

GS Tabletop Role-Playing Games Badge Workshop (Cleric)

Character Name:

Class & Level: Cleric 1st Level

Queen's Law:

Proficiency Bonus: +2

Race (Choose One)

- | | |
|---|---|
| <input type="checkbox"/> Dwarf (+2 Constitution, Speed 25', Darkvision, Speak Dwarven) | <input type="checkbox"/> Elf (+2 Dexterity, Speed 30', Darkvision, Speak Elvish) |
| <input type="checkbox"/> Human (+1 to all abilities, Speed 30') | <input type="checkbox"/> Halfling (+2 Dexterity, Speed 25', Lucky, Speak Halfling) |

Gender:

Age:

Hair Style:

Height:

Weight:

Hair Color:

Eye Color:

Skin Color:

Feature(s):

Abilities (Assign 16, 15, 14, 13, 12, and 10, then add racial modifier)

	Bonus		Bonus		Bonus
Strength:	()	Dexterity:	()	Constitution:	()
Intelligence:	()	Wisdom:	()	Charisma:	()

Melee Attack Bonus (Str): +

Ranged Attack Bonus (Dex): +

Spell Attack Bonus (Wis): +

Armor Class:

Initiative (Dex): +

Hit Points (8 + Con):

Speed (Squares): ()

Death Saves: Saves Failures

Skills (Choose two)

- | | |
|---------------------------------------|-------|
| <input type="checkbox"/> History + | (Int) |
| <input type="checkbox"/> Insight + | (Wis) |
| <input type="checkbox"/> Medicine + | (Wis) |
| <input type="checkbox"/> Persuasion + | (Cha) |
| <input type="checkbox"/> Religion + | (Int) |

Armor

- Chain Mail (AC 16)
- Shield (AC +2)

Equipment

Holy symbol, backpack, blanket, 10 candles, tinderbox, alms box, 2 blocks of incense, censer, vestments, rations (2 days), waterskin, mace, light crossbow, 20 bolts, chain mail, shield, Knight's Medallion (heals 1d8+1 as free action once per day).

Weapon

To Hit Bonus

Damage (+ Str/Dex)

Range

Properties

Mace

+

1d6 +

n/a

Simple

Light Crossbow

+

1d8 +

80/320

Simple, Loading, Two-Handed

Proficiencies

Armor: Light, Medium, Heavy, Shields.

Weapons: Simple.

Tools: None.

Languages: Common.

Cleric Class Features

Spellcasting: Cast spells as Cleric.

Divine Domain: Life. When casting healing spells, add +3 to the damage you heal.

1st Level Spell Slots: #1 , #2 .

Spell Save DC (10 + Wis Bonus):

Spells

Cantrips (Choose three; unlimited casting)

- Guidance (+1d4 to one player's roll)
- Light (makes 1 object glow)
- Mending (fixes one object)
- Resistance (+1d4 to one player's save)
- Sacred Flame (1d8 damage to one target)
- Spare the Dying (stabilizes one player)

1st Level (Choose three to prepare)

- Bless (+1d4 to three players' rolls for 1 minute)
- Command (single-word command, one target)
- Cure Wounds (heal 1d8+2 hit points, touch)
- Guiding Bolt (ranged spell, 4d6 damage, 120')
- Healing Word (heal 1d4+2 hit points, 60')
- Shield of Faith (gives +2 AC to one target, 60')

GS Tabletop Role-Playing Games Badge Workshop (*Fighter*)

Character Name:

Class & Level: Fighter 1st Level

Queen's Law:

Proficiency Bonus: +2

Race (Choose One)

- | | |
|---|---|
| <input type="checkbox"/> Dwarf (+2 Constitution, Speed 25', Darkvision, Speak Dwarven) | <input type="checkbox"/> Elf (+2 Dexterity, Speed 30', Darkvision, Speak Elvish) |
| <input type="checkbox"/> Human (+1 to all abilities, Speed 30') | <input type="checkbox"/> Halfling (+2 Dexterity, Speed 25', Lucky, Speak Halfling) |

Gender:

Age:

Hair Style:

Height:

Weight:

Hair Color:

Eye Color:

Skin Color:

Feature(s):

Abilities (Assign 16, 15, 14, 13, 12, and 10, then add racial modifier)

	Bonus		Bonus		Bonus
Strength:	()	Dexterity:	()	Constitution:	()
Intelligence:	()	Wisdom:	()	Charisma:	()

Melee Attack Bonus (Str): +

Ranged Attack Bonus (Dex): +

Hit Points (10 + Con):

Armor Class:

