

<div> <div> <div>STRENGTH</div> <div>3</div> <div>16</div> </div> <div> <div>DEXTERITY</div> <div>2</div> <div>14</div> </div> <div> <div>CONSTITUTION</div> <div>3</div> <div>16</div> </div> <div> <div>INTELLIGENCE</div> <div>0</div> <div>10</div> </div> <div> <div>WISDOM</div> <div>0</div> <div>10</div> </div> <div> <div>CHARISMA</div> <div>2</div> <div>14</div> </div> </div>		<div> <div>INSPIRATION</div> <div> <div>3</div> <div>PROFICIENCY BONUS</div> </div> <div> <div> <div> <div>●</div> <div>6</div> </div> <div>Strength</div> </div> <div> <div>○</div> <div>2</div> </div> <div>Dexterity</div> </div> <div> <div> <div>●</div> <div>6</div> </div> <div>Constitution</div> </div> <div> <div>○</div> <div>0</div> </div> <div>Intelligence</div> </div> <div> <div>○</div> <div>0</div> </div> <div>Wisdom</div>
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○

2

Charisma

SAVING THROWS

○

2

Acrobatics (Dex)

○

0

Animal Handling (Int)

○

0

Arcana (Int)

○

3

Athletics (Str)

○

2

Deception (Cha)

○

0

History (Int)

○

0

Insight (Wis)

●

5

Intimidation (Cha)

○

0

Investigation (Int)

○

0

Medicine (Wis)

○

0

Nature (Int)

○

0

Perception (Wis)

○

2

Performance (Cha)

○

2

Persuasion (Cha)

●

3

Religion (Int)

○

2

Sleight of Hand (Dex)

○

2

Stealth (Dex)

●

3

Survival (Wis)

SKILLS

| 10 PASSIVE WISDOM (PERCEPTION) | |
| OTHER PROFICIENCIES & LANGUAGES | |

<div>18</div> <div>ARMOR CLASS</div>	<div>2</div> <div>INITIATIVE</div>	<div>30</div> <div>SPEED</div>
<div>Hit Point Maximum67</div> <div>CURRENT HIT POINTS</div>		
<div>TEMPORARY HIT POINTS</div>		
<div>Total6</div> <div>HIT DICE</div>	<div>SUCCESSES</div> <div>FAILURES</div> <div>DEATH SAVES</div>	

NAME	ATK	DAMAGE/TYPE
Treffsichere ...	+9	1d12+4
Faustkampf	+6	2d4+4
Divine Smite		2d8
Wurfspeer (v...	+6	1d8+3

ATTACKS & SPELLCASTING

			227	
CP	SP	EP	GP	PP
1 Heiltrank 1 Stachelrüstung 0 Silberamullet 0 Stachel eines Teufels 4 schwarze perlen 1 Nüsse 0 helm der sprache				
EQUIPMENT				

<p>PERSONALITY TRAITS</p>
<p>Will stärker werden und Partron werden</p> <p>IDEALS</p>
<p>Ist das Oberhaupt eines Ork-Klans</p> <p>BONDS</p>
<p>FLAWS</p>


Erbarmungslose Attacke
Brutale Attacke
Wut
Rücksichtslose Attacke
Gefahrensinn
Göttliche Sinne
Heilende Hände
Divine Smite
Great Weapon Fighting
Extra Attack
Fast Movement
Mindless Rage
FEATURES & TRAITS

NAME	ATK	DAMAGE/TYPE

ATTACKS & SPELLCASTING

[illegible]

This worksheet is designed for the 'Total' column of a 3x2 grid. It contains six identical boxes, each with a decorative border and the text 'Total: _____'.



SPELLCASTING CLASS

NONE

SPELLCASTING ABILITY

0

SPELL SAVE DC

0

SPELL ATTACK BONUS

0

CANTRIPS

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

0

☐ Compelled Duel

☐ Thunderous Smite

2

0

3

0

4

0

5

0

6

0

7

0

8

0

9

0

FEATURES & TRAITS

Erbarmungslose Attacke

Wenn du zum ersten Mal 0 HP erreichst, raffst du dich noch einmal auf und bekommst 1 HP (einmal pro lange Ruhe).

Brutale Attacke

Wenn du einen kritischen Treffer landest, wirfst du deinen Schadenswürfel 2 mal.

Wut

Werde als Bonus Aktion wütend. Vorteil bei Stärke-Checks/saves +2 bonus damage. Resistenz gegen physische Attacken.

Rücksichtslose Attacke

Wenn du angreifst hast du Vorteil, doch auch deine Gegner werden Vorteil gegen dich haben.

Gefahrensinn

Vorteil bei Geschicklichkeits-saves gegen Fallen

Göttliche Sinne

Aktion: Als Gläubiger kannst du die Präsenz von mystischen Wesen und anderen Gläubigen fühlen. Wenn sich in einer Entfernung von 60 Fuß Diener von Gottheiten oder Untote befinden, spürst du dies. Du weißt, dass sie da sind, jedoch nicht, wer oder wo sie genau sind.

Heilende Hände

Göttliche Kraft fließt durch dich hindurch. Du besitzt einen Heilungs-Pool von (Paladin-Level*5; Bsp.: 1. Level Paladin = 5 Punkte, 1*5) Punkten. Bonus-Aktion: Du berührst eine Kreatur und gibst ihr einen Teil dieser göttlichen Kraft. Du kannst wählen, um wie viele Punkte du heilst. Zum Preis von 3 Punkten kannst du Kreaturen von negativen Effekten heilen (Paralyse, Verwirrtheit, Geisteskrankheit, etc.).

Divine Smite

Starting at 2nd level, when you hit a creature with a melee weapon attack, you can expend one spell slot to deal radiant damage to the target, in addition to the weapon’s damage. The extra damage is 2d8 for a 1st-level spell slot, plus 1d8 for each spell level higher than 1st, to a maximum of 5d8. The damage increases by 1d8 if the target is an undead or a fiend, to a maximum of 6d8.

Great Weapon Fighting

When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll. The weapon must have the two-handed or versatile property for you to gain this benefit.

Extra Attack

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Fast Movement

Starting at 5th level, your speed increases by 10 feet while you aren't wearing heavy armor.

Mindless Rage

Beginning at 6th level, you can’t be charmed or frightened while raging. If you are charmed or frightened when you enter your rage, the effect is suspended for the duration of the rage.

SPELLS

Compelled Duel

Abjuration 1

Casting Time:

Range: 30 Fuß

Target:

Components: V

Duration: Concentration1 Minute

Description:

You attempt to compel a creature into a duel. One creature that you can see within range must make a Wisdom saving throw. On a failed save, the creature is drawn to you, compelled by your divine demand. For the duration, it has disadvantage on attack rolls against creatures other than you, and must make a Wisdom saving throw each time it attempts to move to a space that is more than 30 feet away from you; if it succeeds on this saving throw, this spell doesn't restrict the target's movement for that turn. The spell ends if you attack any other creature, if you cast a spell that targets a hostile creature other than the target, if a creature friendly to you damages the target or casts a harmful spell on it, or if you end your turn more than 30 feet away from the target.

Thunderous Smite

Conjuration 1

Casting Time:

Range: /

Target:

Components: V

Duration: Concentration1 Minute

Description:

The first time you hit with a melee weapon attack during this spell's duration, your weapon rings with thunder that is audible within 300 feet of you, and the attack deals an extra 2d6 thunder damage to the target. Additionally, if the target is a creature, it must succeed on a Strength saving throw or be pushed 10 feet away from you and knocked prone.