)

INTELLIGENCE +0 (10)

WISDOM +3 (16)

CHARISMA +1 (12)

+2 PROFICIENCY BONUS

SAVING THROWS

- ○ +2 Strength
- ○ −1 Dexterity
- ○ +2 Constitution
- ○ +0 Intelligence
- ● +5 Wisdom
- ● +3 Charisma

SKILLS

- ○ −1 Acrobatics (Dex)
- ○ +3 Animal Handling (Wis)
- ○ +0 Arcana (Int)
- ● +4 Athletics (Str)
- ○ +1 Deception (Cha)
- ○ +0 History (Int)
- ○ +3 Insight (Wis)
- ● +3 Intimidation (Cha)
- ○ +0 Investigation (Int)
- ● +5 Medicine (Wis)
- ○ +0 Nature (Int)
- ○ +3 Perception (Wis)
- ○ +1 Performance (Cha)
- ○ +1 Persuasion (Cha)
- ● +2 Religion (Int)
- ○ −1 Sleight of Hand (Dex)
- ○ −1* Stealth (Dex)
- ○ +3 Survival (Wis)

*See your equipment.

13 PASSIVE WISDOM (PERCEPTION)

18 ARMOR CLASS

−1 INITIATIVE

25 feet SPEED

Hit Point Maximum 11

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1d8

HIT DICE

SUCCESSES ○○○

FAILURES ○○○

DEATH SAVES

I'm always polite and respectful. Also, I don't trust my gut feelings, so I tend to wait for others to act.

PERSONALITY TRAITS

Respect. People deserve to be treated with dignity and courtesy.

IDEALS

I have three cousins—Gundren, Tharden, and Nundro Rockseeker—who are my friends and cherished clan members.

BONDS

I secretly wonder whether the gods care about mortal affairs at all.

FLAWS

NAME	ATK BONUS	DAMAGE/TYPE
Warhammer	+4	1d8 + 2 bludgeoning
Handaxe*	+4	1d6 + 2 slashing

*You can throw a handaxe 20 feet, or up to 60 feet with disadvantage on the attack roll.

Cantrips. You know *light, sacred flame,* and *thaumaturgy*, and can cast them at will. Descriptions are found in the rulebook.

Spell Slots. You have two 1st-level spell slots you can use to cast your prepared spells.

Prepared Spells. You prepare four 1st-level spells to make them available for you to cast, choosing from the cleric spell list in the rulebook. In addition, you always have two domain spells prepared: *bless* and *cure wounds*.

ATTACKS & SPELLCASTING

Spellcasting Ability. Wisdom is your spellcasting ability for your spells. The saving throw DC to resist a spell you cast is 13. Your attack bonus when you make an attack with a spell is +5. See the rulebook for rules on casting your spells.

Disciple of Life. Your healing spells are particularly effective. Whenever you restore hit points to a creature with a spell of 1st level or higher, the creature regains additional hit points equal to 2 + the spell's level.

Darkvision. You see in dim light within a 60-foot radius of you as if it were bright light, and in darkness in that radius as if it were dim light. You can't discern color in darkness, only shades of gray.

Dwarven Resilience. You have advantage on saving throws against poison, and you have resistance against poison damage.

Dwarven Toughness. Your hit point maximum increases by 1, and it increases by 1 every time you gain a level (included).

Mercenary Sergeant. You were a minor officer among the Mintarn mercenaries, a position that still gets you some perks. Even though you're not on active duty, Mintarn soldiers recognize your authority and influence, and they defer to you if they are of a lower rank. You can requisition simple equipment and horses for temporary use. You can also gain access to Mintarn mercenary encampments and fortresses.

FEATURES & TRAITS

Proficiencies. All armor, shields, all simple weapons, battleaxes, handaxes, light hammers, warhammers, playing cards, mason's tools, vehicles (land)

Languages. Common, Dwarvish

Stonecunning. Whenever you make an Intelligence (History) check related to the origin of stonework, you are considered proficient in the History skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP 10

PP

Chain mail,* shield, warhammer, 2 handaxes, holy symbol, backpack, crowbar, hammer, 10 pitons, 10 torches, tinderbox, 10 days of rations, waterskin, 50 feet of hempen rope, mason's tools, dagger taken from a fallen enemy as a trophy, deck of playing cards, set of common clothes, pouch, rank insignia (sergeant)

*While wearing this armor, you have disadvantage on Dexterity (Stealth) checks.

EQUIPMENT

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Dwarf

Kingdoms rich in ancient grandeur, halls carved into the roots of mountains, the echoing of picks and hammers in mines and blazing forges, a commitment to clan and tradition, and hatred of goblins and orcs—these common threads are the heritage of every dwarf.

Bold and hardy, dwarves are known as skilled warriors, miners, and workers of stone and metal. They can live to be more than 400 years old, so the oldest living dwarves often remember a very different world.

Dwarves are solid and enduring like the mountains they love, weathering the centuries with stoic endurance. Individual dwarves are determined and loyal, true to their word and committed in action, sometimes to the point of stubbornness.

In the Forgotten Realms, your people are called gold dwarves. They have remote kingdoms in the south and typically keep their distance from human affairs. Their brethren are the shield dwarves of the north, who are strong, hardy, and accustomed to a difficult life in rugged terrain. Years ago, you moved to that northern realm.

Male Dwarf Names: Adrik, Baern, Brottor, Dain, Darrak, Eberk, Einkil, Fargrim, Gardain, Harbek, Kildrak, Morgran, Orsik, Rurik, Taklinn, Thoradin, Tordek, Traubon, Travok, Veit, Vondal

Female Dwarf Names: Amber, Artin, Bardryn, Dagnal, Diesa, Eldeth, Finellen, Gunnloda, Gurdis, Helja, Hlin, Kathra, Kristryd, Ilde, Liftrasa, Mardred, Riswynn, Sannl, Torbera, Torgga, Vistra

Dwarf Clan Names: Battlehammer, Brawnanvil, Dankil, Frostbeard, Gorunn, Ironfist, Loderr, Strakeln, Torunn, Ungart

Cleric

Clerics are intermediaries between the mortal world and the distant planes of the gods. As varied as the gods they serve, clerics strive to embody the handiwork of their deities. No ordinary priest or temple servant, a cleric is imbued with divine magic.

