

Be a Sailor Scout for D&D 5E

Posted by [Ailea Merriam-Pigg](#) on December 7, 2015 If you've ever wanted to fight evil by moonlight or win love by daylight, have we got the character sheets for you! Now you can play DnD 5e as your favorite Sailor Scout of the Inner Circle and take down the Negaverse. By the power of the moon, may your hits be crits!

Sailor Moon

Sailor Moon is, depending on how she feels, the weakest and strongest member of the Sailor Scouts. As a sorceress, Sailor Moon is able to cast spells of (moon)light damage. Once she multiclasses as a rogue, Moon is able to disguise herself and sneak around much as she did in the series (despite being a rather clumsy person). Sailor Moon is, of course, the reincarnated form of Princess Serenity, so a noble background is perfect for her. Ask your DM to let you customize her weapon as a discus, the weapon her tiara turns into in the show.

	Name: Sailor Moon	Class & Level: Sorcerer 2/Rogue 1	
	Race: Human	Background: Noble	
	Alignment: Chaotic Good	Experience Points: 900	
Str: 14 (+2)	Proficiency Bonus: +2	HP: 24	Weapons: Discus (Use Dagger Stats)
Dex: 13 (+1)	Skills: Arcana (+1) Athletics (+4) Deception (+6) History (+1) Investigation (+1) Persuasion (+4) Religion (+1) Stealth (+5)	Spellcasting Ability: Cha	Cantrips: Dancing Lights Light Minor Illusion True Strike 1st Level Spells (3 Slots): Chromatic Orb Color Spray Disguise Self Other: Sneak Attack Thieves' Cant
Con: 16 (+3)		Spell Save DC: +12	
Int: 9 (-1)		Spell Attack Bonus: +4	
Wis: 11 (+0)			
Cha: 15 (+2)			

Sailor Mercury

Sailor Mercury is the smartest member of the Sailor Scouts. She would clearly take the Sage background and would begin as a Wizard to use her Intelligence stat as her spell modifier. Mercury uses powers of water and illusion to defeat evil. She eventually uses the attack “Mercury Aqua Rhapsody” where she plays a lyre made of water, making a multiclass as a bard essential, despite Mercury’s shyness. Sailor Mercury is not the type to attack with weapons, focusing on helping her teammates and making ranged attacks to win the day.



Name:
Sailor Mercury

Class & Level:
Wizard 2 / Bard 1

Race:
Human

Background:
Sage-Researcher

Alignment:
Lawful Good

Experience Points:
900

Str: 9
(-1)

Dex: 14
(+2)

Con: 11
(+0)

Int: 16
(+3)

Wis: 15
(+2)

Cha: 13
(+1)

Proficiency Bonus:
+2

HP: 16

Weapons: Sailor Mercury does not typically use weapons.

Skills: Arcana (+5)
History (+5)
Investigation (+5)
Insight (+4)
Medicine (+4)
Perception (+4)
Religion (+5)

Spellcasting Ability: Int/Cha

Spell Save DC: +13/+11

Spell Attack Bonus: +5/+3

Cantrips:
Friends
Minor Illusion
Ray of Frost
Message
Prestidigitation
True Strike

1st Level Spells (3/2 Slots):
Bane
Chromatic Orb
Comprehend Languages
Dissonant Whispers
Detect Magic
Fog Cloud
Heroism
Identify
Magic Missile
Shield
Sleep
Speak with Animals

Sailor Mars

In the series, Sailor Mars works at the Hikawa Shrine with her grandfather, so this PC started as a Cleric and Acolyte of Mars. Sailor Mars eventually gets a fire-bow attack, so it made sense to multiclass her as a ranger. Her attacks are all fire and divinity based, befitting her personality and background. Though Mars has a fiery temper, she cares greatly for her friends and family and will look after them when they are hurt, making healing a necessary aspect for this PC.



