

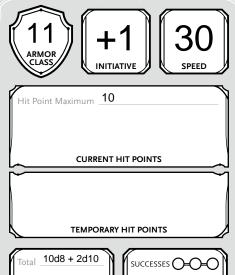
Bard 10 / Paladin 2 Sailor Ben CLASS & LEVEL BACKGROUND PLAYER NAME

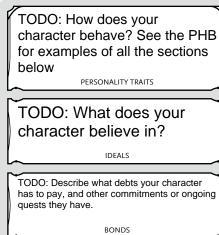
Neutral good Half-Orc RACE

ALIGNMENT EXPERIENCE POINTS

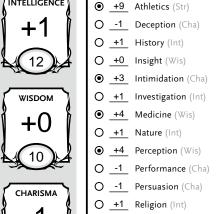
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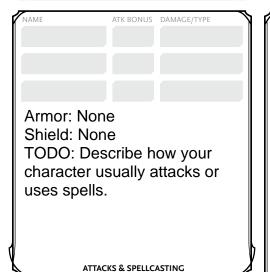
TODO: Describe your characters interesting flaws. FAILURES O=O=O HIT DICE DEATH SAVES FLAWS



O +1 Acrobatics (Dex)

• +5 Arcana (Int)

O +0 Animal Handling (Wis)



(See Features and Traits Page)

- --Darkvision (60')
- --Relentless Endurance
- --Savage Attacks
- --Ship's Passage

TODO: Describe other features and abilities your character has.

SKILLS

O <u>+1</u> Sleight of Hand (Dex) O +1 Stealth (Dex) O +0 Survival (Wis)

Proficiencies:

INTELLIGENCE

Light armor, simple weapons, hand crossbows, longswords, rapiers, shortswords, three musical instruments of your choice, light armor, medium armor, shields, simple weapons, martial weapons.

PASSIVE WISDOM (PERCEPTION)

Languages: Common, Orc

OTHER PROFICIENCIES & LANGUAGES

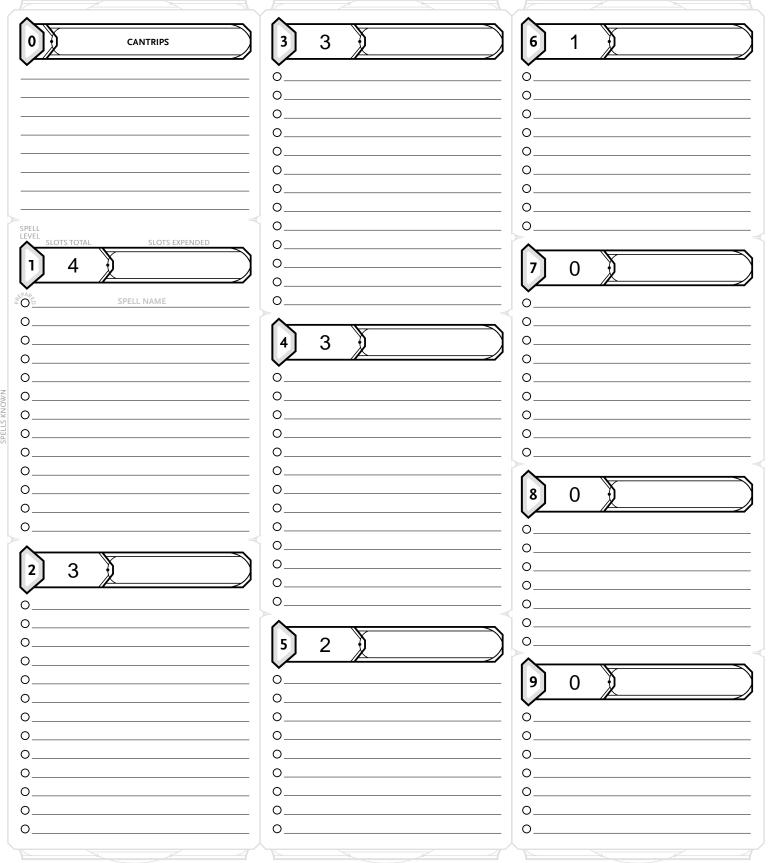


TODO: list the equipment and magic items your character

carries 0 **EQUIPMENT**

FEATURES & TRAITS





Features and Subclass

Ben

Darkvision (60')

Source: Race

Accustomed to life underground, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You cant discern color in darkness, only shades of gray.

Relentless Endurance

Source: Race (Half-Orc)

When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. You cant use this feature again until you finish a long rest.

Savage Attacks

Source: Race (Half-Orc)

When you score a critical hit with a melee weapon attack, you can roll one of the weapons damage dice one additional time and add it to the extra damage of the critical hit.

Ship's Passage

Source: Background (Sailor)

When you need to, you can secure free passage on a sailing ship for yourself and your adventuring companions. You might sail on the ship you served on, or another ship you have good relations with (perhaps one captained by a former crewmate). Because youre calling in a favor, you cant be certain of a schedule or route that will meet your every need. Your Dungeon Master will determine how long it takes to get where you need to go. In return for your free passage, you and your companions are expected to assist the crew during the voyage

Spell Descriptions

Ben