Divine Domain. You draw magic from a divine domain—a sphere of magical influence—associated with your deity. Your domain lets you have certain spells, such as *bless* and *cure wounds*, always prepared.

Your domain is Life, which is affiliated with many gods of good. Your god, Marthammor Duin, is the dwarf god of wanderers, travelers, and outcasts—those who move among strange lands and foreign peoples. Dwarves who honor him wear his holy symbol, a boot overlaid by an upright mace, on a necklace often made of silver and iron.

Background

Trained as a soldier on the island of Mintarn, you traveled to Neverwinter as part of a mercenary company that serves as both army and city watch. You grew disillusioned with your fellow soldiers, who seem to enjoy their authority at the expense of the people they're supposed to protect. Everything came to a head recently, when you disobeyed an order and followed your conscience. You were suspended from active duty, though you kept your rank and your connection to the mercenaries. Since then, you have devoted yourself to your deity.

Personal Goal: Teach the Redbrands a Lesson. You've heard that Daran Edermath in the town of Phandalin is looking for people of courage and principle to teach some bullies a lesson. These thugs, the Redbrands, have been throwing their weight around in Phandalin, much as your compatriots did in Neverwinter. Putting a stop to their villainy is a worthy goal.

Alignment: Neutral Good. Your conscience, not law and authority, will guide you to do the right thing. Power is meant to be used for the benefit of all, not to oppress the weak.

Gaining Levels

As you adventure and overcome challenges, you gain experience points (XP), as explained in the rulebook.

With each level you gain, you gain one additional Hit Die and add 1d8 + 3 to your hit point maximum.

You gain access to more spells as you gain levels. You can prepare a number of spells equal to your level + your Wisdom modifier, as shown in the Spellcasting Advancement table. You also gain more spell slots.

Spellcasting Advancement

		—Spell Slots per Spell Level—		
Level	Prepared Spells	1st	2nd	3rd
2nd	5	3	—	—
3rd	6	4	2	—
4th	8	4	3	—
5th	9	4	3	2

2nd Level: 300 XP

Channel Divinity. You can channel divine energy directly from your deity, using that energy to fuel one of two magical effects: Turn Undead or Preserve Life. Both effects require you to use an action and present your holy symbol. When you use your Channel Divinity, you choose which effect to create. You must then finish a short or long rest to use your Channel Divinity again.

Turn Undead. When you use Turn Undead, each undead that can see or hear you within 30 feet of you must make a Wisdom saving throw (DC 13). If the creature fails its saving throw, it is turned for 1 minute or until it takes any damage.

A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If it has nowhere it can move, the creature can use the Dodge action.

Preserve Life. When you use Preserve Life, choose one or more creatures within 30 feet of you to heal, then distribute up to 10 hit points among them. This feature can restore a creature to no more than half of its hit point maximum. At 3rd level, you can distribute 15 hit points, at 4th level 20, and at 5th level 25.

3rd Level: 900 XP

Spells. You can now prepare and cast 2nd-level spells. In addition to the spells you choose to prepare, you always have two additional domain spells prepared: *lesser restoration* and *spiritual weapon*.

4th Level: 2,700 XP

Spells. You learn one more cleric cantrip of your choice.

Ability Score Improvement. Your Wisdom increases to 18, which has the following effects:

- Your Wisdom modifier becomes +4.
- Your spell saving throw DC and the DC for your Turn Undead each increase by 1.
- Your bonus for your spell attacks increases by 1.
- Your modifier to Wisdom saving throws increases by 1.
- Your modifier to Wisdom-based skills increases by 1.
- Because the modifier for your Perception skill increased, your passive Wisdom (Perception) score increases by 1.

5th Level: 6,500 XP

Spells. You can now prepare and cast 3rd-level spells. In addition to the spells you choose to prepare, you always have two additional domain spells prepared: *beacon of hope* and *revivify*.

Proficiency Bonus. Your proficiency bonus increases to +3, which has the following effects:

- Your attack bonus increases by 1 for your spell attacks and for weapons you're proficient with.
- Your spell saving throw DC and the DC for your Turn Undead each increase by 1.
- Your modifier for saving throws and skills you're proficient in (indicated by a ●) increases by 1.

Destroy Undead. When an undead fails its saving throw against your Turn Undead feature, the creature is instantly destroyed if its challenge rating is 1/2 or lower.

Improving Your Armor

As you acquire treasure, you can buy better armor to improve your Armor Class. The rulebook contains equipment, including armor.

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DUNGEONS & DRAGONS®

CHARACTER NAME

Wizard 1	Acolyte	
CLASS & LEVEL	BACKGROUND	PLAYER NAME
High elf	Chaotic good	
RACE	ALIGNMENT	EXPERIENCE POINTS

STRENGTH +0 (10)

DEXTERITY +2 (15)

CONSTITUTION +2 (14)

INTELLIGENCE +3 (16)

WISDOM +1 (12)

CHARISMA −1 (8)

+2 **PROFICIENCY BONUS**

SAVING THROWS

- ○ +0 Strength
- ○ +2 Dexterity
- ○ +2 Constitution
- ● +5 Intelligence
- ● +3 Wisdom
- ○ −1 Charisma