Name:
Sailor Mars

Class & Level:
Cleric 2/Ranger 1

Race:
Human

Background:
Acolyte of Mars

Alignment:
Neutral Good

Experience Points:
900

Str: 14
(+2)

Dex: 13
(+1)

Con: 15
(+2)

Int: 11
(+0)

Wis: 16
(+3)

Cha: 9
(-1)

Proficiency Bonus:
+2

HP: 25

Weapons: Longbow

Skills:

- Athletics (+4)
- Insight (+5)
- Medicine (+5)
- Nature (+2)
- Persuasion (+1)
- Stealth (+3)
- Religion (+2)

Spellcasting
Ability: Wis

Spell Save
DC: +13

Spell Attack
Bonus: +5

Cantips:

- Guidance
- Sacred Flame
- Thaumaturgy

1st Level Spells (3 Slots):

- Bless
- Cure Wounds
- Detect Evil and Good
- Divine Favor
- Guiding Bolt
- Healing Word
- Shield of Faith

Channel Divinity:

- Turn Undead
- Guided Strike

Sailor Jupiter

Sailor Jupiter is the strongest of the Sailor Scouts. She has a propensity to rage and hit first/ask questions later, so a barbarian is the perfect class for her. To use spells with lightning damage, Jupiter is multiclassed as a sorcerer. Though she doesn't typically use weapons on the show, as a barbarian Jupiter would want to use a weapon or two. Here she is given a mace, though you may want to pick up a lance eventually, to reflect Jupiter's Tambo transforming into a lance in the final episode. She also has an affinity with nature, so it would make sense to multiclass as a druid at a later level.



Name:
Sailor Jupiter

Class & Level:
Barbarian 2/Sorcerer 1

Race:
Human

Background:
Soldier

Alignment:
Chaotic Good

Experience Points:
900

Str: 16
(+3)

Dex: 14
(+2)

Con: 15
(+2)

Int: 9
(-1)

Wis: 11
(+0)

Cha: 13
(+1)

Proficiency Bonus:
+2

HP: 29

Weapons: Mace

Skills:
Arcana (+1)
Athletics (+5)
Intimidation (+3)
Nature (+1)
Persuasion (+3)
Survival (+2)

Spellcasting
Ability: Cha

Spell Save
DC: +11

Spell Attack
Bonus: +3

Cantips:
Message
Prestidigitation
Shocking Grasp
True Strike

1st Level Spells (2 Slots):
Thunderwave
Witchbolt

Other:
Rage
Unarmored Defense
Reckless Attack

Sailor Venus

Sailor Venus was called as a Sailor Scout a full year before the others of the Inner Circle. As such, she is a level ahead of the others in experience. Venus spent a lot of time alone before befriendng the other scouts. Her ability to maintain not one, but two disguises (Sailor Venus and Sailor V) makes a Rogue with the Arcane Trickster Archetype perfect for her. Sailor Venus typically uses light and charm attacks, though as the representative of such a poisonous planet, poison attacks are also thematic. By multiclassing as a ranger, Venus is able to utilize Artemis as her familiar and constant companion.



Name:
Sailor Venus

Class & Level:
Rogue 3/Ranger 1

Race:
Human

Background:
Outlander

Alignment:
Neutral Good

Experience Points:
900

Str: 11
(+0)

Dex: 16
(+3)

Con: 9
(-1)

Int: 13
(+1)

Wis: 14
(+2)

Cha: 15
(+2)

Proficiency Bonus:
+2

HP: 20

Weapons: Longbow
Longsword

Skills:

- Acrobatics (+7)
- Animal Handling (+4)
- Athletics (+2)
- Investigation (+3)
- Perception (+4)
- Performance (+4)
- Sleight of Hand (+5)
- Stealth (+7)
- Survival (+4)

Spellcasting
Ability: Int

Spell Save
DC: +11

Spell Attack
Bonus: +3

Cantrips:
Acid Splash
Minor Illusion
True Strike

1st Level Spells (2 Slots):
Charm Person
Disguise Self
Magic Missile

Other:
Sneak Attack
Thieves' Cant
Cunning Action

*Experience points for Venus should read 2700 since she is level 4.

Tuxedo Mask

Orphaned at a young age, the Urchin background is perfect for Tuxedo Mask! Since he primarily uses roses and a cane, and later a sword, for battle, a fighter class was just right. Tuxedo Mask uses attacks (sometimes quite colorfully) to confuse, distract, and weaken his opponents so an Eldritch Knight that mainly uses Chromatic Orb and Color Spray made sense. Ask your DM about using roses as a weapon with dart stats!