Initiative (Dex): +

Death Saves: Saves Failures

Speed (Squares): ()

Skills (Choose two)

- | | |
|--|-------|
| <input type="checkbox"/> Acrobatics + | (Dex) |
| <input type="checkbox"/> Animal Handling + | (Wis) |
| <input type="checkbox"/> Athletics + | (Str) |
| <input type="checkbox"/> History + | (Int) |
| <input type="checkbox"/> Insight + | (Wis) |
| <input type="checkbox"/> Intimidation + | (Cha) |
| <input type="checkbox"/> Perception + | (Int) |
| <input type="checkbox"/> Survival + | (Wis) |

Armor

Chain mail (AC 16)
Shield (AC +2)

Equipment

Backpack, bedroll, mess kit, tinderbox, 10 torches, rations (10 days), waterskin, rope (50 feet), greatsword, longsword, light crossbow, 20 bolts, chain mail, shield, Knight's Medallion (heals 1d8+1 as free action once per day).

Weapon

To Hit Bonus

Damage (+ Str/Dex)

Range

Properties

Greatsword	+	2d6 +	n/a	Martial, Heavy, Two-Handed
Longsword	+	1d8 +	n/a	Martial, Versatile (1d10)
Light Crossbow	+	1d8 +	80/320	Simple, Loading, Two-Handed

Proficiencies

Armor: Light, Medium, Heavy, Shields.

Weapons: Simple, Martial.

Tools: None.

Languages: Common.

Fighter Class Features

Fighting Style (pick one): Archery (+2 to hit with ranged weapons), Defense (+1 to AC when wearing armor), Dueling (+2 bonus to damage with melee weapon), Great Weapon (re-roll results of 1 or 2 on great weapon damage).

Second Wind: Use a bonus action on your turn to regain 1d10+1 hit points.

GS Tabletop Role-Playing Games Badge Workshop (*Rogue*)

Character Name:

Class & Level: Rogue 1st Level

Queen's Law:

Proficiency Bonus: +2

Race (Choose One)

- | | |
|---|---|
| <input type="checkbox"/> Dwarf (+2 Constitution, Speed 25', Darkvision, Speak Dwarven) | <input type="checkbox"/> Elf (+2 Dexterity, Speed 30', Darkvision, Speak Elvish) |
| <input type="checkbox"/> Human (+1 to all abilities, Speed 30') | <input type="checkbox"/> Halfling (+2 Dexterity, Speed 25', Lucky, Speak Halfling) |

Gender:

Age:

Hair Style:

Height:

Weight:

Hair Color:

Eye Color:

Skin Color:

Feature(s):

Abilities (Assign 16, 15, 14, 13, 12, and 10, then add racial modifier)

	Bonus		Bonus		Bonus
Strength:	()	Dexterity:	()	Constitution:	()
Intelligence:	()	Wisdom:	()	Charisma:	()

Melee Attack Bonus (Str): +

Ranged Attack Bonus (Dex): +

Hit Points (6 + Con):

Armor Class:

Initiative (Dex): +

Death Saves: Saves Failures

Speed (Squares): ()

Skills (Choose four)

- | | |
|--|-------|
| <input type="checkbox"/> Acrobatics + | (Dex) |
| <input type="checkbox"/> Athletics + | (Str) |
| <input type="checkbox"/> Deception + | (Cha) |
| <input type="checkbox"/> Insight + | (Wis) |
| <input type="checkbox"/> Intimidation + | (Cha) |
| <input type="checkbox"/> Investigation + | (Int) |
| <input type="checkbox"/> Perception + | (Wis) |
| <input type="checkbox"/> Persuasion + | (Cha) |
| <input type="checkbox"/> Sleight of Hand + | (Dex) |
| <input type="checkbox"/> Stealth + | (Dex) |

Armor

Leather Armor (**AC 11**
+ Dex)

Equipment

Backpack, a bag of 1,000 ball bearings, 10 feet of string, a bell, 5 candles, crowbar, hammer, 10 pitons, hooded lantern, 2 flasks of oil, rations (5 days), tinderbox, waterskin, rope (50 feet), thieves' tools, shortsword, 2 daggers, short bow, quiver of 20 arrows, leather armor, Knight's Medallion (heals 1d8+1 as free action once per day).

Weapon

To Hit Bonus

Damage (+ Str/Dex)

Range

Properties

Shortsword

+

1d6 +

n/a

Simple

Dagger

+

1d4 +

20/60

Simple, Finesse, Light, Thrown

Short Bow

+

1d6 +

80/320

Simple, Two-Handed

Proficiencies

Armor: Light.