SKILLS

- ○ +2 Acrobatics (Dex)
- ○ +1 Animal Handling (Wis)
- ● +5 Arcana (Int)
- ○ +0 Athletics (Str)
- ○ −1 Deception (Cha)
- ○ +3 History (Int)
- ● +3 Insight (Wis)
- ○ −1 Intimidation (Cha)
- ● +5 Investigation (Int)
- ○ +1 Medicine (Wis)
- ○ +3 Nature (Int)
- ● +3 Perception (Wis)
- ○ −1 Performance (Cha)
- ○ −1 Persuasion (Cha)
- ● +5 Religion (Int)
- ○ +2 Sleight of Hand (Dex)
- ○ +2 Stealth (Dex)
- ○ +1 Survival (Wis)

13 PASSIVE WISDOM (PERCEPTION)

12 ARMOR CLASS

+2 INITIATIVE

30 feet SPEED

Hit Point Maximum 8

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1d6

HIT DICE

SUCCESSES ○○○

FAILURES ○○○

DEATH SAVES

I use polysyllabic words that convey the impression of erudition. Also, I've spent so long in the temple that I have little experience dealing with people on a casual basis.

PERSONALITY TRAITS

Knowledge. The path to power and self-improvement is through knowledge.

IDEALS

The tome I carry with me is the record of my life's work so far, and no vault is secure enough to keep it safe.

BONDS

I'll do just about anything to uncover historical secrets that would add to my research.

FLAWS

NAME	ATK BONUS	DAMAGE/TYPE
Shortsword	+4	1d6 + 2 piercing

Cantrips. You know *mage hand*, *prestidigitation*, *ray of frost*, and *shocking grasp*, and can cast them at will.

Spell Slots. You have two 1st-level spell slots you can use to cast your prepared spells.

Prepared Spells. You prepare four 1st-level spells to make them available for you to cast, choosing from the spells in your spellbook.

Spellbook. You have a spellbook containing these 1st-level spells: *burning hands*, *detect magic*, *mage armor*, *magic missile*, *shield*, and *sleep*. Descriptions are in the rulebook.

ATTACKS & SPELLCASTING

Spellcasting Ability. Intelligence is your spellcasting ability for your spells. The saving throw DC to resist a spell you cast is 13. Your attack bonus when you make an attack with a spell is +5. See the rulebook for rules on casting your spells.

Arcane Recovery. You can regain some of your magical energy by studying your spellbook. Once per day during a short rest, you can choose to recover expended spell slots with a combined level equal to or less than half your wizard level (rounded up).

Darkvision. You see in dim light within a 60-foot radius of you as if it were bright light, and in darkness in that radius as if it were dim light. You can't discern color in darkness, only shades of gray.

Fey Ancestry. You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Trance. Elves don't need to sleep. They meditate deeply, remaining semiconscious, for 4 hours a day and gain the same benefit a human does from 8 hours of sleep.

Shelter of the Faithful. As a servant of Oghma, you command the respect of those who share your faith, and you can perform the rites of Oghma. You and your companions can expect to receive free healing and care at a temple, shrine, or other established presence of Oghma's faith. Those who share your religion will support you (and only you) at a modest lifestyle. You also have ties to the temple of Oghma in Neverwinter, where you have a residence. When you are in Neverwinter, you can call upon the priests there for assistance that won't endanger them.

FEATURES & TRAITS

Proficiencies. Daggers, darts, light crossbows, longbows, longswords, quarterstaffs, shortbows, shortswords, slings

Languages. Common, Elvish, Draconic, Dwarvish, Goblin

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP 5

PP

Shortsword, component pouch, spellbook, backpack, bottle of ink, ink pen, 10 sheets of parchment, small knife, tome of historical lore, holy symbol, prayer book, set of common clothes, pouch

EQUIPMENT

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Elf

Elves are a people of otherworldly grace, living in the world but not entirely part of it. They live in places of ethereal beauty, in the midst of ancient forests or in silvery spires glittering with faerie light, where soft music drifts through the air and gentle fragrances waft on the breeze. Elves love nature and magic, art and artistry, music and poetry.

Elves can live over 700 years. They are more often amused than excited, and more likely to be curious than greedy. They tend to remain aloof and unfazed by petty happenstance, and they trust in diplomacy and compromise to resolve differences before they escalate to violence.

Most elves dwell in small forest villages hidden among the trees. Their contact with outsiders is usually limited, though a few elves make a good living by trading crafted items for metals, which they have no interest in mining.

In the Forgotten Realms, your people are named sun elves. Also called gold elves or sunrise elves, sun elves have bronze skin and hair of copper, black, or golden blond, and their eyes are golden, silver, or black. They are more reclusive than the other branch of high elves, the moon elves, but Oghma has called you to live among other peoples, rather than in the sanctuaries of your kin.

Elves are considered children until they declare themselves adults, sometime after the hundredth birthday. Before this period, they are called by child names. On declaring adulthood, an elf selects an adult name. Every elf also bears a family name, typically a combination of Elvish words. Some elves traveling among other races translate their family names into Common.

Child Names: Ara, Bryn, Del, Innil, Lael, Mella, Naeris, Phann, Rael, Rinn, Syllin, Vall

Male Adult Names: Adran, Berrian, Carric, Erevan, Galinndan, Hadarai, Immeral, Paelias, Quarion, Riardon, Soveliss, Theren, Varis

Female Adult Names: Althaea, Bethrynna, Caelynn, Ielenia, Leshanna, Meriele, Naivara, Quillathe, Silaqui, Thia, Vadania, Valanthe, Xanaphia

Family Names (Common Translations): Amastacia (Starflower), Galanodel (Moonwhisper), Liadon (Silverfrond), Meliamne (Oakenheel), Siannodel (Moonbrook), Ilphelkiir (Gemblossom)

Wizard

Wizards are supreme magic-users. Drawing on the subtle weave of magic that permeates the cosmos, they cast spells of explosive fire, arcing lightning, subtle deception, and brute-force mind control. The mightiest wizards learn to conjure elementals from other planes of existence, glimpse the future, or turn slain foes into zombies.