	Name: Tuxedo Mask	Class: Fighter 4 (Eldritch Knight)	
	Race: Human	Background: Urchin	
	Alignment: Lawful Good	Experience Points: 2700	
Str: 16 (+3)	Proficiency Bonus: +2	HP: 24	Weapons: Rapier Roses (use dart stats)
Dex: 15 (+2)	Skills: Acrobatics (+4) Athletics (+5) Sleight of Hand (+4) Stealth (+4)	Spellcasting Ability: Int Spell Save DC: +10 Spell Attack Bonus: +2	Cantips: Minor Illusion True Strike 1st Level Spells (2 Slots): Chromatic Orb Color Spray Magic Missile Other: Fighting Style (Two-Weapon Fighting) Second Wind Action Surge Weapon Bond City Secrets
Con: 10 (+0)			
Int: 11 (+0)			
Wis: 14 (+1)			
Cha: 14 (+2)			

Chibi Moon

Chibi Moon came from the future where she is a princess so she's clearly meant for the noble background. Chibi Moon is the youngest of all the Sailor Scouts so she still has much to learn. As a sorceress, Chibi Moon sometimes has uncontrollable bursts of magic, especially when frightened. Since she often acts in her own self interest, even going so far as to alter the memories of multitudes of people, Chibi Moon is a Chaotic Neutral character. Ask your DM about customizing the Luna Ball using the sling's stats.



Name: Chibi Moon	Class: Sorcerer 1 (Wild Magic)
Race: Human	Background: Noble
Alignment: Chaotic Neutral	Experience Points: 0

Str: 13 (+1)	Proficiency Bonus: +2	HP: 6	Weapons: Luna Ball (use Sling stats)
Dex: 15 (+2)	Skills: Deception (+5) History (+4) Persuasion (+5) Religion (+4)	Spellcasting Ability: Cha Spell Save DC: +13 Spell Attack Bonus: +5	Cantrips: 2 Dancing Lights Friends Minor Illusion True Strike 1st Level Spells (2 Slots): Charm Person Color Spray Other: Wild Magic Surge Tides of Chaos
Con: 11 (+0)			
Int: 14 (+2)			
Wis: 9 (-1)			
Cha: 16 (+3)			

Sailor Neptune

Sailor Neptune, like Sailor Mercury, is attuned to water and has bardic features. However, Neptune's main passion in life is her violin, so she is fully bard. Neptune is more powerful than the Inner Senshi and known for being poised, graceful, and calm as the eye of a storm. Despite being well-liked and admired, Neptune has no patience for lies, even when the lie is made with the best intentions, so a character using this PC would use Cutting Words whenever an opportunity arose. Neptune utilizes her violin in one of her attacks, so a Neptune PC would use Marine Cathedrale as a focus for spells.

	Name: Sailor Neptune	Class: Bard 6	
	Race: Human	Background: Entertainer	
	Alignment: Neutral Good	Experience Points: 14,000	
Str: 9 (-1)	Proficiency Bonus: +3	HP: 42	Weapon: Marine Cathedrale (her violin-used for spells)
Dex: 14 (+1)	Skills: Acrobatics (+4) Arcana (+6) Deception (+6) History (+5) Insight (+5) Investigation (+6) Nature (+5) Performance (+9)	Spellcasting Ability: Cha	Cantrips: Minor Illusion True Strike 1* Level Spells (4 Slots): Comprehend Languages Detect Magic Faerie Fire Magic Missile 2** Level Spells (3 Slots): Calm Emotions Detect Thoughts Enhance Ability 3** Level Spells (3 Slots): Clairvoyance Dispel Magic Nondetection Water Breathing Other: Bardic Inspiration Song of Rest Font of Inspiration Countercharm Cutting Words
Con: 14 (+2)		Spell Save DC: +14	
Int: 16 (+3)		Spell Attack Bonus: +6	
Wis: 11 (+0)			
Cha: 16 (+3)			

Sailor Uranus

Much like Sailor Neptune, Sailor Uranus is stronger than the Inner Shensi. Uranus and Neptune are clearly wealthy in the series, though it is not known exactly where the wealth comes from (other than “patrons”). Despite being a fighter, Uranus can also be considered noble. Therefore, a Noble Knight was the right variant background for this scout! Uranus is the physically strongest and most hands-on of the scouts, making a fighter class, Eldritch Knight, perfect! Uranus is known as the “Soldier of Sky” so Feather Fall is a great spell to learn when using this PC.