Weapons: Simple, Hand Crossbow, Longsword, Rapier, Shortsword.

Tools: Thieves' Tools.

Languages: Common.

Rogue Class Features

Expertise: Pick two trained skills. You get +2 to use those skills.

Sneak Attack: Add +1d6 to damage against a target if an ally is within 5 feet of it.

GS Tabletop Role-Playing Games Badge Workshop (*Wizard*)

Character Name:

Class & Level: Wizard 1st Level

Queen's Law:

Proficiency Bonus: +2

Race (Choose One)

- | | |
|---|---|
| <input type="checkbox"/> Dwarf (+2 Constitution, Speed 25', Darkvision, Speak Dwarven) | <input type="checkbox"/> Elf (+2 Dexterity, Speed 30', Darkvision, Speak Elvish) |
| <input type="checkbox"/> Human (+1 to all abilities, Speed 30') | <input type="checkbox"/> Halfling (+2 Dexterity, Speed 25', Lucky, Speak Halfling) |

Gender:

Age:

Hair Style:

Height:

Weight:

Hair Color:

Eye Color:

Skin Color:

Feature(s):

Abilities (Assign 16, 15, 14, 13, 12, and 10, then add racial modifier)

	Bonus		Bonus		Bonus
Strength:	()	Dexterity:	()	Constitution:	()
Intelligence:	()	Wisdom:	()	Charisma:	()

Melee Attack Bonus (Str): +

Ranged Attack Bonus (Dex): +

Spell Attack Bonus (Int): +

Armor Class:

Initiative (Dex): +

Hit Points (6 + Con):

Speed (Squares): ()

Death Saves: Saves Failures

Skills (Choose two)

- | | |
|--|-------|
| <input type="checkbox"/> Arcana + | (Int) |
| <input type="checkbox"/> History + | (Int) |
| <input type="checkbox"/> Insight + | (Wis) |
| <input type="checkbox"/> Investigation + | (Int) |
| <input type="checkbox"/> Medicine + | (Wis) |
| <input type="checkbox"/> Religion + | (Int) |

Armor

None.

Equipment

Arcane focus (choose one: an orb, a crystal, a rod, or a wand), backpack, book of lore, bottle of ink, ink pen, 10 sheets of parchment, little bag of sand, small knife, spellbook, quarterstaff, dagger, Knight's Medallion (heals 1d8+1 as free action once per day).

Weapon

To Hit Bonus

Damage (+ Str/Dex)

Range

Properties

Quarterstaff

+

1d6 +

n/a

Simple, Versatile (1d8)

Dagger

+

1d4 +

20/60

Simple, Finesse, Light, Thrown

Proficiencies

Armor: None.

Weapons: Dagger, Dart, Sling, Quarterstaff, Light Crossbow.

Tools: None.

Languages: Common.

Wizard Class Features

Spellcasting: Cast spells as Wizard.

Arcane Recovery: Take short rest to recover one spell slot.

1st Level Spell Slots: #1 , #2 .

Spell Save DC (10 + Int Bonus):

Spells

Cantrips (Choose three; unlimited casting)

- | |
|---|
| <input type="checkbox"/> Acid Splash (1d6 acid damage to 1 or 2 targets) |
| <input type="checkbox"/> Fire Bolt (1d10 damage to 1 target, 120 feet) |
| <input type="checkbox"/> Friends (gain advantage on Charisma checks) |
| <input type="checkbox"/> Light (makes 1 object glow) |
| <input type="checkbox"/> Mage Hand (conjure a magical hand) |
| <input type="checkbox"/> Message (send secret message to 1 target, 120') |
| <input type="checkbox"/> Shocking Grasp (touch for 1d8+1 damage) |
| <input type="checkbox"/> True Strike (gain advantage on next attack, 30') |

1st Level (Choose three to memorize)

- | |
|--|
| <input type="checkbox"/> Burning Hands (3d6 damage in 15-foot cone) |
| <input type="checkbox"/> Charm Person (charm one creature, 30 feet) |
| <input type="checkbox"/> Comprehend Languages (Understand all speech) |
| <input type="checkbox"/> Grease (grease covers 10' square, 60') |
| <input type="checkbox"/> Mage Armor (give unarmored player AC 13) |
| <input type="checkbox"/> Magic Missile (fire 3 darts, 1d4+1 damage each) |
| <input type="checkbox"/> Sleep (put 5d8 hit points' of creatures to sleep) |
| <input type="checkbox"/> Unseen Servant (summon invisible helper, 60') |