Background

You have spent your life dedicated to Oghma, all-seeing god of knowledge, and spent years learning the lore of the multiverse.

Personal Goal: Reconsecrate the Defiled Altar. Through visions delivered in your trances, your god has called you to a new mission. A goblin tribe has made its lair in an ancient ruin now called Cragmaw Castle, where they have defiled a shrine once sacred to Oghma. Now dedicated to the vile goblin god Maglubiyet, the altar is an offense to Oghma that must not stand.

You're sure Oghma has greater things in store for you if you can complete this quest. In the meantime, your visions suggest that Sister Garaele—a priest of Tymora, the goddess of luck—can aid you in the town of Phandalin.

Alignment: Chaotic Good. The pursuit and acquisition of knowledge is for the benefit of all. Kingdoms and laws are useful so far as they allow knowledge to flourish. Tyrants who seek to suppress and control it are the worst villains. You share your knowledge freely, and use what you have learned to help where you can.

Gaining Levels

As you adventure and overcome challenges, you gain experience points (XP), as explained in the rulebook.

With each level you gain, you gain one additional Hit Die and add 1d6 + 2 to your hit point maximum.

You gain access to more spells as you gain levels. You can prepare a number of spells equal to your level + your Intelligence modifier, as shown in the Spellcasting Advancement table. You also gain more spell slots.

Spellcasting Advancement

		—Spell Slots per Spell Level—		
Level	Prepared Spells	1st	2nd	3rd
2nd	5	3	—	—
3rd	6	4	2	—
4th	8	4	3	—
5th	9	4	3	2

Adding to Your Spellbook

Each time you gain a wizard level, you can add two wizard spells of your choice to your spellbook, chosen from the wizard spell list in the rulebook. Each of these spells must be of a level for which you have spell slots. On your adventures, you might also find scrolls or books containing other spells you can add to your spellbook.

Copying a Spell into the Book. When you find a wizard spell, you can add it to your spellbook if it is of a level for which you have spell slots and if you can spare the time to decipher and copy it.

For each level of the spell, the process takes 2 hours and requires 50 gp. The cost represents material components you expend as you experiment with the spell to master it, as well as the fine inks you need to record it. Once you have spent this time and money, you can prepare the spell just like your other spells.

2nd Level: 300 XP

Evocation Savant. The gold and time you must spend to copy an evocation spell into your spellbook is halved.

Sculpt Spells. When you cast an evocation spell that affects other creatures you can see, you can choose a number of them equal to 1 + the spell's level. The chosen creatures automatically succeed on their saving throws against the spell, and they take no damage if they would normally take half damage from it.

3rd Level: 900 XP

Spells. You can now prepare and cast 2nd-level spells.

4th Level: 2,700 XP

Spells. You learn one more wizard cantrip of your choice.

Ability Score Improvement. Your Intelligence increases to 18, which has the following effects:

- Your Intelligence modifier becomes +4.
- Your spell saving throw DC increases by 1.
- Your bonus for your spell attacks increases by 1.
- Your modifier to Intelligence saving throws increases by 1.
- Your modifier to Intelligence-based skills increases by 1.

5th Level: 6,500 XP

Spells. You can prepare and cast 3rd-level spells.

Proficiency Bonus. Your proficiency bonus increases to +3, which has the following effects:

- Your attack bonus increases by 1 for your spell attacks and weapons you're proficient with.
- Your spell saving throw DC increases by 1.
- Your modifier for saving throws and skills you're proficient in (indicated by a ●) increases by 1.
- Because the modifier for your Perception skill increased, your passive Wisdom (Perception) score increases by 1.

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DUNGEONS & DRAGONS®

CHARACTER NAME

Rogue 1	Criminal	
CLASS & LEVEL	BACKGROUND	PLAYER NAME
Lightfoot halfling	Neutral	
RACE	ALIGNMENT	EXPERIENCE POINTS

STRENGTH −1 (8)

DEXTERITY +3 (16)

CONSTITUTION +1 (12)

INTELLIGENCE +1 (13)

WISDOM +0 (10)

CHARISMA +3 (16)

+2 PROFICIENCY BONUS

- ○ −1 Strength
- ● +5 Dexterity
- ○ +1 Constitution
- ● +3 Intelligence
- ○ +0 Wisdom
- ○ +3 Charisma

SAVING THROWS

- ● +5 Acrobatics (Dex)
- ○ +0 Animal Handling (Wis)
- ○ +1 Arcana (Int)
- ○ −1 Athletics (Str)
- ● +5 Deception (Cha)
- ○ +1 History (Int)
- ○ +0 Insight (Wis)
- ○ +3 Intimidation (Cha)
- ● +3 Investigation (Int)
- ○ +0 Medicine (Wis)
- ○ +1 Nature (Int)
- ○ +0 Perception (Wis)
- ● +5 Performance (Cha)
- ○ +3 Persuasion (Cha)
- ○ +1 Religion (Int)
- ● +5 Sleight of Hand (Dex)
- ● +7 Stealth (Dex)
- ○ +0 Survival (Wis)

SKILLS

10 PASSIVE WISDOM (PERCEPTION)

14 ARMOR CLASS

+3 INITIATIVE

25 feet SPEED

Hit Point Maximum 9

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1d8

HIT DICE

SUCCESSES ○○○

FAILURES ○○○

DEATH SAVES

I never have a plan, but I'm great at making things up as I go along. Also, the best way to get me to do something is to tell me I can't do it.

PERSONALITY TRAITS

People. I'm loyal to my friends, not to any ideals. Everyone else can take a trip on the River Styx for all I care.

IDEALS

Qelline Alderlead, my aunt, has a farm in Phandalin. I always give her some of my ill-gotten gains.

BONDS

My aunt must never know the deeds I did as a member of the Redbrands.