	Name: Sailor Uranus	Class: Fighter 6 (Eldritch Knight)	
	Race: Human	Background: Noble Knight	
	Alignment: Neutral Good	Experience Points: 14,000	
Str: 18 (+4)	Proficiency Bonus: +3	HP: 42	Weapon: Space Sword (longsword stats)
Dex: 15 (+2)	Skills: Athletics (+7) History (+5) Insight (+2) Persuasion (+5)	Spellcasting Ability: Int	Cantrips: Blade Ward True Strike
Con: 12 (+1)		Spell Save DC: +13	1 st Level Spells (3 Slots): Charm Person Chromatic Orb Feather Fall Mage Armor
Int: 14 (+2)		Spell Attack Bonus: +5	
Wis: 9 (-1)			
Cha: 14 (+2)			Other: Fighting Style (Dueling) Second Wind Action Surge Extra Attack Weapon Bond

Sailor Pluto

Sailor Pluto is the oldest of the scouts and, as a result, is stronger. Sailor Pluto serves time and is often seen as a tragically lonely character as she alone must protect the space-time continuum, making a hermit background rather fitting. As the servant of time, any Pluto PC should start as a cleric to a time god. Her holy symbol is her Garnet Rod and Orb and it is by using this rod that Pluto is able to cast her spells. In her human form, Pluto is a doctor, so it is important to be proficient in medicine and have several healing spells ready to go.

	Name: Sailor Pluto	Class: Cleric 7
	Race: Human	Background: Hermit
	Alignment: Neutral Good	Experience Points: 23,000
Proficiency Bonus: +3	Holy Symbol: Garnet Rod and Orb	
Str: 11 (+0) Dex: 9 (-1) Con: 15 (+2) Int: 16 (+3) Wis: 16 (+3) Cha: 13 (+1)	Skills: Arcana (+9) History (+9) Insight (+6) Medicine (+6) Persuasion (+4) Religion (+6)	HP: 52 Spellcasting Ability: Wis Spell Save DC: +14 Spell Attack Bonus: +6
Cantrips: 1 Guidance Light Spare the Dying Thaumaturgy 1 st Level Spells (4 Slots): Command Cure Wounds Guiding Bolt Identify 2 nd Level Spells (3 Slots): Augury Calm Emotions Lesser Restoration Silence Suggestion 3 rd Level Spells (3 Slots): Feign Death Mass Healing Word Nondetection Revivify Speak with Dead 4 th Level Spells (1 Slot): Arcane Eye Banishment Confusion Death Ward Other: Divine Domain (Knowledge) Channel Divinity: Turn Undead Knowledge of Ages Read Thoughts Destroy Undead		

Sailor Saturn

I would suggest that any group that wants to include Sailor Saturn only use her as an NPC because she requires the most customization and is the strongest of all the scouts. Sailor Saturn is the scout of death and rebirth and has the power to destroy entire planets and kill enemies with a single attack, but, when she does, she trades her life and is reborn as a human baby. As a warlock, Sailor Saturn is bonded to an Otherworldly Patron, in this case Death, and is granted great power as a result. If Saturn is played as a PC, it is important to remember that Saturn's human persona has no idea she is a scout for most of the series and only uses magic in extreme circumstances (and usually has no memory of using magic). As such, a person playing Saturn would want to roleplay as a level 1 human no matter their actual level until a situation was life or death.

	Name: Sailor Saturn	Class: Warlock 20
	Race: Human	Background: Outlander
	Alignment: Chaotic Neutral	Experience Points: 0/355,000

Str: 11 (+0)	Proficiency Bonus: +6	HP: 103	Weapons: Silence Glaive (Sickle Stats)
Dex: 16 (+3)	Skills: Athletics Arcana Deception Survival	Spellcasting Ability: Cha	Cantrips: 3 Blade Ward Chill Touch Eldritch Blast True Strike
Con: 12 (+1)		Spell Save DC: +18	
Int: 17 (+3)		Spell Attack Bonus: +10	
Wis: 14 (+2)		Spell List (4 Slots of 5 th Level): Banishment Circle of Death Clairvoyance Contact Other Plane Darkness Dimension Door Fear Feeble Mind Finger of Death Hellish Rebuke Hex Hold Monster Power Word Kill Ray of Enfeeblement Witch Bolt	
Cha: 18 (+4)	Invocations: Bewitching Whispers Dreadful Word Fiendish Vigor Lifedrinker Sign of Ill Omen Thirsting Blade Whispers of the Grave Witch Sight Other: Otherworldly Patron (Great Old One) Pact Boon (Of the Blade) Mystic Arcanum Eldritch Master Awakened Mind Entropic Ward Thought Shield Create Thrall		

And there you have it! Just as with part 1 of our [Sailor Scout character sheets](#), remember to never turn your back on your friends, always be there to defend, and be the one on whom they can depend. That's how you play as Sailor Moon!