

Ben

CHARACTER NAME

Bard 10 / Paladin 2 Sailor

CLASS & LEVEL

BACKGROUND

Ben

PLAYER NAME

Half-Orc

RACE

Neutral good

ALIGNMENT

0

EXPERIENCE POINTS

STRENGTH

+5

20

DEXTERITY

+1

13

CONSTITUTION

+2

14

INTELLIGENCE

+1

12

WISDOM

+0

10

CHARISMA

-1

9

INSPIRATION

+4

PROFICIENCY BONUS

- ☐ +5 Strength
- ☒ +5 Dexterity
- ☐ +2 Constitution
- ☐ +1 Intelligence
- ☐ +0 Wisdom
- ☒ +3 Charisma

SAVING THROWS

- ☐ +1 Acrobatics (Dex)
- ☐ +0 Animal Handling (Wis)
- ☒ +5 Arcana (Int)
- ☒ +9 Athletics (Str)
- ☐ -1 Deception (Cha)
- ☐ +1 History (Int)
- ☐ +0 Insight (Wis)
- ☒ +3 Intimidation (Cha)
- ☐ +1 Investigation (Int)
- ☒ +4 Medicine (Wis)
- ☐ +1 Nature (Int)
- ☒ +4 Perception (Wis)
- ☐ -1 Performance (Cha)
- ☐ -1 Persuasion (Cha)
- ☐ +1 Religion (Int)
- ☐ +1 Sleight of Hand (Dex)
- ☐ +1 Stealth (Dex)
- ☐ +0 Survival (Wis)

SKILLS

11

ARMOR CLASS

+1

INITIATIVE

30

SPEED

Hit Point Maximum 10

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 10d8 + 2d10

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

TODO: How does your character behave? See the PHB for examples of all the sections below

PERSONALITY TRAITS

TODO: What does your character believe in?

IDEALS

TODO: Describe what debts your character has to pay, and other commitments or ongoing quests they have.

BONDS

TODO: Describe your characters interesting flaws.

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Armor: None

Shield: None

TODO: Describe how your character usually attacks or uses spells.

ATTACKS & SPELLCASTING

14

PASSIVE WISDOM (PERCEPTION)

Proficiencies:

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

Languages:

Common, Orc

OTHER PROFICIENCIES & LANGUAGES

CP

0

SP

0

EP

0

GP

0

PP

0

TODO: list the equipment and magic items your character carries

EQUIPMENT

(See Features and Traits Page)

--Darkvision (60')

--Relentless Endurance

--Savage Attacks

--Ship's Passage

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TODO: Describe other features and abilities your character has.

FEATURES & TRAITS



Bard 10 / Paladin 2

SPELLCASTING  
CLASS

CHA / CHA

SPELLCASTING  
ABILITY

11 / 11

SPELL SAVE DC

+3 / +3

SPELL ATTACK  
BONUS

0

CANTRIPS

3

3

6

1

SPELL  
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

4

PALADIN

SPELL NAME

4

3

7

0

4

3

8

0

2

3

5

2

9

0

SPELLS KNOWN

# Features and Subclass

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## 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 can't 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 can't 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 weapon's 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 you're calling in a favor, you can't 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

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