FLAWS

NAME	ATK BONUS	DAMAGE/TYPE
Shortsword	+5	1d6 + 3 piercing
Shortbow*	+5	1d6 + 3 piercing

*You can shoot your shortbow 80 feet, or up to 320 feet with disadvantage on the attack roll.

Sneak Attack. Once per turn, when you hit a creature with a Dexterity-based attack (such as with your shortsword or shortbow) and you have advantage on the attack roll, you can deal an extra 1d6 damage to your target. You don't need advantage if another enemy of the target is within 5 feet of it and isn't incapacitated. You can't deal the extra damage, however, if you have disadvantage on the attack roll.

ATTACKS & SPELLCASTING

Thieves' Cant. You know thieves' cant, a secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation. You also understand a set of secret signs and symbols used to convey short, simple messages, such as whether an area is dangerous, whether loot is nearby, whether the people in an area are easy marks or will provide a safe house for thieves on the run.

Lucky. When you roll a natural 1 on an attack roll, ability check, or saving throw, you can reroll the die and must use the new roll.

Brave. You have advantage on saving throws against being frightened.

Halfling Nimbleness. You can move through the space of any creature that is of a size larger than yours.

Naturally Stealthy. You can attempt to hide when you are obscured by a creature that is at least one size larger than you.

Criminal Contact. You have a contact who acts as your liaison to a network of other criminals. You know how to get messages to and from your contact, even over great distances; you know the local messengers, corrupt caravan masters, and seedy sailors who can carry messages for you. You can move secret information or stolen goods through your contact in exchange for money or other information you seek.

FEATURES & TRAITS

Proficiencies. Light armor, simple weapons, hand crossbows, longswords, rapiers, shortswords, thieves' tools, playing cards, carpenter's tools

Languages. Common, Halfling

Expertise. When you make a Dexterity (Stealth) check or a check using thieves' tools, your proficiency bonus is doubled. This benefit is included in your Stealth skill bonus.

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP 15

PP

Shortsword, shortbow, 20 arrows, leather armor, thieves' tools, backpack, bell, 5 candles, crowbar, hammer, 10 pitons, 50 feet of hempen rope, hooded lantern, 2 flasks of oil, 5 days rations, tinderbox, waterskin, crowbar, set of dark common clothes including a hood, pouch

EQUIPMENT

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Halfling

The comforts of home are the goals of most halflings' lives: a place to settle in peace and quiet, far from marauding monsters and clashing armies; a blazing fire and a generous meal; and fine drink and fine conversation. Though some halflings live out their days in remote agricultural communities, others form nomadic bands that travel constantly, lured by the open road and the wide horizon to discover the wonders of new lands and peoples. But even these wanderers love peace, food, hearth, and home, though home might be a wagon jostling along an old dirt road.

The diminutive halflings survive in a world full of larger creatures by avoiding notice or, barring that, avoiding offense. Standing about 3 feet tall, they appear relatively harmless and so have managed to survive for centuries in the shadow of empires and on the edges of wars and political strife. They're concerned with basic needs and simple pleasures and have little use for ostentation.

Halflings are an affable and cheerful people. They cherish the bonds of family and friendship, as well as the comforts of hearth and home, harboring few dreams of glory. Even adventurers among them usually venture into the world for reasons of community, friendship, wanderlust, or curiosity.

A halfling has a given name, a family name, and possibly a nickname. Family names are often nicknames that stuck so tenaciously they have been passed down through the generations.

Male Names: Alton, Ander, Cade, Corrin, Eldon, Errich, Finnan, Garret, Lindal, Lyle, Merric, Milo, Osborn, Perrin, Reed, Roscoe, Wellby

Female Names: Andry, Bree, Callie, Cora, Euphemia, Jillian, Kithri, Lavinia, Lidda, Merla, Nedda, Paela, Portia, Seraphina, Shaena, Trym, Vani, Verna

Family Names: Brushgather, Goodbarrel, Greenbottle, High-hill, Hilltopple, Leagallow, Tealeaf, Thorngage, Tosscobble, Underbough

Rogue

Rogues rely on skill, stealth, and their foes' vulnerabilities to get the upper hand in any situation. They have a knack for finding the solution to just about any problem.

Background

The town of Phandalin is built on the ruins of an older settlement, vacant for five centuries until some hardy settlers set about rebuilding it some years back. Drawn by stories of gold and platinum in the nearby foothills, you came to Phandalin as well, not to earn a living, but to prey on those who struck it rich. You joined a gang calling itself the Redbrands and made some decent coin as a burglar, enforcer, or fence.

But you must have made an enemy among your fellow Redbrands. Someone set you up. On that person's word, the head of the Redbrands—a wizard called Glasstaff—tried to have you killed. You escaped, barely alive and thanking Tymora, the goddess of good fortune, for your luck. You fled Phandalin, almost penniless and with only the tools of your trade to your name.

Personal Goal: Get Your Revenge. Someone in the Redbrands nearly got you killed, and you sure would like to know who it was. And then you'd like to take your revenge—on that person, on Glasstaff, maybe on all the Redbrands. And you just got a tip that might help you: someone named Halia Thornton also has it out for the Redbrands. She lives in Phandalin, which means showing your face to the Redbrands who still want you dead.

Alignment: Neutral. You tend to do whatever seems best at the time. Sure, you've done some things you're not proud of, and you're not personally committed to making the world a better place. But you have no interest in causing suffering or making things worse than they already are.

Gaining Levels

As you adventure and overcome challenges, you gain experience points (XP), as explained in the rulebook.

With each level you gain, you gain one additional Hit Die and add 1d8 + 1 to your hit point maximum.

2nd Level: 300 XP

Cunning Action. Your quick thinking and agility allow you to move and act quickly, so you can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

3rd Level: 900 XP

Second-Story Work. You gain the ability to climb faster than normal, so climbing no longer costs you extra movement. In addition, when you make a running jump, the distance you can cover increases by a number of feet equal to your Dexterity modifier.

Fast Hands. You can use the bonus action granted by your Cunning Action to make a Dexterity (Sleight of Hand) check, take the Use an Object action, or use your thieves' tools to try to disarm a trap or open a lock.

Sneak Attack. You deal 2d6 damage with your Sneak Attack feature, instead of 1d6.

4th Level: 2,700 XP

Ability Score Improvement. Your Dexterity increases to 18, which has the following effects:

- Your Dexterity modifier becomes +4.
- Your attack bonus and your damage for Dexterity-based attacks, such as your shortsword and shortbow, increase by 1.
- Your modifier to Dexterity saving throws increases by 1.
- Your modifier to Dexterity-based skills increases by 1.
- While you wear light or no armor, your Armor Class increases by 1.
- Your initiative increases by 1.

5th Level: 6,500 XP

Proficiency Bonus. Your proficiency bonus increases to +3, which has the following effects:

- Your attack bonus increases by 1 for weapons you're proficient with.
- Your modifier for saving throws and skills you're proficient in (indicated by a ●) increases by 1. Your Expertise feature means your bonus for Stealth and the use of thieves' tools instead each increase by 2.

Sneak Attack. You deal 3d6 damage with your Sneak Attack feature, instead of 2d6.

Uncanny Dodge. When an attacker you can see hits you with an attack roll, you can use your reaction to halve the attack's damage against you.

Improving Your Armor

As you acquire treasure, you can buy better armor to improve your Armor Class. The rulebook contains equipment, including armor.

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DUNGEONS & DRAGONS®

CHARACTER NAME

Fighter 1	Noble	
CLASS & LEVEL	BACKGROUND	PLAYER NAME
Human	Lawful neutral	
RACE	ALIGNMENT	EXPERIENCE POINTS

STRENGTH +3 (16)

DEXTERITY −1 (9)

CONSTITUTION +2 (15)

INTELLIGENCE +0 (11)

WISDOM +1 (13)

CHARISMA +2 (14)

+2 PROFICIENCY BONUS

- ● +5 Strength
- ○ −1 Dexterity
- ● +4 Constitution
- ○ +0 Intelligence
- ○ +1 Wisdom
- ○ +2 Charisma

SAVING THROWS

- ○ −1 Acrobatics (Dex)
- ○ +1 Animal Handling (Wis)
- ○ +0 Arcana (Int)
- ● +5 Athletics (Str)
- ○ +2 Deception (Cha)
- ● +2 History (Int)
- ○ +1 Insight (Wis)
- ○ +2 Intimidation (Cha)
- ○ +0 Investigation (Int)
- ○ +1 Medicine (Wis)
- ○ +0 Nature (Int)
- ● +3 Perception (Wis)
- ○ +2 Performance (Cha)
- ● +4 Persuasion (Cha)
- ○ +0 Religion (Int)
- ○ −1 Sleight of Hand (Dex)
- ○ −1* Stealth (Dex)
- ○ +1 Survival (Wis)

*See your equipment.

SKILLS

13 PASSIVE WISDOM (PERCEPTION)

17 ARMOR CLASS

−1 INITIATIVE

30 feet SPEED

Hit Point Maximum 12

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1d10

HIT DICE

SUCCESSES ○○○

FAILURES ○○○

DEATH SAVES

NAME	ATK BONUS	DAMAGE/TYPE
Greataxe	+5	1d12 + 3 slashing
Javelin*	+5	1d6 + 3 piercing

*You can throw a javelin 30 feet, or up to 120 feet with disadvantage on the attack roll.

ATTACKS & SPELLCASTING

My flattery makes those I talk to feel wonderful and important. Also, I don't like to get dirty, and I won't be caught dead in unsuitable accommodations.

PERSONALITY TRAITS

Responsibility. It's the duty of a noble to protect the common people, not bully them.

IDEALS

My greataxe is a family heirloom, and it's by far my most precious possession.

BONDS

I have a hard time resisting the allure of wealth, especially gold. Wealth can help me restore my legacy.

FLAWS

Second Wind. You have a limited well of stamina you can draw on to protect yourself from harm. You can use a bonus action to regain hit points equal to 1d10 + your fighter level.

Once you use this feature, you must finish a short or long rest before you can use it again.

Fighting Style (Defense). While you are wearing armor, you gain a +1 bonus to AC. This bonus is already included in your AC.

Position of Privilege. Thanks to your noble birth, people are inclined to think the best of you. You are welcome in high society, and people assume you have the right to be wherever you are. The common folk make every effort to accommodate you and avoid your displeasure, and other people of high birth treat you as a member of the same social sphere. You can secure an audience with a local noble if you need to.

FEATURES & TRAITS

Proficiencies. All armor, shields, simple weapons, martial weapons, playing cards

Languages. Common, Draconic, Dwarvish

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP 25

PP

Chain mail,* greataxe, 3 javelins, backpack, blanket, tinderbox, 2 days of rations, waterskin, set of fine clothes, signet ring, scroll of pedigree

*While wearing this armor, you have disadvantage on Dexterity (Stealth) checks.

EQUIPMENT

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Human

Humans are the youngest of the common races, late to arrive on the world scene and short-lived in comparison to dwarves, elves, and dragons. But they are the innovators, the achievers, and the pioneers of the world, the most adaptable and ambitious people among the common races.

When humans settle somewhere, they stay. They build cities to last for the ages and great kingdoms that can persist for centuries. They live fully in the present—making them well suited to the adventuring life—but also plan for the future, striving to leave a lasting legacy.

Human culture varies by region. In the Forgotten Realms, the clothing, architecture, cuisine, music, and literature in the northwestern lands of Neverwinter are different from their counterparts in distant Turmish or Impiltur to the east. Human physical characteristics vary according to the ancient migrations of the earliest humans, so that the humans of Neverwinter have every possible variation of coloration and features.

Having so much more variety than other cultures, humans have no truly typical names. Some human parents give their children names from other languages, such as Dwarvish or Elvish (pronounced more or less correctly). Traditional names among different human cultures vary widely. You might be Haseid (Calishite), Kerri (Chondathan), Kosef (Damaran), Amafrey (Illuskan), So-Kehur (Mulan), Madislak (Rashemi), Mei (Shou), or Salazar (Turami).

Fighter

Fighters are the most diverse class of characters in the worlds of Dungeons & Dragons. Questing knights, conquering overlords, royal champions, elite foot soldiers, hardened mercenaries, and bandit kings—as fighters, they all share an unparalleled mastery with weapons and armor, and a thorough knowledge of the skills of combat. And they are well acquainted with death, both meting it out and staring it defiantly in the face.

Background

Your family is no stranger to wealth, power, and privilege. In the glory days of Neverwinter, your parents were the count and countess of Corlinn Hill, a large estate located in the hills northeast of the city. But Mount Hotenow erupted thirty years ago, devastating Neverwinter and erasing Corlinn Hill from the map. Instead of growing up on an estate, you were raised in a small but comfortable town house in Waterdeep. As an adult, you stand to inherit a meaningless title and little else.

Personal Goal: Civilize Phandalin. You were meant for more than being a ruler of nothing at all. Rebuilding Corlinn Hill is impractical, thanks to the volcano. But in the last three or four years, hardy settlers have been rebuilding another ruin near the city: the old town of Phandalin, which orcs sacked five centuries ago. Clearly, what Phandalin needs now is a civilizing influence—someone to take the reins and bring law and order. Someone like you.

You're not the only one with such ideas. A knight named Sildar Hallwinter recently set out for Phandalin in the company of a dwarf named Gundren Rockseeker. They plan to reclaim an ancient mine and restore Phandalin to a civilized center of wealth and prosperity. Since your goals align, Hallwinter should be willing to assist you.

Alignment: Lawful Neutral. It's essential to establish law and order, even if it takes an iron fist to do it. The nobility are bound by honor and tradition to protect their people from both external and internal threats to stability. An organized society leaves no room for evil and chaos to take root.

Gaining Levels

As you adventure and overcome challenges, you gain experience points (XP), as explained in the rulebook.

With each level you gain, you gain one additional Hit Die and add 1d10 + 2 to your hit point maximum.

2nd Level: 300 XP

Action Surge. You can push yourself beyond your normal limits for a moment. On your turn, you can take one additional action on top of your regular action and a possible bonus action.

Once you use this feature, you must finish a short or long rest before you can use it again.

3rd Level: 900 XP

Improved Critical. Your weapon attacks score a critical hit on a roll of 19 or 20.

4th Level: 2,700 XP

Ability Score Improvement. Your Strength increases to 18, which has the following effects:

- Your Strength modifier becomes +4.
- Your attack bonus and your damage for Strength-based attacks, such as your greataxe and javelin, increase by 1.
- Your modifier to Strength saving throws increases by 1.
- Your modifier to Athletics increases by 1.

5th Level: 6,500 XP

Extra Attack. Whenever you take the Attack action on your turn, you can make two attacks, instead of one, as part of taking that action.

Proficiency Bonus. Your proficiency bonus increases to +3, which has the following effects:

- Your attack bonus increases by 1 for weapons you're proficient with.
- Your modifier for saving throws and skills you're proficient in (indicated by a ●) increases by 1.
- Because the modifier for your Perception skill increased, your passive Wisdom (Perception) score increases by 1.

Improving Your Armor

As you acquire treasure, you can buy better armor to improve your Armor Class. The rulebook contains equipment, including armor.

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DUNGEONS & DRAGONS®

CHARACTER NAME

Fighter 1	Folk hero	
CLASS & LEVEL	BACKGROUND	PLAYER NAME
Human	Lawful good	
RACE	ALIGNMENT	EXPERIENCE POINTS

STRENGTH +2 (14)

DEXTERITY +3 (16)

CONSTITUTION +2 (15)

INTELLIGENCE +0 (11)

WISDOM +1 (13)

CHARISMA −1 (9)

+2 PROFICIENCY BONUS

- (●) +4 Strength
- ( ) +3 Dexterity
- (●) +4 Constitution
- ( ) +0 Intelligence
- ( ) +1 Wisdom
- ( ) −1 Charisma

SAVING THROWS

- ( ) +3 Acrobatics (Dex)
- (●) +3 Animal Handling (Wis)
- ( ) +0 Arcana (Int)
- ( ) +2 Athletics (Str)
- ( ) −1 Deception (Cha)
- (●) +2 History (Int)
- ( ) +1 Insight (Wis)
- ( ) −1 Intimidation (Cha)
- ( ) +0 Investigation (Int)
- ( ) +1 Medicine (Wis)
- ( ) +0 Nature (Int)
- (●) +3 Perception (Wis)
- ( ) −1 Performance (Cha)
- ( ) −1 Persuasion (Cha)
- ( ) +0 Religion (Int)
- ( ) +3 Sleight of Hand (Dex)
- ( ) +3 Stealth (Dex)
- (●) +3 Survival (Wis)

SKILLS

13 PASSIVE WISDOM (PERCEPTION)

14 ARMOR CLASS

+3 INITIATIVE

30 feet SPEED

Hit Point Maximum 12

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1d10

HIT DICE

SUCCESSES ○○○

FAILURES ○○○

DEATH SAVES

NAME	ATK BONUS	DAMAGE/TYPE
Greatsword	+4	2d6 + 2 slashing
Longbow*	+7	1d8 + 3 piercing

*You can shoot your longbow 150 feet, or up to 600 feet with disadvantage on the attack roll.

ATTACKS & SPELLCASTING

When I set my mind to something, I follow through. Also, I use long words in an attempt to sound smarter.

PERSONALITY TRAITS

Sincerity. It's no good pretending to be something I'm not.

IDEALS

One day, Thundertree will be a prosperous town again. A statue of me will stand in the town square.

BONDS

I'm convinced of the significance of my destiny, and blind to my shortcomings and the risk of failure.

FLAWS

Second Wind. You have a limited well of stamina you can draw on to protect yourself from harm. You can use a bonus action to regain hit points equal to 1d10 + your fighter level.

Once you use this feature, you must finish a short or long rest before you can use it again.

Fighting Style (Archery). You gain a +2 bonus to attack rolls you make with ranged weapons. This bonus is already included in your attack with your longbow.

Rustic Hospitality. Since you come from the ranks of the common folk, you fit in among them with ease. You can find a place to hide, rest, or recuperate among other commoners, unless you have shown yourself to be a danger to them. They shield you from the law or anyone else searching for you, though they are unwilling to risk their lives for you.

FEATURES & TRAITS

Proficiencies. All armor, shields, simple weapons, martial weapons, carpenter's tools, vehicles (land)

Languages. Common, Elvish

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP 10

PP

Leather armor, longbow, 20 arrows, greatsword, backpack, bedroll, mess kit, tinderbox, 10 torches, 10 days of rations, waterskin, 50 feet of hempen rope, carpenter's tools, shovel, iron pot, set of common clothes, pouch

EQUIPMENT

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Human

Humans are the youngest of the common races, late to arrive on the world scene and short-lived in comparison to dwarves, elves, and dragons. But they are the innovators, the achievers, and the pioneers of the world, the most adaptable and ambitious people among the common races.

When humans settle somewhere, they stay. They build cities to last for the ages and great kingdoms that can persist for centuries. They live fully in the present—making them well suited to the adventuring life—but also plan for the future, striving to leave a lasting legacy.

Human culture varies by region. In the Forgotten Realms, the clothing, architecture, cuisine, music, and literature in the northwestern lands of Neverwinter are different from their counterparts in distant Turmish or Impiltur to the east. Human physical characteristics vary according to the ancient migrations of the earliest humans, so that the humans of Neverwinter have every possible variation of coloration and features.

Having so much more variety than other cultures, humans have no truly typical names. Some human parents give their children names from other languages, such as Dwarvish or Elvish (pronounced more or less correctly). Traditional names among different human cultures vary widely. You might be Haseid (Calishite), Kerri (Chondathan), Kosef (Damaran), Amafrey (Illuskan), So-Kehur (Mulan), Madislak (Rashemi), Mei (Shou), or Salazar (Turami).

Fighter

Fighters are the most diverse class of characters in the worlds of Dungeons & Dragons. Questing knights, conquering overlords, royal champions, elite foot soldiers, hardened mercenaries, and bandit kings—as fighters, they all share an unparalleled mastery with weapons and armor, and a thorough knowledge of the skills of combat. And they are well acquainted with death, both meting it out and staring it defiantly in the face.

Background

Your parents lived in the prosperous village of Thundertree, east of the city of Neverwinter and at the edge of the Neverwinter Wood. But when nearby Mount Hotenow erupted thirty years ago, your parents fled, carrying you in your infancy. Your family drifted from village to village around the region, finding work as servants or laborers where they could.

You've spent the last few years in Neverwinter as a porter and laborer at the city's bustling docks. But it's clear to you and everyone around you that you are destined for much more. You stood up to an abusive ship captain once, so other dockworkers look up to you. Someday, you'll come into your own. You'll be a hero.

Personal Goal: Drive Off the Dragon. The ruins of Thundertree call to you. Your family and their friends once lived in prosperity there, and now they're reduced to menial labor. The ruins are haunted by ash zombies, and rumor has it a dragon has made its lair in the Old Tower, but those are problems a hero can solve. Slay the dragon, or drive it off, and you'll prove—to yourself and everyone else—you're a real hero, destined for greatness.

Alignment: Lawful Good. A hero stands up to evil and never lets bullies have their way. A hero fights for law and order, so that everyone can live in prosperity and happiness. A hero slays monsters, clears ruins, and protects the innocent. You strive to be such a hero.

Gaining Levels

As you adventure and overcome challenges, you gain experience points (XP), as explained in the rulebook.

With each level you gain, you gain one additional Hit Die and add 1d10 + 2 to your hit point maximum.

2nd Level: 300 XP

Action Surge. You can push yourself beyond your normal limits for a moment. On your turn, you can take one additional action on top of your regular action and a possible bonus action.

Once you use this feature, you must finish a short or long rest before you can use it again.

3rd Level: 900 XP

Improved Critical. Your weapon attacks score a critical hit on a roll of 19 or 20.

4th Level: 2,700 XP

Ability Score Improvement. Your Dexterity increases to 18, which has the following effects:

- Your Dexterity modifier becomes +4.
- Your attack bonus and your damage for Dexterity-based attacks, such as your longbow, increase by 1.
- Your modifier to Dexterity saving throws increases by 1.
- Your modifier to Dexterity-based skills increases by 1.
- While you wear light or no armor, your Armor Class increases by 1.
- Your initiative increases by 1.

5th Level: 6,500 XP

Extra Attack. Whenever you take the Attack action on your turn, you can make two attacks, instead of one, as part of taking that action.

Proficiency Bonus. Your proficiency bonus increases to +3, which has the following effects:

- Your attack bonus increases by 1 for weapons you're proficient with.
- Your modifier for saving throws and skills you're proficient in (indicated by a ●) increases by 1.
- Because the modifier for your Perception skill increased, your passive Wisdom (Perception) score increases by 1.

Improving Your Armor

As you acquire treasure, you can buy better armor to improve your Armor Class. The rulebook contains equipment, including armor.

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